Usenet Newsgroup Archive: comp.sys.atari.st

1994-04 - 1994-06

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1994-04-01 through 1994-06-30

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,580

Message records with no readable body available in the source text: 14

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Jim Titsler * Jim *

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 00:07:47 UTC
From: jonc@iconz.co.nz
Message-ID: <2nfokj$94n@status.gen.nz>
Source record: 189874

Sorry to waste the bandwidth here people.

Jim if you are reading this or someone knows Jims new email address
can you urgently email me with it.

Jim, I will be in Tokoyo on Wednesday and Thursday this week, can you ring me
or email me your connact details (I lost them again [grin]) so we can
catch up .

Best regards

Jon (Z*NET Pacific) Clarke
phone (+64-9) 358 -1186, 358-5589.

--

_ _
( )o "Internet users equal 3 times the POPULATION of New Zealand ?" o( )
/\ \ Public Access Internet , jonc@iconz.co.nz Auckland NZL / /\
"No SIX times the population and growing daily"

2. Re: Problems with PATCH

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 00:19:40 UTC
From: walra@moacs11
Message-ID: <qw4owxt6dvq@moacs11>
Source record: 189875

In <2neeqm$4o8@news.uni-paderborn.de>, Thomas Schulze wrote:

> It seems you are using a patch which insists on long filenames,
> for example a minix filesystem. Quick hack: Use the ram.xfs as
> your /tmp.

Or set the enironment variable SIMPLE_BACKUP_SUFFIX to just one
character, for example "#" or "~".

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

3. Re: A good HD optimizer needed!

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 01:05:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.8NUqBxcMIJk@yonder.equinox.gen.nz>
Source record: 189876

In <1994Mar29.134545.25305@abo.fi>, Timo Haanp{{ UPR writes:
>I need a good hard disk optimizer for the Falcon. Suggestions and/or FTP-sites,
>please!

I don't know if it works on the falcon or not, but I put a lot of trust
in Erin Matthew Monaco's programming skills last night, I tried his
program Blitzschnell out on my un-backed news drive (news is expired
every few days... not worth the hassel backing it up!).
Someone posted it to this newsgroup recently, strangly the manual
says it's Version 1.46 Beta Release, May 29, 1992. That's pretty
old!

Anyway, the program worked quickly, and defragmented the drive without any
problems.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

4. NVDI Address

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 01:10:56 UTC
From: tekmar@oar.net
Message-ID: <2nfsb0$ess@dialup.oar.net>
Source record: 189877

All,

I posted a message on c.s.a.s.t about a problem with NVDI ET/4000 on my Crazy Dots system. Basically the problem is that whatever Mod player I use (Paula, JunkBox, Desk Tracker) they all crash when I try to move the mouse around. No matter if I run the programs as PRG or ACC form.

I tried all combinations of things (TT Ram/No TT Ram) and nothing helped. I got responses from 3 other NVDI users who all have the same problem. So I think it might be a problem with NVDI.

Is their an internet address to contact the developers of NVDI and ask about this bug? I bought NVDI ET/4000 here in the USA from Gribnif, and they have never heard of this bug.

By the way. Its not the Crazy Dots Card. I can run the CD software and not use NVDI and the MOD players all work fine. Just no NVDI screen speed up. This is my only complaint about NVDI ET/4000 (well major one). I hope it can be resolved.

Oh by the way. One of the users with NVDI is running on a Mega STE with the standard ST/TT version of NVDI and not the ET/4000 model.

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

5. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 01:30:36 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2nfttfs$1tv@golem.wcc.govt.nz>
Source record: 189878

] way. However, I do object to Gribnif's attitude and the arrogant nature th
] you've taken. You seem to imply that ATARI and Eric Smith are simply horri
] programs that create impossible slow code and Geneva is such a speed demon.

You're saying that the OS couldn't without too much work, be much faster?
Maybe some assembler routines for screen updating etc.?

Most of what comes from atari is slow. It always has been. The software
this is, the machines just blow dust over all their 'equals'.

6. Re: Wall Street Journal writes about Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 02:32:47 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Apr1.023247.22931@mnemosyne.cs.du.edu>
Source record: 189879

In article <2nb6qq$8cd@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>There was an article in the Wall Street Journal, I believe it was the
>March 28 or 29 issue, concerning Atari's continued lossses and current
>stock prices. I won't type the whole thing in, but will summarize some
>of its contents:
>
>==
>ATARI LOSS WIDENED DURING 4TH PERIOD AS SALES FELL 67%
>
>Atari Corp reported 4th-quarter loss on 67% drop in sales, and warned
>it won't be profitable un Jaguar is shipping in greater quantities.
>None-the-less, stock rose 87.5% to $7.375 in ASE trading based on news of
>Time Warner's infusion of $12.8 million. TW now owns 27% of ATC, up from
>25%.
>
>[Here's the not-so-unexpected bad news...]
<rest of artticle deleted>
>==
>
>So now when Bob Brodie hems and haws during his monthly roundtable
>conferences on GEnie, we can all ask him about this. While he purports
>to not seeing the handwriting on the wall, the rest of the sentient
>and perceptive Atarians won't be so blind.

While it is true that they had a bad last quarter, you are also
ignoring that after this report was released Atari stock did not fall,
but indeed went up about a dollar. This is because Time-Warner thinks
enough of Atari to buy another 1.5 million shares...

Atari may have a dramatically reduced computer presence for awile, but
at least the comanies chances for survival look good at this point.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

< Those who do not read about the future are condemned to enact it. >

7. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 02:50:47 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Apr1.025047.11264@alw.nih.gov>
Source record: 189880

```
In article <2nb7da$8du@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:
>The Wall Street Journal printed an article about Commodore International,
>I believe this was in March 28 or 29 issue. It's too long to quote, so
>I'll just summarize:

Likewise.

>==============================
>COMMODORE SAYS IT FACES POSSIBILITY OF LIQUIDATION
>C= warned that it is on the verge of collapse and could be liquidated unless
>it secures new funding. Maker of Amiga said it is attempting to negotiate
>restructuring plan with creditors and suppliers that are suing the company.
>
>Maybe the people at Commodore learned their marketing skills from Jack?
>Seems everything the Tramiels touch turns to shit, doesn't it?
>--

Well, to be fair, Commodore was a fine company when Jack was running it;
the Super-Pet was an amazing machine, bundled with compilers from U. Waterloo
and public domain software. Now, I can't express my opinion of his two goon
sons, Sammy and Lenny, without seriously violating the obscenity laws in most
states of the U.S.A. and probably elsewhere. Atari pessimism prevails, the
cynics claim the end is nigh; am I nuts for still considering a Falcon or TT
(or clone), given the fact that a lot of my software may continue to run?

[Note: a rhetorical question; I don't expect or want an answer.]

It's only a machine.

--
___ O== ==O "It's deja vous all over again."
|__) ICK O== ==O [sic]
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra
```

8. Re: Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 06:18:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2ngeb3$36m@golem.wcc.govt.nz>
Source record: 189881

```
] > Is there a program that will play MOD, WAV, and other sound files on
] > my Atari? I have copied some programs off of atari.archive.umich.edu,
] > only to find that they seem to only be for STE's, or only run in color.
]
] Try the Petra addendum program to the Paula STE MOD player. Petra will pla
] MODs in monochrome mode, AFAIK, but only at up to 12KHz on an ST.

For WAV files etc., Get 'Sound-Lab' v1.11 is the current version AFAIK,
works in Color and Monochrome and supports STE and the standard
Sound-Chip.

MOD player, Pro-Tracker v2.1 runs in monochrome I _Think_ but don't quote
me on that one!
```

9. Re: Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 06:21:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2ngehj$36m@golem.wcc.govt.nz>
Source record: 189882

] I understand there are/is a patch which is supposed to make the vt100
] emulator act a bit more like a vt100. Is that patch the storm02.lzh (appro
] file on wuarchive? Also, there was a posting a while ago which said to
] "apply the patches in order..." or something to that effect..

There are about 4 patch files for storm, you need the files:

storm.lzh
storm01.lzh
storm02.lzh

Ahh, I can't remember, there is a v1.01 patch, a v1.02 patch, and a
Z-Modem patch. The v1.01 patch file has the patcher utility built in,
so you just need to follow the instructions!

] 1. How do I 'uncompress'? the lzh files and make them 'usable'?

get 'lharc299.tos' from the atari/Archivers/ directory at
atari.archive.umich.edu and after running that you will have a nice
GEM-Based LZH utility with plenty of buttons to press! :)

There is also a TTP version which just involved typing into the dialog
box:

x -rh [Source path & filename] [Destination path]

e.g.

x -rh C:\TEMP\FILE.LZH C:\FILES\

] 3. Is there such a thing as a Jpeg/Gif viewer available?

10. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 06:23:27 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ngekv$dlg@cxc1.cl.msu.edu>
Source record: 189883

steve-j@teleport.com (Steve Johnson) writes:

>It's a shame, though, because (all advocacy aside) the Amiga is a
>great little machine -- maybe in the liquidation, the Amiga design
>will be sold off to someone who will continue developing and supporting
>it???

NewTek comes to mind...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

11. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 06:38:18 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2ngfgq$36m@golem.wcc.govt.nz>
Source record: 189884

] -Can anybody confirm the devellopment of a 486 emulator for the Falcon?

One exists, which apparently works, but could be better, and there's
a high quality one in the works.

] -Does anyone know if this will support PC-CD-ROM via scsi?

If the emulator gives access to the standard falcon SCSI port, no doubt
it will! Basically it's the Falcon equivalent of the ST's ASCI port,
and I know of no PC emulator which didn't support that!

] -Anyone heard about a 8MB RAM-board for the Falcon?

They handle 16meg without boards. And there are boards which let them
have over 100meg! (Rumored, I'm not sure if it exists). Confirmed boards
will give access to around 32Meg. The falcon at 16meg can only access
14meg of it due to the system using 2meg for bits 'n' pieces.

12. Re: A good HD optimizer needed!

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 06:39:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2ngfjq$36m@golem.wcc.govt.nz>
Source record: 189885

] I don't know if it works on the falcon or not, but I put a lot of trust
] in Erin Matthew Monaco's programming skills last night, I tried his
] program Blitzschnell out on my un-backed news drive (news is expired
] every few days... not worth the hassel backing it up!).

ChkDsk3.??? in the pub/atari/utilities directory at ftp.uni-kl.de isn't
too bad, a bit slow, but it works very well!

There was a 'new' blitzschnell released a couple of months ago. Basically
the program is useless unless you register it!

13. Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 06:43:28 UTC
From: davidb@sterbbs.nl
Message-ID: <16592FQTUISNGGPSNFM@sterbbs.nl>
Source record: 189886

an>1. How do I 'uncompress'? the lzh files and make them 'usable'?
use lharc.ttp (don't know what the latest version is)

an>2. How do I 'apply' patches?
I'd expect the docs to explain this.

an>3. Is there such a thing as a Jpeg/Gif viewer available?
Gemview (v3.x ?)

an>4. Is there a 'computer idiot' PPP/SLIP program available?
don't know

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

14. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 06:43:28 UTC
From: davidb@sterbbs.nl
Message-ID: <16599FQTUISNGGPSNFM@sterbbs.nl>
Source record: 189887

```
He>From what I've heard there is a group of Taiwanese hardware
He>manufacturers who are planning to build _cheap_ motherboards based
He>on the different kinds of PPC's.
He>
He>[DREAM SEQUENCE START]
He>
He>IMHO this would be *THE* platform for a Power-Mint. How about that
He>folks?
He>
He>[RUDE AWAKENING]
He>
He>Naa, I don't think that'll ever happen.

Neither do I. Why DO i keep on using atari?
That's a deep philosofical question.

-davidb@sterbbs.nl

|[From]==============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

15. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 07:39:30 UTC
From: steve-j@teleport.com
Message-ID: <2ngj3i$kdq@elaine.teleport.com>
Source record: 189888

In article <2ngekv$dlg@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>
>>It's a shame, though, because (all advocacy aside) the Amiga is a
>>great little machine -- maybe in the liquidation, the Amiga design
>>will be sold off to someone who will continue developing and supporting
>>it???
>
>NewTek comes to mind...

Yes, but if NewTek were to buy the Amiga from Commodore, I don't think
you'd be seeing any bare Amiga computers or Amiga CD^32s -- just Toaster
workstations!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

16. Re: NVDI Address

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 07:50:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnKLsD.Dxx@cix.compulink.co.uk>
Source record: 189889

In message <2nfsb0$ess@dialup.oar.net>, tekmar@oar.net said:
>
>Is their an internet address to contact the developers of NVDI and ask about
>this bug? I bought NVDI ET/4000 here in the USA from Gribnif, and they
>have never heard of this bug.

The mail address of B2B authors of NVDI is found in the maillst compiled
by Achim Wilhelm. The address is Wilfried_Behne@maush.han.de .

Ofir ogal@cix.compulink.co.uk

17. Re: GEnie Text Uploads

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 09:22:21 UTC
From: warrl@hebron.connected.com
Message-ID: <2ngp4d$r9t@hebron.connected.com>
Source record: 189890

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Hi does any one know how to upload a Text file to GEnie,
: with out using Allading, (would take me weeks to work out how to use it),
: with out loosing the Format of the letter..

: It drops blank lines, how does one get around that..??

: Thanks.....

You *are* making sure that your "blank" lines contain several spaces each,
aren't you? As opposed to having a carriage return at the very beginning?

If not, consider yourself fortunate -- GEnie is the first board I ever came
across (after about 4 years on local boards) that didn't consider a
completely empty line to be the end of your text.

18. Re: Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 09:26:47 UTC
From: warrl@hebron.connected.com
Message-ID: <2ngpcn$ri5@hebron.connected.com>
Source record: 189891

Andelain (andelain@xmission.com) wrote:
: 2. How do I 'apply' patches?

You're talking specifically about the Storm patches. There are at this point three: the Storm 1.01 upgrade, the Zmodem 1.01 upgrade, and the Storm 1.02 upgrade. They get applied in that order, using the patch program which comes with the Storm 1.01 upgrade. Instructions are in there, but I'll summarize briefly: run the patch program, select the item to patch, select the patch, save the result. This is a bit awkward because you have to have a list of the patches...

: 4. Is there a 'computer idiot' PPP/SLIP program available?

If you get a useful answer to this one, let me know. :-)

19. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 09:43:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9becaa@secom.ct.se>
Source record: 189892

In a message of 31 Mar 94 17:39:42, Patrik Sanfridsson wrote:

PS> This crap really belongs in .advocacy or such but I'll say this much: Who
PS> was it that created Commodore Business Machines and made it a strong
PS> contender in the computer market? Who took over and rescued the illfated
PS> Atari from Warner? Who has been running Atari now for a full decade and
PS> managed to survive in a very competitive market? Who developed the
PS> Jaguar? I guess the Tramiels must be a bunch of totally incompetent
PS> idiots, right? I don't say we should all lick their boots and praise
PS> everything they do but I think they deserve some credit, don't you agree?
PS> Enough said!

AMEN! Lot's of people complain on the Tramiels ... maybe these people should try to run it better .... Atari may not have done EVERYTHING the way *I* would have wanted it to be done, but then, I don't run a company.

Way to go!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

20. Help! Need software to get started

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 09:52:07 UTC
From: elmo@cybernet.cse.fau.edu
Message-ID: <k0k4Jc1w165w@cybernet.cse.fau.edu>
Source record: 189893

I just got an old 1040ST with one floppy, color monitor and mouse. I don't think I have any disks that come with it. I want to use it as a terminal. So I guess I need a good term program for this. Now here's the problem: I can probably FTP and download the term program from somewhere. But I need the term program itself to do the downloading!

I'm using and IBM PC compatible right now. Is there any way I can download the ST stuff and then write it into an ST formatted disk using my PC? This is getting really frustrating. If I have to, I'd have someone send me the disks. Of course that's the last resort. Sorry if this question is already answered in the FAQ, but I didn't see it.

21. ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 12:11:05 UTC
From: shirley@cybernet.cse.fau.edu
Message-ID: <7oR4Jc1w165w@cybernet.cse.fau.edu>
Source record: 189894

Yes, Dan. Quite true. However, Atari is taking a step forward. I, for the first time, saw a Jaguar commercial today! It wasn't very good....but it was a first. It showed CyberMorph, Alien vs. Predator, etc. Perhaps if the Jaguar pulls Atari out of the muck, they will have more money to spend on the advertisement of their computers. I'm only hoping so because I am DEFINATELY getting a Falcon and I don't want to be left high and dry.

22. Re: Where is Everest 3.2 English?

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 12:23:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nh3o5$4f6@golem.wcc.govt.nz>
Source record: 189895

In article <2nbj09$kum@chico.staf.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Subject line sez it all. Last week EVER_E32.TOS was announced, but my
>'archie' can't find it. Anyone any clues? Thanks...
>

>Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
>University of Utrecht The Netherlands

Yes its on GEnie, version 3.2E, if I had FTP access I would get it and
Upload it to A.A. also PAD 2.4E is also on GEnie....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

23. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 12:31:04 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CnKys2.8Jv@cbnewse.cb.att.com>
Source record: 189896

In article <2nf0lf$3ie@acme.gatech.edu> gt1448b@prism.gatech.edu (David Paul Forrai) writes:
>In article <A6267@PB2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik
>Mylius) writes:
>
>>But how about an OpenTOS on PowerPC.
>
>From what I understand, IBM's Workplace OS (or is it Workspace?) is
>being written to run on the PPC and will have the ability to load in
>various modules for emulation of various OSs (DOS, Windows, OS/2, AIX,
>and MacOS). Perhaps Atari will write a TOS module to work under WOS.
>--
>David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

Although the software is likely doable - we must remember that what really makes the Atari different is not just TOS but also the hardware architecture (and the user community - but I am guessing that will remain no matter what :^)).

The ST hardware has not been hampered by the DOS machine's 8 Mhz 16 bit cards used for all external accesses. Instead we have many, many peripheral terminations for the ST right on the motherboard. And most, if not all of these terminations is supported by a special processor chip (unlike our Apple brethren who have the cpu handling every bit that moves with the cpu.)

Part of the power of our machines is found in the hardware - in its rather novel approach to how to marry hardware together. It's part of the reason that our 8Mhz ST running TOS (and WARP9 thrown in for fun) can do windows acceptably while a DOS or Mac struggles at 50Mhz.

Think about that a minute - 8Mhz vs 50Mhz. (BTW - to get a nicely detailed glimpse into the DOS architecture, I recommend reading David C Troy's excellent article "Riding the Bus", Current Notes Vol 13 No 10. That one article was worth the year's subscription in my books. It's a real eye opener for all your DOS friends - keep copies handy for their edification - believe me, they will give you much less grief after reading that.

Face it, we have neat software that can make our really neat hardware do really neat tricks. What more can you want in your computer?

So now you see why the tentative answer to the "yes, you could put TOS on a ppc machine, probably, along with DOS etc - but I wouldn't do it on the DOS machine, I'd want to put their OSs on an Atari

PPC. I have more faith in the Atari Hardware designers that they will provide me with a hardware architecture that will outlive the DOS one.

Not just a blinded Atarian, Wayne

24. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 12:43:36 UTC
From: ap748@FreeNet.Carleton.CA
Message-ID: <CnKzCp.192@freenet.carleton.ca>
Source record: 189897

In a previous article, thaanpaa@abo.fi (Timo Haanp{{ UPR) says:

>I really, really need information about Atari ST or Falcon hard disk
>optimizers (organizers?)! Anything is helpful. I'm becoming desperate..
>Is there really no such thing!? :-(
>--
>

In addition to ST TOOLS there is DL II ... I've successfully defragmented my
hard drive with DL II but have not yet really tried ST TOOLS. I can't quite
recall which ftp site I d/l'ed them from but I frequent archive.cs.ruu.nl
and wuarchive.wustl.edu so give these a try.

--
Mike
<ap748@freenet.carleton.ca>
"For the world is hollow and I have touched the sky !"

25. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 13:06:05 UTC
From: regnauld@imladris.frmug.fr.net
Message-ID: <2nh67t$8nr@imladris.frmug.fr.net>
Source record: 189898
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
>> c'est lent.
>>
>> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
>> (chip d'ID sur la carte)
>> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
>> 'debridee' :-)
>>
>> -- Phil
>>

>Oh come on.....I am too interested in this topic, and don't understand any
>French at all..... Please repost the reply...this time in English.

Ok, Mea Culpa: I didn't SEE the crosspost!

I said that the GE Software wasn't worth a dead cockroach, furthermore
there ARE some bugs in the adapter card itself, especially with
extensive SCSI use (like, hard disks will work fine, but I don't
know about Tape drives our CD-Roms).

ICD on the other hand works perfectly, and (as Ralph Sobek corrected)
their software works with any hardware (it doesn't need to recognize
an ICD board adapter online).

>OK, so you are French and can speak English......why shouldn't I know French...

Sorry about that, again!

>So please take pity on me....and repost in English

Done! :-)

-- Phil
--

```
-------------------------------------------------------------------------------
| "Quack? Quack, quack... Quack! Quackquack, quack: quack, quack." |
| - Gary Larson |
+---------------------+--------------------------------+---------------------+
- [ regnauld@imladris.frmug.fr.net / +48.8N+2.3E / +33 1 4071 0548 / Sol 3 ] -
GCS/SS d-- -p+ c++ l+ u+ e+(*) m++(-) s++/- n(-) h+(*) f+ g- w+ t r(+) y+(*)
```

26. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 13:07:59 UTC
From: regnauld@imladris.frmug.fr.net
Message-ID: <2nh6bf$8oj@imladris.frmug.fr.net>
Source record: 189899
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>PLEASE STOP THIS FLAME-WAR !!!!
>SVP, ARRETEZ CETTE POLEMIQUE !!!!

>NOW PLEASE, ANSWER MY QUESTION AND STOP THIS FLAME-WAR. THANK YOU
>MAINTENANT SVP, REPONDEZ-MOI ET ARRETEZ CETTE POLEMIQUE. MERCI

I have repondu to votre question.

En plus , ce n'etait pas une flamewar.

J'ai juste pas fait gaffe au header de crosspost, et tout le
monde m'a allume.

Si tu veux un vraie flamewar, tu postes en fr.news.divers:

"Tous des gros cons a l'EPITA"

La, c'est une flame war! :-)

-- Phil
--

```
-------------------------------------------------------------------------------
| "Quack? Quack, quack... Quack! Quackquack, quack: quack, quack." |
| - Gary Larson |
+---------------------+---------------------------------+---------------------+
- [ regnauld@imladris.frmug.fr.net / +48.8N+2.3E / +33 1 4071 0548 / Sol 3 ] -
GCS/SS d-- -p+ c++ l+ u+ e+(*) m++(-) s++/- n(-) h+(*) f+ g- w+ t r(+) y+(*)
```

27. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 14:33:52 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr1143352@hal.cerfacs.fr>
Source record: 189921
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

>>>>> Regarding Re: SCSI controlers; woodford@esca.com (Steven Woodford) adds:

>In article <2n21d5$pv6@imladris.frmug.fr.net> regnauld@imladris.frmug.fr.net (Philippe Regnauld) writes:
>> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
>> (chip d'ID sur la carte)
Steve> Also, the ICD software only works with ICD cards (DMA->SCSI boards)
Steve> (ID chip on the card)

I have already followed up on this point: IT IS FALSE. ICD Pro
software does *not* require their adaptor cards.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

28. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 14:40:57 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2nhbpp$3ta@percy.cs.bham.ac.uk>
Source record: 189900

In article <2ngfgq$36m@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>
>] -Anyone heard about a 8MB RAM-board for the Falcon?
>
> They handle 16meg without boards. And there are boards which let them
> have over 100meg! (Rumored, I'm not sure if it exists). Confirmed boards
> will give access to around 32Meg. The falcon at 16meg can only access
> 14meg of it due to the system using 2meg for bits 'n' pieces.
>

Ah but the thing with this is that 4meg ain't enough for multi tasking and such like but 16meg costs far too much... I for one would love to get 8meg in my Falcon so that I can use MultiTOS for all development work.

I have heard about some 8meg boards but they are apparently a bit of a hack and tend to be slower than accessing 4 or 16meg of RAM, I don't know why this should be. Perhaps someone has one and can comment ?

Cheers

Ian

29. QUES: FontGDOS problem

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 15:32:35 UTC
From: bobhays@spss.com
Message-ID: <bobhays-010494093235@haysmac.spss.com>
Source record: 189901

I'm trying to use FontGDOS with my BJ200e in BJ10e mode. I have the BJ10 driver installed and it works except that the page size is 8.5x10.4, not 11. I tried to install the FSMPRINT accessory but it won't load. I got all the files from the nic.switch.ch mirror of the umich archive. Any ideas? Has anyone succeeded in getting this kind of setup to work? Or, can anyone suggest a way to edit the BJ10 driver to change the page size?

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

30. formatting in Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 15:41:14 UTC
From: davidb@sterbbs.nl
Message-ID: <016678KMCUQGDGNDFNDF@sterbbs.nl>
Source record: 189902

mdekker@fwi.uva.nl wrote:

md>tonight I wanted to format a floppy disk. I am using TERADESK and
md>tonight I discovered that you cannot format disks with this
md>desktop-replacement! Am I missing something or did the author miss
md>something?

Some desktops do and others don't have a format option. I did use
teradesk for some time, and vaguely racall it indeed not heving this
option. But there are plenty other possibilities: most copy-prgs can
be used to format, or more comfortable: use Universal Item Selector
(commercial fileselector replacement) it does have a format option, and
comes with a acc to use it from the desktop.
If you do have enough RAM and HD-space, i can advice Gemini (1.99) as
a desktop replacement: its the most functional with lots of extras
(incl format and integrated use of certain acc's) and comes with a
unix-like cli.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

31. NVDI Address

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 15:41:15 UTC
From: davidb@sterbbs.nl
Message-ID: <016670VEXLJVITQNWGFM@sterbbs.nl>
Source record: 189903

te>Mod player I use (Paula, JunkBox, Desk Tracker) they all crash when
te>I try to move the mouse around. No matter if I run the programs as

te>Oh by the way. One of the users with NVDI is running on a Mega
te>STE with the standard ST/TT version of NVDI and not the ET/4000
te>model.

Don't know if this info might help, but anyway:
I did try paula on 16MHz megaST (not stE), also using nvdi (one of the
latest versions, non-falcon, non-et4000). Moving the mouse was enough
to push the machine over its limits, but crash it did not.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

32. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 15:41:15 UTC
From: davidb@sterbbs.nl
Message-ID: <016677VEXLJVITQNWGFM@sterbbs.nl>
Source record: 189904

ga>BAD NEWS! Although the Falcon has 4 stereo channels to play around
ga>with, only ONE channel can currently connect with the output at any
ga>time!!! So, if you want to get more than one channel, then you'll
ga>have to mix the samples in software. (Yet another use for the DSP
ga>again!) Shame, really.

I recall reading something about a hardware extention for the falcon
(probably german) that alowes you to use up to eight tracks at the
same time.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

33. Future of Atari (was: Re: ?)

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 15:55:41 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404011520.AA00518@ilmen.lanl.gov>
Source record: 189905

In a previous article, shirley@cybernet.cse.fau.edu (Samuel Shirley) said:

> Perhaps if the Jaguar pulls Atari out of the muck, they will have
> more money to spend on the advertisement of their computers.

Well, I wouldn't hold my breath waiting to see much in the way of
advertising OR a new Atari computer for quite a looooong time.
The only possible exception, IMHO, would be one built off of the
Jaguar, but it would still be a primarily games oriented machine.

Atari's computer division has consistently lost money for a long time.
The Jaguar has at least showed promise of being profitable (marketing
is another story... remember the Lnyx vs GameBoy?) If you were the
one in charge, would you continue to throw $$$ down a black hole or
invest in the one product that has turned a buck? Remember...

"Business is war." -- Jack Tramiel

Unfortunately, in this battle the USERS are suffering the most casualties
(and we developers, who are also users, haven't fared too well either!).

Time marches relentlessly on, and as much as we may hate it, things DO
change. Atari is simply adjusting to new market trends and attempting
to apply its technology in the best way it can to stay alive. That may
result in reduced or eliminated support for Atari computers, but that's
just life, people. Ain't no guarantees expressed or implied, ya know?

'Course, the above in no way detracts from the usefulness of your
current Atari computer. If it does what you need, enjoy it! And who
knows? Atari just _might_ come out with a new geewhiz computer someday.
But even if they don't, life _will_ go on. Trust me. ;-)

-Hutch- @ Fair Dinkum Tech

34. Re: HELP! Directory deleted ! *&^$

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 16:05:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nhgov$4ko@mailer.fsu.edu>
Source record: 189906

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
> Yeah, well, the subjectline sez it all in fact...
> I had been working on a programming project for 2 weeks, when suddenly
> a nameless file appeared (just a bunch of blanks as filename). Upon
> inspection this appeared to be a copy of one of my sourcefiles, so I
> thought I might as well delete it.
> Dragged the thing to the trashcan -- and the machine starts deleting
> the COMPLETE directory !!! *&$^^#
> Problems:
> 1. Two weeks of work is gone (no, I didn't have a backup -- flame me)
> 2. Both FAT's are not identical
> 3. The files weren't contiguous

> Solution:
> Ask you guys out there what I should do...
> Is there a good undelete-program -- preferably one that is able to track down
> non-contiguous deleted files, and one that lets you save the undeleted file
> on _another_ partition (just for safety)? Preferably PD/shareware/freeware.
> Any suggestions, hints, tips and tricks?
> I'm really desperate so *any* reaction or suggestion is more than welcome.

> Email and follow-up are both ok with me...

> Geesh, there are days when I simply *hate* those machines...

> P.S. does anybody have any idea as to what *caused* the problem in the first
> place? I've never seen anything like this...

> Thanks in advance for any and all help.

The best filesystem fixer-upper I have found is Cleanup ST, from ICD. The
one included with Diamond Edge is also good, but Cleanup has fixed stuff
that DE could not (for me). As for undeletes, Diamond Edge is more suited
for this (Cleanup does not have an undelete function).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

35. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 17:19:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WGM5A13nmps@semprini.waterloo-rdp.on.ca>
Source record: 189907

In <2n3cpf$g9r@hebron.connected.com>, Donald Edwards writes:
> At a logical comparison level, the 68000 is extremely comparable to the
> 386sx processor: it's a true 32-bit processor hiding behind a 16-bit
> memory path. But in many other ways it's a better design.

You're wrong here. The '386sx is comparable to the 68030 in the Falcon,
which is also crippled by a 16-bit bus.

The '386 seems so much wimpier due to the hellish hardware surrounding
it...

> I suppose that at some point Motorola probably produced a processor
> comparable to the 80286, but the 68000 isn't it -- in spite of it being
> *older*, it's substantially *better*.

The '286 was useless, even by PC standards. The '386 (and the 68020)
introduced memory protection, which was ignored on Intel hardware 'til
OS/2 and the various PC UNIXes appeared.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

36. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 17:28:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nCor59UqrPQ@semprini.waterloo-rdp.on.ca>
Source record: 189908

In <2n7qh4$aje@auggie.CCIT.Arizona.EDU>, Jeff Diamond writes:
> Oh, I agree whole heartedly. Even considering JUST MIPS, the 68000 has been rated
> with a 386sx (And the 386 instruction set still wasn't quite up to the complexity
> of the 68000's)

The 8Mhz 68000 in an ST is as fast as a 12Mhz '286... 1 MIPS.

> In fact, the ONLY reason modern Intel chips have been rated as only ONE generation
> behind Motorola in power (i.e., 486 vx 030, 586 vs 040) is because the Intel chips
> can run at 3 times the clock speed. On a per megahertz basis there is no comparison.

"Modern" Intel processors (ex, '486 and Pentium) are comparable to
Motorola processors of the same "level" (ex, '040 and PPC 601) at the
same clock speed.

> For example, the PPC 601 has been rated under varying conditions at roughly
> five times the speed of a comparable Pentium, and yet Apple has OPENLY admitted
> that the 68060 is faster that the PPC601. It's the next generation PPC (Unsure if
> they were talking about the PPC 604 or PPC 615) that is supposed to beat the 68060.

I think your information sources are wrong; the PPC 601 is actually
slower than the Pentium at integer operations, and faster at floating
point operations. Slightly in both cases.

HOWEVER, due to the lack of registers on the Pentium (there are as many
in the '386 and '486) compared to the PowerPC 601 (which has 32 floating
point registers, and probably 32 integer registers; I think the Pentium
has maybe 16 registers _total_), "real world" applications are quite a
bit slower. Also, Pentium chips are usually embedded in these really
crappy motherboards, where the RAM and everything else is many, many
times too slow to keep up with the processor.

> But, to be fair, remember that you aren't comparing processors aimed at the
> same league of users. When the 68000 was released in 1977, it was used in
> minicomputers and ushered in the first "workstation" computers. When IBM
> introduced the first PC in 1981, it was trying to compete with the 6502 and
> Z80 8-bit computer market. Meanwhile, 68000's were the heart of SUN and
> HP-Workstations, and it was considered beyond reason that any individual
> could own that kind of power. (Look around you... the majority of all the
> old workstations still in use are 68020 based, including new X-terms.)

The 68000 was never used in Sun and HP workstations; the 68010 was used
in quite a few UNIX systems, including NCR's old TOWER systems.

> Intel based computers had the capability to enter the "modern-style" personal
> computing market with the 386, and to some extent did, but IBM software needed
> time to catch up to the "new" style of computing. It wasn't until the

> 486 came along that Windows were fast enough to change the IBM market from
> 8-bit style DOS programs (e.g. Word Perfect 5) to the "modern" mid-80s style
> interactive graphics/WYSIWYG platform.

And the hardware is still limping along with ancient things like ISA and
IDE hard drives...

> (BTW, don't you love all the marketing hype claiming that RISC is the "new"
> technology, and CISC is the "old" technology at the top of its performance curve? :-)

When they talk about things being at the top of the performance curve,
they're usually talking about the Pentium. The x86 architecture isn't
going anywhere fast.

The distinction between RISC and CISC is blurring real fast, just like
the distinction between workstation and PC is; when it was released, the
TT could be used as a workstation, but it's also a PC; 99.9% of the TT
owners out there have never seen Atari's UNIX. The average '486 system
sold today has more raw power (and less RAM, less hard disk space, and
wimpier graphics) than all those Sun 3's that are out there (which can
be had for $200 used!).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

37. Re: Falcon/Ste price drops?

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 17:29:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.E14cYLysvw_@semprini.waterloo-rdp.on.ca>
Source record: 189909

In <26MAR94.19065299@meena.cc.uregina.ca>, selbyr@meena.cc.uregina.ca writes:
> Have there been essentially no retail price drops on the STe, TT
> and Falcon in the last while? It seems at least one prominent
> Atari mail order/store front establishment still wants the
> same retial price for STe's, Mega STe's, TT's as it did about 3
> years ago. You'd figure the priced would have plummetted for these
> ancient technology machines (286 equiv? for the ST series?). A
> recent price quote to me was actually higher than in their 3 year
> old catalog! This place is still quoting the original suggested
> retail price that was announced in the earliest pre-Falcon stages
> of promotion. Are there no retailers that have lowered prices?

Prices only drop on this that are selling well; they can make the same
amount of money in total by selling more of them at a lower price.
Unfortunately, Atari systems aren't selling well enough for dealers to
survive at all, let alone make money by selling in volume.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

38. Re: Gcc and G++ files. Compatable?

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 17:34:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LGtzv&WTXcY@semprini.waterloo-rdp.on.ca>
Source record: 189910

In <2n6q9h$4dn@blkbox.blkbox.COM>, Steven Whatley writes:
> Can I put the G++ library and include files in the same dirctory
> with the Gcc files? Or, do I need a separate directory for them.

You need a separate directory for the include files; the library files
can go together.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

39. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 17:38:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rnOs9lYIMjo@semprini.waterloo-rdp.on.ca>
Source record: 189911

In <alberto.3fpg@terapin.com>, Alberto Fonseca writes:
>
> Hi all, well I'm currently learning C using Ian Lepores Heat & Serve C. Its
> pretty good, simple to set up but I am learning from a book called C Primer
> Plus, and this book just has a bunch of examples which are ANSI C and some of
> the stuff doesn't work on it. Is there a PD/Shareware ANSI C compiler for the
> ST? I have heard many people using GNU C, but don't know if it is C++ or ANSI
> C, or if it makes a difference. Would GNU C work for just learning ANSI C?
> If theres another one I could get please let me know.

GNU C does ANSI as well as "traditional" K&R-style C; there is also GNU
C++ that uses some of the GNU C stuff (the linker, etc).

GNU C++ is the only option for an Atari user who wants to do C++
programming.

You've got enough RAM and a hard drive, so I'd say to give gcc a try; 4M
of RAM isn't really enough for C++ programming, unfortunately, unless
you've got a really tiny shell you can use.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

40. Re: help with C !

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 17:43:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.YmTuD8jTPoY@semprini.waterloo-rdp.on.ca>
Source record: 189912

In <Cn6wBz.2CM@inf.utfsm.cl>, Marcos Vera writes:
> I have an atari 1040st and DS/DD disk drive and 1Mbyte to RAM.
> I'd like to know Is there some version (or type) of C language
> that I could work it.
> And where can I get it by ftp service.

Ian Lepore's Heat & Serve C (based on Sozobon C 1.x) will work nicely on floppies in 1M of RAM. The library does have a bug though that will cause problems if you use Gemini 1.x or the Mupfel shell that comes with that version of Gemini. H&S C will be on atari.archive.umich.edu in atari/Languages or atari/Programming.

I _think_ Pure C (aka Turbo C in Germany) and Lattice C may work on such a small machine; they are commercial packages.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

41. 8bit - ibm

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 17:43:28 UTC
From: af338@cleveland.Freenet.Edu
Message-ID: <2nhmg0$p3q@usenet.INS.CWRU.Edu>
Source record: 189913

hello all you people out there in crt land,

i have a quick question:

how can i convert atari 8-bit discs with a bunch of ascii documents
to ibm format.

please reply by email to:
af338@cleveland.freenet.edu

thanx, (\)ick (\/)an

--
(\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\
)(\/) (\)(\/) (\)(\/) (\)(a star of wit and wizardry (\)(\/) (\)(\/) (\)(
\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/
) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/)!

42. NFS & INIT-1.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 18:13:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnLEMo.Dv8@cix.compulink.co.uk>
Source record: 189914

I've seen a couple of references to these packages:

INIT-1.1 - by ?
NFS? - by Ulrich Kuehn

Not much to go on I know ;-) however does anybody know exact filenames and ftp sites for these?

I've had a look arround 2 or 3 sites so far, but as I don't have proper filenames to go on its a bit difficult. Also I'm *paying* for every second I on!

:-)

Thanks

Roland.

@CiX

43. Re: Connect Questione

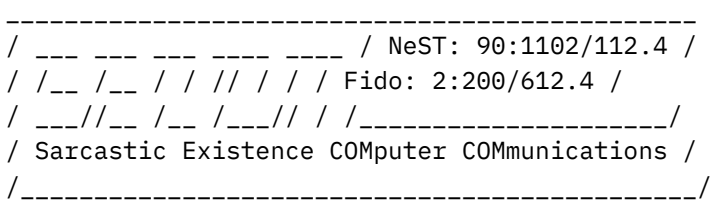
Newsgroup: comp.sys.atari.st
Date: 1994-04-01 18:40:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2d9c6ae8@p4.secom.ct.se>
Source record: 189915

In a message of <31 Mar 94 00:08:18>, Mickey Boyd (2:200/427.3) writes:

>> Im just starting to look at Connect (Latest version) and I really
>> like it. One thing I can't figure out though is how to get it to do a
>> batch ZMODEM UPLOAD. I have tried passing it "*.*" through the file
>> selector, but it only sends one file.
>>
>> Any ideas what Im doing wrong? I can get batch downloads to work
>> fine.
MB>
MB> If you use the Selectric item selector, you can pass more than more
MB> file back to Connect (it is some new extended specification). Other
MB> than that, I don't think you can do it with Connect's internal
MB> Zmodem. Selectric (English version) is available from

There is another way: Under MultiTOS you can simply drag all the files you want
uploaded to the CoNnect window and they will be batch uploaded...

Greetz, magnus_thylander@p4.secom.ct.se...



44. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 19:43:23 UTC
From: lancer@coyote.WPI.EDU
Message-ID: <LANCER.94Apr1144323@coyote.WPI.EDU>
Source record: 189916

```
0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
Mickey> It occurs to me that I have just about every Bitmap Brother's
Mickey> game there is. They are all excellent. The only one I can
Mickey> remember that I don't have is The Chaos Engine. Is it work
Mickey> getting? My guess would be yes, but it never hurts to check
Mickey> :-).

Well, I was VERY unimpressed with the playable CE demo I got from ST
Format... No fun at all, but it looked nice and was highly rated in
the mags...

Is it legal to upload the demo for all to see?

.s.
--
- lancer@wpi.wpi.edu - - Diamanda Galas: -
- What sympathy in death discloses, we who fester here -
- are very much alive, and watch unmanned compassion flee to -
- safer zones... Let us praise the masters of slow death... -
```

45. Re: GEnie Text Uploads

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 19:54:11 UTC
From: Lexicor@world.std.com
Message-ID: <CnLJAD.Kx3@world.std.com>
Source record: 189917

In article <2ndbag$nvu@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@kosmos.wcc.govt.nz> wrote:
>Hi does any one know how to upload a Text file to GEnie,
>with out using Allading, (would take me weeks to work out how to use it),
>with out loosing the Format of the letter..
>
>It drops blank lines, how does one get around that..??

Figuring that you have a GENIE account...wouldn't they know? :) *grin* i.e.
your Genie sysops...however...while not using Aladdin you can use the
ascii file upload for most terminals and send Genie the *up command.

The thing I used to do was to always keep one space after the sentence and
then a return...that usually set the layout straight I think...however
I haven't been doing that lately...

Yat

Y.SIU@genie.geis.com in the Graphics RT (m1415)

>
>
>Thanks.....
>
>
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

46. Re: Help! Need software to get started

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 21:44:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnLoEC.qA@cix.compulink.co.uk>
Source record: 189918

In message <k0k4Jc1w165w@cybernet.cse.fau.edu>, elmo@cybernet.cse.fau.edu said:
>
>I'm using and IBM PC compatible right now. Is there any way I can
>download the ST stuff and then write it into an ST formatted disk using
>my PC? This is getting really frustrating. If I have to, I'd have
>someone send me the disks. Of course that's the last resort. Sorry if
>this question is already answered in the FAQ, but I didn't see it.

The ST can read double-sided MSDOS (9 sectors/80 tracks) disks.

Ofir ogal@cix.compulink.co.uk

47. Re: NFS & INIT-1.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 21:52:27 UTC
From: bartok@bnr.ca
Message-ID: <2ni52r$t98@crchha60.bnr.ca>
Source record: 189919

```
In article <CnLEMo.Dv8@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>I've seen a couple of references to these packages:
>
>INIT-1.1 - by ?
>NFS? - by Ulrich Kuehn
>
>Not much to go on I know ;-) however does anybody know exact filenames and
>ftp sites for these?
>

Roland,

Try initbin.zoo in the Mint/Utilities directory on umich. I don't know about
the NFS. There was a mount.ttp file in one of the Minix filesets I downloaded,
but I haven't looked at it yet. It's probably for tape devices.
--
+-------------------------------------------------------------------------+
| #include std.disclaimer /// No email to bnr.ca - it will bounce back. |
| Instead post replies in USENET or mail me at vcross@genie.geis.com |
+-------------------------------------------------------------------------+
```

48. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 22:12:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnLpo5.1yq@cix.compulink.co.uk>
Source record: 189920

>If the emulator gives access to the standard falcon SCSI port, no doubt
>it will! Basically it's the Falcon equivalent of the ST's ASCI port,
>and I know of no PC emulator which didn't support that!

Yes - but at what level? Surely for a PC CD-ROM system to work, the PC CD-ROM driver has to think there is a PC SCSI host adaptor in the system (eg Adaptec, Future Domain etc).

AFAIK ST PC emulators don't work down to this level. All they do is present a (PC) BIOS frontend to the SCSI port - allowing higher levels (eg DOS) to access the Atari's hard drives as if they were suported by the PCs BIOS.

As a CD-ROM is *not* supported by the PC BIOS as standard - I don't see how it is going to work.

(I hope that all makes sense - and please feel free to prove me wrong ;-)

Roland.

@CiX

49. Re: FAQ: GDOS drivers 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 22:35:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A64699@SL.maus.de>
Source record: 189922

In article CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes (reffering
to my posting):

GC>_____
GC>_____
GC>_____
GC>|_Kind of
GC>Program_____|Program_____|Distributor_____
GC>___|Spe
GC>edo__|
GC>| Chart/Measureanalysis |Xact
GC>|SciLab
GC> |yes |
GC>| |Off-Axis
GC>|ByTech
GC> |yes |
GC>| |MM-Graph
GC>|Overscan
GC> | |
GC>| |DATA_Professional 4 |Ralf
GC>Wirtz
GC> | |

Oh shit. I'll fix that in the next release ...

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

50. Looking for PD/Shareware BBS prog...

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 23:02:26 UTC
From: brainard@crl.com
Message-ID: <2ni962$2fv@crl.crl.com>
Source record: 189923

On the theme of the regrettable obsolescence of the Atari computers, of which I've been a loyal user for years... I'm converting my 1040ST to a BBS and am looking for a PD or shareware program... if anyone has Citadel or another worthy ST BBS, or knows where I might find it thru ftp, please post here or mail me... thanks.

51. st schematics, memory map

Newsgroup: comp.sys.atari.st
Date: 1994-04-01 23:14:10 UTC
From: jrote.mhs.mendocino.k12.ca.us
Message-ID: <jrote.mhs.mendocino.k12.ca.us-010494151731@rop4.mhs.mendocino.k12.ca.us>
Source record: 189924

1040STf Schematics and Memory map wanted, NEEEDED!

I need a copy of the Schematics and memory map for the 1040 STf. I have contacted Atari and the places they reffered me to and according to their story it
is not to be had. I am studying electronics and computer hardware. my sacraficial lamb is my old 1040. help if you can. Reply to this Internet address:

jrote@mhs.mendocino.k12.ca.us>
or Fax to (707) 961-5463.

52. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 00:26:45 UTC
From: gregs@eskimo.com
Message-ID: <CnLvwL.BE7@eskimo.com>
Source record: 189925

In article <2nfgo2$p6@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>It occurs to me that I have just about every Bitmap Brother's game there
>is. They are all excellent. The only one I can remember that I don't have
>is The Chaos Engine. Is it work getting? My guess would be yes, but it
>never hurts to check :-).
>
>Have I missed any? Any recommendations/good cheats?
>
The Chaos Engine is excellent. Get it. But like their other games, don't
even think about solving it unless you have about 100 spare hours.

It's also doing quite well on the Sega platform, although they changed
the name to something more generic. Can't remember what it is.

--
Gregory Sumner
gregs@eskimo.com I understand just a little,
Seattle, WA no comprende, it's a riddle

53. Re: GEnie Text Uploads

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 00:29:15 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nie8r$84p@golem.wcc.govt.nz>
Source record: 189926

In article <1696@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>In article <2ndbag$nvu@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger W. Sheppard) writes:
>>Hi does any one know how to upload a Text file to GEnie,
>>with out using Aladdin, (would take me weeks to work out how to use it),
>>with out loosing the Format of the letter..
>
> Do you mean as if it were entered by hand? (like say, "uploading"
>a text file in a RTC, as a message in the BB section, etc?). The
>basic way is to use (assuming the term supports it) "ASCII UPLOAD."
>Most terms (like CoNnect ;-) have this option...

Well I have tried all that, it droped all my blank lines
and CR, so that is why I am asking..

I am using Flash 1.6, people on GEnie told me the only way to go was Aladdin,
but that would take me many many weeks to get to grips with...

Also what does *SN do..???

> Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

54. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 01:00:47 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CnLxHC.8A2@cix.compulink.co.uk>
Source record: 189927

>ga>BAD NEWS! Although the Falcon has 4 stereo channels to play around
>ga>with, only ONE channel can currently connect with the output at any
>ga>time!!! So, if you want to get more than one channel, then you'll
>ga>have to mix the samples in software. (Yet another use for the DSP
>ga>again!) Shame, really.

This looks like a reply to an earlier question of mine.. if not, my
apologies for butting in. Anyway, I didn't see the orginal of this so:-

Okay, you have to mix the 4 stereo channels - using the DSP for speed -
and then you play on one channel. Is it possible to Devconnect the DSP
output to the DMA sound so that anything that's sent out is played when
it's sent out?

That way I can see how I can play four sound effect tracks - where sound
effects have to be played at literally any time, ie not in sync. If I have
to send the DSP output to a '030 memory buffer and then use the XBIOS to
play it I can't see how it can be done. This would mean discrete 'mixed
sample tracks' which couldn't be changed once they had been set off.

Has anyone any ideas on this problem?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)
---

55. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 01:00:50 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CnLxHE.8An@cix.compulink.co.uk>
Source record: 189928

>AMEN! Lot's of people complain on the Tramiels ... maybe these people should
>try to run it better .... Atari may not have done EVERYTHING the way *I* would
>have wanted it to be done, but then, I don't run a company.
>
>Way to go!

For a company which everyone seems to write off as crap they certainly
make very nice machines - and are about to get very rich with the Jaguar.
If I ever run a company I hope I'm that terrible. [g]

---
sabbath@cix.compulink.co.uk (Graeme Rutt)
---

56. software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 01:15:16 UTC
From: ronald@spartan.ac.BrockU.CA
Message-ID: <1994Apr2.011516.25773@spartan.ac.BrockU.CA>
Source record: 189929

```
FOR SALE:

Neodesk v3.02 alternate desktop..................$20
VIP Professional spreadsheet.....................$15
Word Writer ST v.2.00 word processor.............$15
Alice Personal Pascal............................$20
Quick ST II screen accelerator...................$5
Flash v1.6 terminal program......................$10

Rocket Ranger....................................$10
Batman Caped Crusader............................$10
Superman Man of Steel............................$10
Star Raiders.....................................$8
Dark Side........................................$8
Star Trek - Rebel Universe.......................$8
Infestation (by Psygnosis).......................$10
Rockford The Arcade Game.........................$5
Sim City........................................$12
Populus.........................................$12
Orbiter (space shuttle simulation)................$8
F19 Stealth Fighter..............................$12
Dungeon Master..................................$12
Chaos Strikes Back..............................$10
Defender of the Crown............................$8
Chessmaster 2000................................$10
Battle Chess....................................$10

call Ron @ 905 685 1538 or
Internet: ronald@newton.physics.brocku.ca
prices (in US$) do not include shipping ($1 to $2 per program
depending on size of package)

--
================================================================================
Ronald Snelgrove Physics Department, Brock University
St. Catharines, Ontario, Canada ((905) 688 5550 x4090)
Politically incorrect and damned proud of it!
```

57. THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 01:26:17 UTC
From: logan@ucscb.UCSC.EDU
Message-ID: <2nihjp$nt5@darkstar.UCSC.EDU>
Source record: 189930
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

HELLO EVERYBODY, READ THIS PLEASE.
IT'S WORTH YOUR TIME, REALLY.

Not long ago, I got what follows in the News. It tells of how to earn easy money, fast!! Truly, it sounds too good to be true, but the potential loss is very small, so I for one am going to try it. And what I understand is that I need to persuade you to do the same. Honestly, I won't tell you that it works because I don't know. All I can say is that I (you) have nothing to loose but 5 (five) USDollars. What are five dollars? Are you sure you haven't looked under your couch cushions lately? If it doesn't work, at least I will have tried, and all I really will have lost is my five dollars, some stamps, and a bit of my time. Read what follows and make your own decision. :)

- D.E.

--*-

home except to go to your mailbox or post office.
In October 1988, I received a letter in the mail telling me how I could earn $50,000 dollars or more whenever I wanted. I was naturally very skeptical and threw the letter on the desk next to my computer. It's funny though, when you are desperate, backed into a corner, your mind does crazy things. I spent a frustating day looking through the want ads for a job with a future. The pickings were sparse at best. That night I tried to unwind by booting up my computer and calling several bulletin boards. I read several of the message posts and than glanced at the letter next to the computer. All at once it came to me, I now had the key to my dreams.
I realized that with the power of the computer I could expand and enhance this money making formula into the most unbelievable cash flow generator that has ever been created. I substituted the computer bulletin boards in place of the post office and electronically did by computer what others were doing 100% by mail. Now only a few letters are mailed manually. Most of the hard work is speedily downloaded to other bulletin boards throughout the world. If you believe that someday you deserve that lucky break that you have waited for all your life, simply follow the easy instructions below. Your dreams will come true.

Sincerely yours,

Dave Rhodes

INSTRUCTIONS:

Follow these instructions EXACTLY, and in 20 to 60 days you will have received well over $50,000.00 cash, all yours. This program has remained successful because of the honesty and integrety of the participants. Please continue its success by carefully adhering to the instructions.

Welcome to the world of Mail Order! This little business is a little different than most mail order houses. Your product is not solid and tangible, but rather a service. You are in the business of developing Mailing lists. Many large corporations are happy to pay big bucks for quality lists.

(The money made from the mailing lists are secondary to the income which is made from people like yourself requesting that they be included in that list.)

1) Immediately mail $1.00 to the first 5 (five) names listed below starting at number 1 through number 5. Send

CASH only please (total investment $5.00). Enclose a note with each letter stating: "Please add my name to your mailing list." For other countries the equvielent amount may be sent, e.g. in Hong Kong Send HK$10 as this is the lowest denomination note.

(This is a legitimate service that you are requesting and you are paying $1.00 for this service).

2) Remove the name that appears number 1 on the list. Move the other 9 names up one position. (Number 2 will become number 1 and number 3 will become number 2, etc.) Place your name, address and zip code in the number 10 position.

3) Post the new letter with your name in the number 10 position into 10 (Ten) separate bulletin boards in the message base or to the file section, call the file, MAKE.MONEY.FAST.

4) Within 60 days you will receive over $50,000.00 in CASH. Keep a copy of this file for yourself so that you can use it again and again whenever you need money. As soon as you mail out these letters you are automatically in the mail order business and people are sending you $1.00 to be placed on your mailing list. This list can than be rented to a list broker that can be found in the Yellow Pages for additional income on a regular basis. The list will become more valuable as it grows in size. This is a service. This is perfectly legal. If you have any doubts, refer to Title 18, Sec. 1302 & 1341 of the postal lottery laws.

NOTE: Make sure you retain EVERY Name and Address sent to you, either on computer or hard copy, but do not discard the names and notes they send you. This is PROOF that you are truely providing a service and should the IRS or some other Government Agency question you, you can provide them with this proof!

Remember as each post is downloaded and the instructions carefully followed, five members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the number five position you will be receiving thousands of dollars in cash.

1. John Gibbs
34 Dundas
Brantford, Ontario
Canada N3R 1R9

2. Dini Man
P.O. Box 98068, T.S.T.
Kowloon, Hong Kong

3. Ravi Murjani
3 Henderson Road
Jardines Lookout
Hong Kong

4. Sanjay Purswani
2-D, Kowloon tong garden,
No.1 Cambridge rd.,
Kowloon,
Hong Kong.

5. Pual Law
Flat A,11/F Yan Yee bldg.,
Kin Yip Street,
Yuen Long,N.T.,
Hong Kong.

6. Patrick Wong
9A Fung Yau Street North,
Grd Flr Shop 19,
Yuen Long,N.T.,
Hong Kong

7. Ho Chi Kit
P.O.Box 428,
Tuen Mun Central Post Office,
Tuen Mun,
NT, Hong Kong

8. Robert A. Decker
307 S. Division #4
Ann Arbor, MI 48104-2203

9. Olivier Hopp
3 allie de la Florida
91800 Brunoy
FRANCE

10. Dan Evans
2285 Byer Rd. #3
Santa Cruz, CA 95062
U.S.A.

-

The following letters were written by participating
members in this program.

-

To Whom It May Concern:

About six months ago I received the enclosed post in letter form. I ignored it. I received about five more of the same letter within the next two weeks. I ignored them also. Of course, I was tempted to follow through and dreamed of making thousands, but I was convinced it was just another gimmick and could not possibly work. I was wrong! About three weeks later I saw this same letter posted on a local bulletin board in Montreal. I liked the idea of giving it a try with my computer. I didn't expect much because I figured, if other people were as skeptical as I, they wouldn't be too quick to part with Five Dollars. But, I buy lottery tickets weekly in my province and have nothing to show for it but ticket stubs. This week I decided to look at this as my weekly lottery purchase. I addressed the envelopes and mailed out one dollar in each as directed. Two weeks went by and I didn't recieve anything in the mail. The fourth week rolled around and I couldn't believe what happened! I can't say I received $50,000, but it was definitely well over $35,000! For the first time in ten years, I got out of debt. It was great. Of course, it didn't take me long to go through my earnings so I am using this excellent money opportunity once again. Follow the instructions and get ready to enjoy.

Please send a copy of this letter along with the enclosed letter so together we can convince people who are skeptical that it really works!

Good Luck,

Charles Kust
St Agathe Que.

Another letter:
I tried a similar program in which the cost was $5.00 per response. In that one the return was about 3%. Since I did not have a modem I sent out letters regular mail. I created a few mailing labels and printed out all of the labels on pressure sensitive tape. The first mailing that I used the $1.00 dollar per reponse approach I started to get return mail in just over one week! I sent out 200 letters instead of 100 that is required if you use the mail instead of the bulletion boards. Additionally, I included as many friends, relatives, classmates, that I could think of in order to encourage their participation if they happened to recognize my name, so my percentage of gain was higher. I am trying again with 500 letters to see if I surpass the $141,000 of the last time. You just won't believe it until you try.
Best Wishes,

Mark Garner
Dallas Texas

Additional Notes:

This system works equally well if mailed out manually. Mind you it takes more effort to hand address the envelopes and the cost goes up proportionately to cover the postage and envelopes. You must also photo copy the instructions, cross out the name in number one position, write in your name in the number ten slot and change the rest of the numbers accordingly. (It might be neater to use white out or paste over the names.) In order to achieve the same results you must send out the $1.00 dollar to the first five names and then send out another 100 letters with copies of the program enclosed. It has been suggested not to put a return address on the outside of the envelope in order to encourage the recipient to open it. The return will approximate that then received from the posts listed on the bulletin boards.

Hello, my name is Steve Prester. As you may have noticed I'm the tenth name on this list, so I do not have a rags-to-riches story to tell here. However, I did make a phone call to the 2nd name on this list, Ernest Goyette. Did he have a rags to riches story to tell? Not exactly, but then I found out that he did not follow the instructions precisely. You see, Ernest lost faith in the program before he had finished following instructions. He only uploaded this file on one BBS, which happens to be operated by Darryl McGinnis, the 3rd name on this list. Ernest told me that he has received $92.00 to date (1/6/90). I realize this is far from the $50,000.00 promised at the first of this file, yet one must keep two things in mind:

1. $92.00 is almost 10 times his initial investment, and it only took about an hour of his time (there's nothing to lose).

2. This program works mathematically on an exponential scale. In other words, for every one BBS that this file is uploaded onto, it should spread to at least ten other BBSs and possibly a whole lot more. So, if Ernest had uploaded his file on all ten BBSs, he should have at least gotten a hundred-fold of what he has, which would be $9200.00. Not bad for a few hours work and a $6.25 investment (including postage).

Finally, I would like to exhort those who become involved
in this program to maintain its integrity by being honest.
It is the only way that it can possibly pay off. In other
words, be sure to enter your name at the bottom of the
list and not in one of the top five positions (actually
this would be robbing yourself since it is while your name
is in the lower positions that it gets multiplied
exponentially over hundreds of BBSs). And, of course,
send your $1.00 off to the first five names. As I write
this I have not made a penny (that's because I have not
uploaded this yet), but I thought you might like to hear
from someone at the bottom of the list, instead of someone
claiming rags-to-riches. I hope such is true, and I'm
sure it will be if we all stick with it. The potential is
definitely here!

P.S. Call me if you get rich.

Hello,
I am the current #10 on the list, I too am sceptical.
Well what do we all have to lose. It is worth a try
in order to realize some substantial gain. Don't any of you
out there want to upgrade your PC's. I certainly do, but
can't afford to. I hope that this program will make enough
cash in order to buy a super system.
Nua Nicaj

Hey There! Glad your thinking about this seriously because
I am! If all these people are making money then why not be
included with them and get some also? I'm going to be #10 on
this list, and Im uploading it everywhere! If you have the
access :) then follow through, upload it, and see what happens!
Hey, Imagine earning enough to buy a 486? or one of those high
speed modems that cost hundreds of dollars? What about buying
your OWN BBS ? Who wouldnt want to be the Sys-Op of their VERY
OWN board? I know I wouldnt mind :) What do you have to lose
but 5 bucks compared to the hundreds and thousands you CAN make?
I know Im down.. Will you be the very next to EARN some cash?
Talib Khan

Hello, I'm Stephanie Kemach and I am now the tenth person on
this list. I'm trying out this idea in the hopes that it will
pan out, but I've never seen anything like this before. Still,
for a meager investment of $5.00, what do any of us have to lose?
It's worth a try and I'm trying it out now. Good luck to everyone
else who uses this great-looking money-making idea.

This is John Gibbs, call me Gibber. Stephanie is no longer the
last on this list, hopefully I can say the same soon. I agree that

the investment is quite meager, let's see if everybody can benefit
from it. Just a note that Canadians will be happy to accept
American money at par if it is possible. Good luck to all! Bon
Chance, Au Revoir.

Hi this is Jurgen Kreisel, please add my name to the mailing list.
I am the new kid on the block as the last person on this list. I have
always been told that if it sounds to good to be true it probably
is, but what the hay I can blow 5.00 at the video store and get
nothing for my money either. Well here goes nothing.

Hi! I guess I'm now No#10. I have never done anything like this before.
I never even reply to chain letters. I guess I am doing this one coz I
think its actually gonna work. If it doesn't I simply lose a bit of
money (which I probably would have lost at the race meet tommorow
anyways). Time to find out if this thing really works....

Well gee shucks! ...i guess i'm now the 10th dude on this list, as always
u might feel that this is NOT going to work and that people are not gonna
start doing this crap and mailing people money, but hey! ...it's only 5
bucks US isn't it? ...what've u got to lose eh? i'm certainly gonna try since
right now a bit of money wouldn't be bad while trying to get into a good
university with all the hassles of school!
...seeya lateR! =)
Sanjay Purswani
09/02/93

Hi! I guess I'm No#10 now.I think it is a interesting game for me and u to
have a money making.I have never heard it before,but,at least,i believed it
can let me to upgrade the computer.

Well! This chain letter can give me a hope ,it just cost me $10.
if it is workable,I have many times of this $10.So try this.
It is hoped that the result will be appeared as fast as possible.

Now, I am No.#10.!!!!! I think this chain letter
investment is quite interesting......and worthy...
So..I try it now.....and It can help anyone to upgrade
his computer only by investment of "US$5.00" or "HK$50.00".
Finally, Anyone see this mail, please join this activity..
and please be honest!!! Don't add your name at the top 5 instead of
the bottom of the mailing list!!!!!!! Furthermore, Please send the
money to the first 5 people!!!!

Kit, 13/2/1994

Do everyone want to try this!? It is quite interesting.
I try it now.

Cindy 14/3/1994

And another is added to this list. Me being the the 10th now. Best
of luck to all. Let's see what happens...

Dan Evans - March 31, 1994

-

--

Daniel Evans - Sig in Progess...

58. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 02:19:33 UTC
From: davidb@sterbbs.nl
Message-ID: <21628MEFBKBASHMMHAS@sterbbs.nl>
Source record: 189931

we>If the emulator gives access to the standard falcon SCSI port, no
we>doubt it will! Basically it's the Falcon equivalent of the ST's
we>ASCI port, and I know of no PC emulator which didn't supportrtr!

That would be nice. I wonder if anyone ever tried this (say, '7th
guest'-cd for dos on a falcon).

we>] -Anyone heard about a 8MB RAM-board for the Falcon?
we>
we>They handle 16meg without boards. And there are boards which let
we>them have over 100meg! (Rumored, I'm not sure if it exists).
we>Confirmed boards will give access to around 32Meg. The falcon at

Maybe i should explain myself: i would like 8MB becourse 4 is not
enough for serious multitasking, and 16 costs a lot of money, and is
more than needed for normal use.

we>16meg can only access 14meg of it due to the system using 2meg for
we>bits 'n' pieces.

I thought the 2MB was disabled for compatebility reasons, something to
do with the rom-cartridge port. A shame though: sitting there,
costing money and doing nothing.

-davidb@ssterbbs

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

59. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 02:19:34 UTC
From: davidb@sterbbs.nl
Message-ID: <21622EPUMDHHQAEOOPU@sterbbs.nl>
Source record: 189932

tr>Face it, we have neat software that can make our really neat
tr>hardware do really neat tricks. What more can you want in your
tr>computer?

Well, software thats works really nice together. But that problem is
probably inherent to a small installed-base.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

60. Mod Player & .SEGM Files

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 02:24:23 UTC
From: hsp4@columbia.edu
Message-ID: <2nil0n$mi5@apakabar.cc.columbia.edu>
Source record: 189933

I have 2 questions. I'm using a MSTE 4/Mono (coproc. installed) and I'm looking to find a way to improve my MOD enjoyment...

1) Since ProTracker won't run on a Monochrome monitor, what's the best player that I can use? I find that DeskTracker doesn't sound that great (it appears to not use interpolation). Paula and Jukebox will do interpolation, but won't play over 12.5MHz on my MSTE (16MHz with Cache on mode)--25MHz interpolation only works for a couple of seconds. I'd kill for a DA Mod player, but I'll settle for a .PRG.

2) Supposedly NT_COMP produces .SEGM files which run 100% on the DMA chip. When I d/l'ed NT_COMP2 from aaue and tried to make it work, no matter what I did, I got an out-of-memory error (and I was testing it with a 10K .MOD [4mat]). Is it possible to make it work, and if so, how is the sound quality of the .SEGM files (I can play them with Jukebox). Barring that, where can I find some .SEGM files.

Thanks a lot.

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

61. Weaning off of my Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 02:58:38 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <1APR94.21583822@cc4.crl.aecl.ca>
Source record: 189934

I am, and will probably remain, a die hard Atari fan. I make good use of my Mega4ST (TOS 2.06 and AdSpeed 16) and SLM605 at home and I still use my TT and SLM804 at work for graphics. However, sad, but true, the world has passed Atari by.

While I have been using a Windows 3.1 system for about two months and have hated the interface, there is no getting away from the fact that systems have to network to be effective business tools. Soon to be gone are the days when everyone goes scrambling for files on employee X's machine when he/she is away, quits, is fired or dies!!! Going are the days that users feel an ownership to their files - they belong to the corporation!

For large companies, document and information management will be the key to competetiveness and survival. Soon users will be checking their files into and out of central "vaults" that ensure accessibility, facilitate creation and updating, streamline approval, and assure retrievability.

Yes, I still use my ST and TT for utility chores but there is such a huge advantage in networking (common software, common mass storage, consistent support, etc.) that I can *almost* forgive Microsoft for having given us a legacy of DOS (and its myriad of versions), Windows 1 through 3.1 (damn I hate the File Manager!), the early forms of BASIC (the antithesis of a programming language), the first version of MS Chart (which to several minutes to update a chart on an XT), and so on. Now we have Word (unfortunately, I am forced to use word perfect in my workplace), EXCEL (equally unfortunately I have to use 123 for WINDOWS and find myself using the old slash commands to do the job), ENCARTA, Visual BASIC, ... Finally, the INTEL based computing world is beginning to get software as easy and fun to use as Mac and Atari users (oh yes, and Amiga users) have grown up with since '84/'85.

Sadly, I will be weaning myself off of my Atari ST and TT. I bring my 486 laptop home to work and drop it back in its docking station during the day to get back on the net. Kind of makes it silly to get onto the Mega (but that's what I composed this posting with). I will probably pick up a Power PC within a year to get full swing into Multimedia now that my daughter will be entering high school (Jeez, I'm an old fart!)

So, die-hard Atari fans, keep on computing with TOS systems. I hope support for TOS systems lasts for some time to come. It will be a shame to see the Jackintosh die too soon before its time. After all, I sold a couple hundred 520STs, 1040STs, 1040STEs, and Mega STEs as well as 10 TT systems and my heart still has an attachment with those beasts.

62. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 04:07:00 UTC
From: <>
Message-ID: <CnM63o.6t9@mozo.cc.purdue.edu>
Source record: 189935
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2nihjp$nt5@darkstar.UCSC.EDU> logan@ucscb.UCSC.EDU (Daniel Evans) writes:
>
>
>
>HELLO EVERYBODY, READ THIS PLEASE.
>IT'S WORTH YOUR TIME, REALLY.
>
>Not long ago, I got what follows in the News. It tells of
>how to earn easy money, fast!! Truly, it sounds too good
>to be true, but the potential loss is very small, so I for one
>am going to try it. And what I understand is that I need to
>persuade you to do the same. Honestly, I won't tell you
>that it works because I don't know. All I can say is that I
>(you) have nothing to loose but 5 (five) USDollars. What
>are five dollars? Are you sure you haven't looked under
>your couch cushions lately? If it doesn't work, at least I
>will have tried, and all I really will have lost is my five dollars,
>some stamps, and a bit of my time. Read what follows and
>make your own decision. :)
>
>- D.E.
>
>*-*
>
>Forward from others...
>
>*-*

this maybe a stupid question but WHAT EXACTLY DOES THIS HAVE TO DO
WITH DOOM???????????????????

P.S. -- when you get your 50,000 dollars then tell us, if we don't hear
from you we will know what happened....

63. Re: Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 04:55:36 UTC
From: Rob <robo28@delphi.com>
Message-ID: <Ru6MRfg.robo28@delphi.com>
Source record: 189936

Yes there is a ver 2.0 and it's great! Even though as I look at the disk
It is also dated 1987.. A few year ago I contacted Interstel for a "PC"
friend who wanted the program and they said that they don't support the game
any longer. Your best bet is to look for software closeouts and the like. Or
buy it used.. I'd sell you mine but I love it too much and I don't condone
piracy... and I'm sure you don't either :-) Good luck in your search!!

Oh BTW there is a real cool Empie! like game called Conquest that has more types
of weapons, bombers that bomb, AAAs, and is Falcon compatible at Hi
resolutions.I got it off Delphi!

Rob

64. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 05:06:53 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2niuhd$gmp@terminator.rs.itd.umich.edu>
Source record: 189937
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- entropy 21560 Mar 29 19:44 ./Gnustuff/Tos/Updates/update40.zoo
-rw-r--r-- entropy 12581 Mar 29 19:46 ./Gnustuff/Tos/0index
-rw-r--r-- lenn 84317 Mar 29 15:26 ./0ls-lR.Z
-rw-r--r-- lenn 84251 Mar 29 15:28 ./0ls-lRc.Z
-rw-r--r-- lenn 108369 Mar 29 15:24 ./0compind.Z
-rw-r--r-- lenn 233794 Mar 29 15:24 ./0index
-rw-rw-r-- weiner 8924 Mar 30 20:43 ./Demos/0index
-rw-r--r-- boydm 661602 Mar 30 20:40 ./Demos/calimero.zip
-rw-r--r-- boydm 758035 Mar 30 20:40 ./Demos/flipo.zip
-rw-r--r-- molin 97234 Mar 23 01:29 ./Gnustuff/Tos/Gawk/gawk2-15-5b.zoo
-rw-r--r-- molin 28444 Mar 29 07:34 ./Utilities/pgpshl05.zip
-rw-rw-r-- entropy 26092 Mar 30 01:07 ./Utilities/0index
-rw-r--r-- entropy 5073 Mar 30 20:46 ./Programming/0index
-rw-r--r-- molin 12656 Mar 30 03:20 ./Programming/spin3d.lzh
-rw-r--r-- molin 91301 Mar 31 00:03 ./0ls-lR.Z
-rw-r--r-- molin 91136 Mar 30 20:41 ./Falcon/falcnbug.zip
-rw-r--r-- dpz 4656 Mar 30 20:44 ./Falcon/0index
-rw-r--r-- weiner 551709 Nov 4 15:06 ./Magazines/Diskmags/Pb/maggie12.zip
-rw-r--r-- molin 671 Mar 29 10:33 ./Magazines/Diskmags/Pb/pb.readme
-rw-r--r-- molin 771483 Mar 29 10:57 ./Magazines/Diskmags/Pb/pb22a.zip
-rw-r--r-- molin 641627 Mar 29 11:12 ./Magazines/Diskmags/Pb/pb22b.zip
-rw-r--r-- molin 795745 Mar 29 11:29 ./Magazines/Diskmags/Pb/pb23a.zip
-rw-r--r-- molin 530334 Mar 29 11:41 ./Magazines/Diskmags/Pb/pb23b.zip
-rw-r--r-- molin 599284 Mar 30 00:14 ./Magazines/Diskmags/Digidisk/digidisk_st_5.zip
-rw-r--r-- molin 628 Mar 30 00:55 ./Magazines/Diskmags/Maggie/maggie.txt
-rw-r--r-- molin 502698 Mar 30 00:55 ./Magazines/Diskmags/Maggie/maggie13.zip
-rw-r--r-- molin 552855 Mar 30 00:55 ./Magazines/Diskmags/Maggie/maggie12.zip
-rw-r--r-- molin 91001 Mar 31 00:05 ./0ls-lRc.Z
-rw-r--r-- molin 108649 Mar 31 00:01 ./0compind.Z
-rw-r--r-- molin 234415 Mar 31 00:01 ./0index
-rw-rw-r-- weiner 4224 Apr 1 11:33 ./Archivers/zip24qwk.zip
-rw-rw-r-- entropy 3769 Apr 1 11:34 ./Archivers/0index
-rw-rw-r-- weiner 137425 Apr 1 11:35 ./Diskutils/zorg_133.lzh
-rw-rw-r-- entropy 11232 Apr 1 11:36 ./Diskutils/0index
-rw-rw-r-- entropy 8669 Apr 1 11:47 ./Mint/0index
-rw-rw-r-- weiner 19460 Apr 1 11:45 ./Mint/Network/sinetd-00.tgz
-rw-rw-r-- entropy 26157 Apr 1 11:33 ./Utilities/0index
-rw-rw-r-- weiner 18688 Apr 1 11:32 ./Utilities/Desktop/dskmrf10.lzh
-rw-r--r-- weiner 739 Apr 1 11:28 ./Lynx/0index
-rw------- weiner 310619 Apr 1 11:25 ./Lynx/lynx_hyperstack_0494.hqx
-rw-rw-rw- weiner 91205 Apr 1 11:52 ./0ls-lR.Z
-rw-rw-r-- weiner 4608 Apr 1 11:30 ./Magazines/cn.zip
-rw-rw-r-- weiner 515 Apr 1 11:30 ./Magazines/0index
```

```
-rw-rw-rw- weiner 91189 Apr 1 11:54 ./0ls-lRc.Z
-rw-r--r-- weiner 108697 Apr 1 11:50 ./0compind.Z
-rw-r--r-- weiner 234703 Apr 1 11:50 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

65. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 05:09:02 UTC
From: jessee@matt.ksu.ksu.edu
Message-ID: <2niule$e6b@matt.ksu.ksu.edu>
Source record: 189938
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

It's back!!!

Returned from the dead (i.e. rgva, rgvn, and rgvs)
Let's send this guy something to indicate our respect, admiration, and thanks for giving us the chance to be involved in a very _illegal_ activity on the Net!

Dalamar the Dark

66. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 07:22:30 UTC
From: dperreau@lynx.dac.neu.edu
Message-ID: <2nj6fm$deu@chaos.dac.neu.edu>
Source record: 189939

Stephe Lewis Foskett (lancer@coyote.WPI.EDU) wrote:
: 0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
: Mickey> It occurs to me that I have just about every Bitmap Brother's
: Mickey> game there is. They are all excellent. The only one I can
: Mickey> remember that I don't have is The Chaos Engine. Is it work
: Mickey> getting? My guess would be yes, but it never hurts to check
: Mickey> :-).
As a fan of the Bitmap Bros., I waited with impatience for several
months for it to get across the Atlantic. It had very good reviews
in the British mags, and great screenshots, not to mention the good
reputation of the Bitmaps.
Having said this, I ended up liking Gods better. However there are
some pretty good features that make it worth getting. The best in
my opinion is the two player/two joystick option. It is similar to
Gods and most scrollers in gameplay, i.e. powerups, monsters always in same
location etc. Like Gods it doesn't have a save feature. I've only been to
the fourth level of the first world so I don't know if there are end of
level monsters. I assume like Gods it must use end of level passwords.
The graphics are excellent (as they were in Gods). It's a three
dimensional playing area. You get the choice of one of six characters
with varying weapons and "personalities". There are usually two characters
in play. In the single player version, the second character is run by
the computer. In the two player version each player gets a character.
It has been ported to multiple platforms. I was more than a little
shocked a couple of weeks ago to see an ad on tv for "Sega's game of the year"
called Soldier of Fortune or Mercenary or some such action/adventure type
title. Sure enough it was Chaos Engine retitled to American tastes.
If you like the Bitmaps and Gods in particular, I would definitely
recommend it.

: Well, I was VERY unimpressed with the playable CE demo I got from ST
: Format... No fun at all, but it looked nice and was highly rated in
: the mags...

Well as a regular reader of ST Format, I got both the Gods demo,
and the Chaos Engine demo. The Gods demo was truly excellent, a standalone
mini game worth the bother of playing, with enough variation from the
first level of Gods, from which it was taken, to make it an independent game.
The demo version of C.E. was not as good a reflection of C.E. as was
the Gods demo of Gods. The two player option was disabled, and you were only
allowed to use two of the six characters (always the same two). Unlike
the Gods demo, it is not really an enjoyable stand alone game, but rather
a simple demo. It is not very challenging and it is completed too easily. A
so-so demo, but the game is substantially better.

: Is it legal to upload the demo for all to see?

Since most of my software (good or bad) come from the ST mags, I think
this is an important question for more reasons than one. They are a good
supplement to the archives, and easily accessible if you have a dealer.
Particularly valuable if you have no net access.
I suspect that Ofir Gal can answer this question in great depth.

DNP

67. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 07:52:32 UTC
From: twaniuk@jarthur.cs.hmc.edu
Message-ID: <2nj880$ijp@jaws.cs.hmc.edu>
Source record: 189940
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2niule$e6b@matt.ksu.ksu.edu>,
Wade Andrew Jessee <jessee@matt.ksu.ksu.edu> wrote:
>It's back!!!
>
>Returned from the dead (i.e. rgva, rgvn, and rgvs)
>Let's send this guy something to indicate our respect, admiration, and thanks
>for giving us the chance to be involved in a very _illegal_ activity on the
>Net!
>
> Dalamar the Dark
>

I second that. I think there was a recent post (don't know how
truthful, however) that stated that this kind of stuff is a federal
offense, and that "Dave Rhodes" is now serving a lengthy term in
prison.
There has been a rash of these postings all over the news

68. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 08:14:56 UTC
From: diehl@ionews.io.org
Message-ID: <2nj9i0$fc8@ionews.io.org>
Source record: 189941

You forgot Magic Pockets, another Bitmap Bros game (also with music by Nation XII) It's a platformer, but well done. Takes forever to get to the end, and there's no guarantee you'll see the end, either, since it's incredibly hard to do. (And if you don't get it on the first try you're pretty much SOL)

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

69. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 08:18:46 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Apr2081846@hill.gnu.ai.mit.edu>
Source record: 189962

In article <1994Mar31.074955.28182@praxis.co.uk> bjb@praxis.co.uk (Ben Bell) writes:
>it to 1.09, which brings me to another question: Is there any (real)
>support for Lattice yet? (ie MiNTlib binaries, Lattice specific source
>etc.)

People are welcome to make binaries of the MiNT library available. I
don't have the facilities to make such binaries myself. Buy me a copy
of Lattice C and I'll be sure to post binaries along with the GCC
binaries :-)

The Lattice C support is probably going to be a little shakey for a
while, as the Lattice library co-maintainer just had a hard disk
crash...

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

70. [KOR_Cola] Submissions...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 09:17:03 UTC
From: thwang@cn.ecn.purdue.edu
Message-ID: <CnMKGG.1K4@noose.ecn.purdue.edu>
Source record: 189942
Cross-posted to: rec.arts.animation,rec.arts.anime,comp.sys.acorn,comp.sys.atari.st,comp.graphics

DATE: 02.April.1994
FROM: AM.SIG
RE: *_Cola submissions...

/* Additional Info available, email for information */

In recent weeks, a new series of ray-traced rendered graphical images
of Animation charactors and scenes were created and uploaded to
a ftp site. This series has proved to be more popular than previously
anticipated and numerous requests was received to have similar/identical
images in formats other than what we believe to be popular Video Toaster
FRAMESTORE format.
Because our system is on a 20hour/day schedule working from hardware
design, IC circuit design, general word processing and desk-top-processing,
and of course, Graphical modeling and rendering; we do not have the time,
nor do we have the capacity, to convert all images we created to other
formats. Furthermore, any conversion of the image format was found to
have an unacceptable amount of imag loss.
In view of the diffuculties above, we have decided to 'license' out
creation rights of this concept to other fans/graphic artists for their
respective platform. The only requirements are that you have to prove the
below:
1. You are capable of creating similar images/animations
with same or better quality than our FRAMESTOREs/anim.
2. You are devoted to create similar images/animations with
the same or better quality than our FRAMSSTOREs/anim.
3. Submission of a sample rendered image/anim to us in a
format which is compatible for us for quality check.
4. Written permission from us for the concept.
5. Your rendered images are for non-commercial purposes.

Please note that the basic requirements for the images are industrial
NTSC resolution (752X480) or above, 24-bit pallette or better, ray-tracing
with full utilization of reflections,refractions,shadowing, and transparancy.
The basic requirements for Animations are industrial NTSC resolution
(752X480) or above, 256,000 color or better, ray tracing with full utilization
of reflections, refractions, shadowing, and transparancy. In addition, the
animation has to be set at and be able to be redisplayed in realtime with
full colors and resolution at 30fps/60 fields per second.
So far only two computer platforms are covered, Commodore-Amiga
(the original format), and IBM Compatible. We are searching for other
platform compatibility like Acorn, Atari, SGI, UNIX, NEC, Cray II+. If
you need or wish more information concerning the *_Cola concept, please
email to us at: thwang@mentor.cc.purdue.edu

-TKH '94
Chair, AM.SIG

NOTE: We are not seeking direct Macintosh compatibility because Macintoshes with the proper and commercially available hardware/software combination can easily view the original FRAMESTORE format.

NOTE2: Currently rendered images can be found at venice.mps.ohio-state.edu in the directory: anime-mange/new, or anime-manga/sorted/KimagureOrangeRoad/Images. Their titles are: 101.FS.KOR_Cola.lzh, 102.FS.KOR_Cola.lzh, and KOR_Cola_11.Zip.

71. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 10:42:29 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <VYFNB7FB@math.fu-berlin.de>
Source record: 189943

In article <2n6in0$cl1@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
>You need WINXCOOK only if you patched your ROMs. WINXCOOK allows you
>to configure your WINX even if WINX is burnt into your ROMs.

Ok, this part wasn't clear. Thanks.

>What happens if you put *only* WINX in your AUTO-folder? BTW: You are
>not allowed to use ARROWFIX together with a newer WINX version.

Actually, this was what I was trying. I get 2 bombs is all that happens, and
the boot process continues.
Hiram

+-------------------------+---------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+---------------------+--------------------------+

72. Re: WINX 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 10:44:55 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <YYFNBNIB@math.fu-berlin.de>
Source record: 189944

In article <012410JPSDAOPIXPXSVH@sterbbs.nl>, davidb@sterbbs.nl writes:
>You need: -first- gemram (v1.5 or 1.6) (or equivalent) -then- winx
>(best v2.2) -or- arrowfix (check executing order at bootup). (winx
>does a better arrowfix than arrowfix itself).

If you read the documentation, it says that WINX can be used WITHOUT GEMRAM on TOS versions 1.XX, but that it was a limited set of patches, and only required 16k. This was the mode I was inquiring about.

+------------------------+----------------------+-------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+------------------------+----------------------+-------------------------+

73. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 11:08:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnMpLs.1KG@cix.compulink.co.uk>
Source record: 189945

In message <2nj6fm$deu@chaos.dac.neu.edu>, dperreau@lynx.dac.neu.edu said:
>
>: Is it legal to upload the demo for all to see?
>
> Since most of my software (good or bad) come from the ST mags, I think
>this is an important question for more reasons than one. They are a good
>supplement to the archives, and easily accessible if you have a dealer.
>Particularly valuable if you have no net access.
> I suspect that Ofir Gal can answer this question in great depth.

I can't answer in depth. Basically, check the docs. Some programs and demos are not PD. The magazine pays for having it on the cover disk. Next month's ST Review has a special version of GEMView for example. The version is semi-registered, you do not get the delay dialogue of the Shareware version and it doesn't time out after 30 days. The only limitation it has is that you can't upgrade it. This version SHOULD NOT be uploaded.

Ofir ogal@cix.compulink.co.uk

74. Re: TCP/IP, SLIP or PPP connection software?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 12:02:06 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994Apr2.120206.12280@nessie.mcc.ac.uk>
Source record: 189946

warrl@hebron.connected.com (Donald Edwards) wrote:
> I'm looking for software that will support a PPP or SLIP connection
> to the Internet.

There is a network extension to Mint which provides libraries/utilities
including SLIP/PPP stuff. All the files are in Mint/Network at atari.
archive.umich.edu (or mirror'ed at src.doc.ic.ac.uk for people in the
UK who don't want to wait ages ftp'ing to America :-)).

Bye for now,

Andrew.

~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~

==
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * _/ = go on. =
==

75. Re: Auto OVERSCAN

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 12:21:59 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CnMt0n.3ur@cix.compulink.co.uk>
Source record: 189947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Can some one tell me the latest version of Auto Overscan,
>I have 3.0zh is there a later one....
I habe 3.0zi but I don't believe there has been much if any significant
changes for quite a while.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

76. Re: SCSI contollers

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 12:31:17 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hG3NZhl.lmcclure@delphi.com>
Source record: 189948

In a message dated 3-20-94, Roger Sheppard asks:

"Bye the way does any one know if ICD has gone belly up..???"

Very doubtful, since they just recently announced the Catbox device for the Jaguar.

77. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 12:32:54 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CnMtIu.47M@cix.compulink.co.uk>
Source record: 189949

```
>>What to Australia?
>
>Where's a NeST BBS down here!? ;^)

|ACE BBS |Rydalmere NSW| 010-612-898-0873|6/0 | V32 | MO
|Ogre BBS |Koondoola WA | 010-619-445-2075|600/102 | V32 |24hrs
|That Which is Not |Adelaide Sth | 010-618-276-4415|600/106 | 2400 |24hrs
|Znet South Pacific |Wellington Ne| 010-644-478-2369|600/108 | V32 |24hrs
|Closer To Home BBS |Godwin Beach | 010-6174-976-293|600/110 |V32B/V32 |24hrs
|The CrySTal |Darwin NT Aus| 010-6189-85-5504|600/112 | 2400 |

To name but a few.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

78. Re: Reading ST format floppies on IBM

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 12:37:42 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hKws5Dm.lmcclure@delphi.com>
Source record: 189950

In a message dated 3-19-94, Neil Francis asked:

"Does anybody know how to go about reading ST format floppies
on an IBM PC?"

Have you tried sticking it in the drive and seeing if works? The ST uses the same format as the IBM. However, sometimes a PC may have trouble reading it for various reasons (i.e., custom format, lack of PC boot sector if formatted with an older version of TOS or some utilities, etc.).

The best solution is to format a 720K floppy (assuming your ST lacks a high density drive) on the target PC, and use that for the transfer. The ST should have no problem at all.

If that is not an option, obtain and use the program FDFORMAT for the PC, and use its FDREAD utility. In my experience, this allows most any PC to read most any disk that can be formatted on an ST. (This program should be in the libraries of most commercial services, BBS's, etc.).

79. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 12:44:02 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2njpai$jkh@percy.cs.bham.ac.uk>
Source record: 189951
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2nihjp$nt5@darkstar.UCSC.EDU>, logan@ucscb.UCSC.EDU (Daniel Evans) writes:
>
>
>
> HELLO EVERYBODY, READ THIS PLEASE.
> IT'S WORTH YOUR TIME, REALLY.
>
> Not long ago, I got what follows in the News. It tells of
> how to earn easy money, fast!!

Oh not again... I thought people had learnt that sort of crap just doesn't work!

Ian

80. Re: GEnie Text Uploads

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 13:02:52 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hlzsp3s.lmcclure@delphi.com>
Source record: 189952

In a message dated 3-30-94, Roger Sheppard asks:

"Hi does any one know how to upload a Text file to GEnie,
with out using Allading, (would take me weeks to work out how
to use it), with out loosing the Format of the letter.."

You can do it one of two ways: (1 Make certain each line starts with at least one blank space. (2)Use "*sn" to save the message when you are finished instead of "*s".

To avoid blank lines being dropped, use at least one space before you hit return.

If you happen to be uploading using Flash, I recommend going into the "Edit" menu, select "Ascii UL/DL", and set "strip linefeeds" to on, "Metering" to off, and "Prompting" to on, and type in a ">" for your prompt character. It works for me, albeit with one side effect; I have to hit return once when it is finished, otherwise it does not recognize the "*s" (or "*sn" command).

81. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 13:25:22 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2njro2$k0p@percy.cs.bham.ac.uk>
Source record: 189953

In article <CnLxHC.8A2@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
> >ga>BAD NEWS! Although the Falcon has 4 stereo channels to play around
> >ga>with, only ONE channel can currently connect with the output at any
> >ga>time!!! So, if you want to get more than one channel, then you'll
> >ga>have to mix the samples in software. (Yet another use for the DSP
> >ga>again!) Shame, really.
>
> This looks like a reply to an earlier question of mine.. if not, my
> apologies for butting in. Anyway, I didn't see the orginal of this so:-
>
> Okay, you have to mix the 4 stereo channels - using the DSP for speed -
> and then you play on one channel. Is it possible to Devconnect the DSP
> output to the DMA sound so that anything that's sent out is played when
> it's sent out?
>
> That way I can see how I can play four sound effect tracks - where sound
> effects have to be played at literally any time, ie not in sync. If I have
> to send the DSP output to a '030 memory buffer and then use the XBIOS to
> play it I can't see how it can be done. This would mean discrete 'mixed
> sample tracks' which couldn't be changed once they had been set off.
>
> Has anyone any ideas on this problem?
>

You don't want to connect the DSP transmit to the DMA channel, that wouldn't play the sound just enable you to record it. Instead DevConnect the DSP transmit to the DAC and voila we have sound coming out the headphone socket. As to playing sound FX from the DSP I don't know how much stuff you'd be able to get in it's memory, all depends on the quality really.

Hope that helps a bit (if not post again and I'll get my thinking cap on)

Cheers

Ian

82. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 13:50:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A8888@M4.maus.de>
Source record: 189954

>- what about the Falcon memory board from Toad? I put 16mb in mine, but
> see no reason why you just cant put two 4mb SIMMs

sigh...

The Falcon030's main RAM bus is 32 bits wide. If you have only two SIMMs,
you'll end up with only 16 bits width. Doesn't work.

bye, Peter

83. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 14:09:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.vosxvgabVQU@semprini.waterloo-rdp.on.ca>
Source record: 189955

In <2na6th$cqt@vixen.cso.uiuc.edu>, Schizoid writes:
> bjb@praxis.co.uk (Ben Bell) writes:
> >Could someone put the MiNT 1.10 source archive on umich.edu (or tell me where
> >it is if its there somewhere).
> >I know that MiNT binaries may not be distributed, but can patched
> >binaries (eg the mint-net patched binary) be distributed? I'm not
> >looking forward to haveing to recompile and apply patches etc.
>
> Huh? What's this about not distributing binaries? I've been waiting until
> I had some time to go fetch the MiNT binaries and install them on my machine,
> but I don't even have a C compiler! (and somehow I doubt that MiNT was written
> in GFA BASIC)
>
> Is this no-binary thing just because the version is new, or have I mis-
> understood something, or what?

Atari doesn't want MiNT binaries past, uh, hmm, I forget the version
number, distributed. The binary currently on atari.archive is the last
one that can be distributed in binary form.

This is mostly due to the fact that they don't want to support it unless
you've bought MultiTOS (which comes with a slightly buggy MiNT 1.04).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

84. Re: offline newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 14:17:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ko33TBnqLuc@semprini.waterloo-rdp.on.ca>
Source record: 189956

In <Cn6J52.3x1@uqac.uquebec.ca>, Joseph Hogan writes:
>
> Hello,
>
> I am wondering about a program that lets one download all of the
> newsgroups that they are interested in, ans mail to I think, and then
> read it and respond to it offline, then the next time that one
> calls up again, the responses, and mail are uploaded. You also get the
> new batches of newsgroups to read.

It sounds like you want a UUCP connection; there are two decent UUCP
systems available on atari.archive.umich.edu... look for Hermes and
UUPoint Lite.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

85. Re: OMEn?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 14:20:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.t50&Dm9Yq62@semprini.waterloo-rdp.on.ca>
Source record: 189957

In <1994Mar28.100624.16043@praxis.co.uk>, Ben Bell writes:
> I read somewhere that there is a X-windows like system called OMEn
> coming out on the Atari (and other platforms). Apparently its
> shareware. Has anyone got more info?

There's a demo of OMEN on atari.archive.umich.edu; not sure where. I
don't think it'll go anywhere on the Atari... the development kit was
rather expensive.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

86. Re: Connect Questione

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 14:39:21 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2nk02p$eb1@nasim.sta.sub.org>
Source record: 189958

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> Mike Hill (tekmar@oar.net) wrote:
> > Everyone,

> > Im just starting to look at Connect (Latest version) and I really like
> > it. One thing I can't figure out though is how to get it to do a batch
> > ZMODEM UPLOAD. I have tried passing it "*.*" through the file selector,
> > but it only sends one file.
> >
> > Any ideas what Im doing wrong? I can get batch downloads to work fine.

> If you use the Selectric item selector, you can pass more than more file
> back to Connect (it is some new extended specification). Other than that,
> I don't think you can do it with Connect's internal Zmodem. Selectric
> (English version) is available from atari.archive.umich.edu.

As I remember BOXKITE also allows to pass more than one file to an
application. It's very similar to Selectric and knows to handle long
filenames.

It is possible to do a batch upload with the internal ZModem of
CoNnect.

Remember: You only can send 30 files at once due to a limitation in
Selectric.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

87. LPmud or MudOS on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 14:41:00 UTC
From: FARAMIR@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <2nk05s$foe@elna.ethz.ch>
Source record: 189959

Hi!

Has anyone ever compiled a LPmud or MudOS driver for Atari? If so, please contact me.

Thanks in advance,

Greetings, Martin

88. Re: NFS & INIT-1.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 14:58:04 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2nk15s$ed6@nasim.sta.sub.org>
Source record: 189960

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
> I've seen a couple of references to these packages:

> INIT-1.1 - by ?

The init package is by Stephen R. Usher and Dave Gymer. There is acctually
the Release 1.1 source distribution (9th August, 1993) available. The
file is usually called inisrc11.tgz. As I remember it's available from
a.a and several German ftp-servers. There are no binaries available.

> NFS? - by Ulrich Kuehn

First time I've heard of this. Where do you know from?

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

89. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 15:38:34 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cnn24A.9t8@cix.compulink.co.uk>
Source record: 189961

>You don't want to connect the DSP transmit to the DMA channel, that wouldn't play
>the sound just enable you to record it. Instead DevConnect the DSP transmit to
>the DAC and voila we have sound coming out the headphone socket. As to playing
>sound FX from the DSP I don't know how much stuff you'd be able to get in it's
>memory, all depends on the quality really.

Excellent - this makes a lot of sense. The problem with DSP memory can be coded around. Just write code which processes data coming in (ie up to 8 mono discrete 16-bit samples), mixes it and sends it to the DAC. Voila. Will it work in practice? No idea.

Anyone know how the DSP will receive the different samples? Over the HSR/HRX thing? I guess I just send the sample data myself, in whatever format I like. For some reason I was thinking about using the Xbios DMA sound playing facility connected to the DSP - but I guess that's invalid.

Finally - in this rambling stream of consciousness type message - it looks like I have to somehow cope with the timing of the playback myself. Unless, i can make the DMA sound 'play' 8 mono tracks into the DSP.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)
---

90. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 16:29:30 UTC
From: thopkins@bud.peinet.pe.ca
Message-ID: <2nk6ha$cnl@bud.peinet.pe.ca>
Source record: 189963
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

>HELLO EVERYBODY, READ THIS PLEASE.
>IT'S WORTH YOUR TIME, REALLY.

I hope you're prepared for more flames than the average person
receives in a lifetime. :)

91. genmagic.c in MiNT108

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 16:38:48 UTC
From: azog@world.std.com
Message-ID: <Cnn4wo.7zp@world.std.com>
Source record: 189964

I see by other articles in this newsgroup that I am perhaps two releases behind, I am trying to build MiNT 108 and see people talking about 110...

Anyways, using GCC240, patch level 20 (old) of the GCC MiNT libs, I am having trouble with genmagic.c in the source, that it returns with an undefined symbol ___MAIN referenced from text (!). Seeing as I am using a pretty stanard setup, altho a little old, I am wondering if anyone else has come across this error?

(perhaps a little later, Ill download a newer release of the GCC MiNT libs, but I am lazy... could this be causing my problems?)

Thanx

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than the colour of his eyes...

92. Re: Wall Street Journal writes about Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 16:55:29 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2nk821$3o3@charm.magnus.acs.ohio-state.edu>
Source record: 189965

Please tell me why NewTek would bother buying off the Amiga Line when they were already phasing it out of the Toaster line?

Dan

93. PD DX-100 editor for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 18:08:03 UTC
From: raver909@telerama.lm.com
Message-ID: <2nkca3$ab7@telerama.lm.com>
Source record: 189966
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

IS there a Public Domain or Shareware editor for the DX-100 and ST
availble on the net. I have seen them for the TX81z and the FB01 but not
the DX. I have tried both the TX81z and FB01 editors and neither of them
work with the DX. Infact the docs for the TX81z explicitatly state that
it will not work with any DX series synths. If you know of a site I can
FTP an editor from let me know ASAP.
Thanks in advance!
Joe

--
~

94. ST Xformer help needed!

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 18:26:51 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Apr2132651@wpi.WPI.EDU>
Source record: 189967

As an old 8 bitter as well as a modern (?) MSTE'r, I'm interested in getting ST Xformer working.

I realize that Darek has moved on to Microsoft and Gemulator and is no longer supporting ST Xformer, but I was wondering if anyone has any documentation (or even a text file) for the PD version, 2.55, which can be found on c.s.a.s.

Particularly, how does one _create_ a virtual hard disk? And how does the stxfp program work? And does the modem port work? I wouldn't expect support for the SCC port, but the MFP does, right? And has anyone had problems with crashes on non-STs? (ie STE and beyond)

Also, is there support for cartridges at all? Or an 8-bit program to transfer carts to programs on disk?

In general, any help at all would be appreciated. I plan on checking GEnie's library myself for any info, but if anyone else has already done this some pointers would be nice!

Thanks,
.s.
--
- lancer@wpi.wpi.edu - - Blixa Bargeld: -
- "Especially in the US they call 'industrial' everything -
- that isn't straight rock. If people need a name to file -
- our music under, I'm sorry I can't help them." -

95. Re: GEnie Text Uploads

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 18:59:20 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2nkfa8$db@u.cc.utah.edu>
Source record: 189968

```
In article <2ndbag$nvu@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@kosmos.wcc.govt.nz> wrote:
>Hi does any one know how to upload a Text file to GEnie,
>with out using Allading, (would take me weeks to work out how to use it),
>with out loosing the Format of the letter..
>
>It drops blank lines, how does one get around that..??
>

Just make sure the blank lines consist of at least one space.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \
```

96. Re: formatting in Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 19:35:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2nkhe7$df3@golem.wcc.govt.nz>
Source record: 189969

```
] tonight I wanted to format a floppy disk. I am using TERADESK and tonight
] I discovered that you cannot format disks with this desktop-replacement!
] Am I missing something or did the author miss something?

The author left it out. There are plenty of small & good PD disk-formatters
laying around on FTP sites. Including a formatter would add a fair bit
to the code, so if it's easilly available in another form, why bother!? :)
```

97. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 20:35:35 UTC
From: jbolton@netcom.com
Message-ID: <jboltonCnnFvC.Mun@netcom.com>
Source record: 189970
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2nihjp$nt5@darkstar.ucsc.edu>,
Daniel Evans <logan@ucscb.UCSC.EDU> wrote:
:
:
:
:HELLO EVERYBODY, READ THIS PLEASE.
:IT'S WORTH YOUR TIME, REALLY.
:

Send complaints to grscott@cats.ucsc.edu. He is UCSC's administrative
contact. Also send complaint's to root@ucscb.ucsc.edu and
logan@ucscb.ucsc.edu.

98. Re: Looking for PD/Shareware BBS prog...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 21:10:04 UTC
From: warrl@hebron.connected.com
Message-ID: <2nkmvc$1mn@hebron.connected.com>
Source record: 189971

Kelly Brainard (brainard@crl.com) wrote:
: On the theme of the regrettable obsolescence of the Atari computers, of
: which I've been a loyal user for years... I'm converting my 1040ST to a
: BBS and am looking for a PD or shareware program... if anyone has Citadel
: or another worthy ST BBS, or knows where I might find it thru ftp, please
: post here or mail me... thanks.

It appears to me that the most current Citadel (that I have found so far,
anyway) is Fnordadel. It has its own directory at atari.archive.umich.edu .

Also look at Transcendence, which is file trn2401.* at umich.

99. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 21:16:48 UTC
From: mdg@ukc.ac.uk
Message-ID: <9264@gos.ukc.ac.uk>
Source record: 189972

In article <Cnn24A.9t8@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
:>Anyone know how the DSP will receive the different samples? Over the
:>HSR/HRX thing? I guess I just send the sample data myself, in whatever
:>format I like. For some reason I was thinking about using the Xbios DMA
:>sound playing facility connected to the DSP - but I guess that's invalid.
:>Finally - in this rambling stream of consciousness type message - it looks
:>like I have to somehow cope with the timing of the playback myself.
:>Unless, i can make the DMA sound 'play' 8 mono tracks into the DSP.

ok... say you want to play 8 channel stereo sound on the Falcon,
obviously 96kb of DSP memory isn't going to be enough to store all your
samples (your average 4 channel mod is 100++kb), the solution is store
the samples in conventional memory and then send the sample as it played
by the dsp (the dsp tells the cpu how much of the sample has been played
and therefore how much to send). For each channel the DSP requests to the
CPU how many more sample bytes it requires, it is then upto the CPU to work
out where in the sample it is -> i.e. the DSP just treats each sample as
a stream of data. The actually DAC can be driven from a circular buffer
which the DSP then updates with this new data. In my DSP tracker this
'new data' consists of the sample data that has been shifted in frequency and
volume and smoothed.
Obviously using the HOST port involves using the CPU and sending each voice
takes some time but NOT that much.. to do eight channel stereo sound it
uses about 14% cpu time... or 10% if you cheat.

I'll upload FALCON PLAY 1.4 (FALCPL14) (modplayer with source) to the
atari archive and some of the other popular FTP sites in a week or two. It
plays 4/6/8 channel mods in 50khz interpolated sound, I hope the source will
be of use to all these people asking how to mix sound with the DSP.

>Graeme

Griff
--

100. jaguar ad-on's (was re: scsi controllers)

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 21:38:09 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2nkok1$e3l@golem.wcc.govt.nz>
Source record: 189973

Re: ICD announcing a 'CatBox' device for the Jaguar.

What is this device?

What's the news on the other various Jaguar add-ons, (Is S-Video cable a standard packaged item yet?)

101. Re: AES-rights (was: Geneva Wars)

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 21:46:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d9de877@daggskim.ct.se>
Source record: 189974

Roland Givan wrote using recycled electrons on 01 Apr 94 (to All)...
> [...]
> 1) AFAIK Atari doesn't actually own the (c) to the AES. For everyone
> that is sold they pay a royalty to Digital Research. This seems to be
> the reason they don't distribute it in the same way as MiNT.
[...]

Well, seems I remember that Atari ended up buying the full rights to the Atari GEM package from DRI after the debacle with Apple lawsuits resolved itself somewhat, and this is why a complete rewrite of the TOS 1.x (beta) versions of AES could appear as TOS 2. So Atari _does own_ AES.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

102. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 22:03:37 UTC
From: bocska@server.uwindsor.ca
Message-ID: <CnnJy1.DJu@uwindsor.ca>
Source record: 189975
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2nihjp$nt5@darkstar.UCSC.EDU> logan@ucscb.UCSC.EDU (Daniel Evans) writes:
>
>
>
>HELLO EVERYBODY, READ THIS PLEASE.
>IT'S WORTH YOUR TIME, REALLY.
>

Come on boys!!!

LET'S GET HIM!!! :-)

--
~~~~~~
Steve Bocska
University of Windsor "I'm pink, therefore I'm spam"
bocska@server.uwindsor.ca
~~~~~~

103. Re: tar files

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 22:33:13 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CnnL83.I0t@news.cis.umn.edu>
Source record: 189976

Hello,

I would like to say that I did find a tarx.ttp program that will untar
a file. Also, I would like to say that I found the updated version at
a site in Germany. GOOD, but, now I have a new problem, the updated
version is a *.gz file. I have no idea how to deal with it. Please,
if you have a way to un 'gz' a file, please let me know.

Thanks

Joseph Hogan

jhogan@uqac.uquebec.ca

I am using a different account, so please respond to the address I
listed.

104. Re: Tower Power

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 23:29:50 UTC
From: abarbiero@delphi.com
Message-ID: <xs0thtu.abarbiero@delphi.com>
Source record: 189977

J S W Chan <ma2jswc@midge.bath.ac.uk> writes:

>OK, I'm prepared to give up the source code to a capable STOS programmer to
>produce an major update - email me if you're interested, and think you can
>improve vastly on the existing game.
>A MOD would also be welcome.
>As would sprites.
>
>Basically, anyone interested in creating a joint Net effort, mail me.
>

I would like to work beta for you and if it starts looking good,
Atari United SoftWareHouse would be interested in taking a look at it and
marketing it with the CD jewel case and insert DOCs, but I am getting
ahead of myself.

Mail me at ABARBIERO@Delphi.com

Thanks!
Andreas@AEO

105. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 23:41:00 UTC
From: root@athena.mit.edu
Message-ID: <2nkvqc$sp6@senator-bedfellow.MIT.EDU>
Source record: 189978
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2njpai$jkh@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
|> In article <2nihjp$nt5@darkstar.UCSC.EDU>, logan@ucscb.UCSC.EDU (Daniel Evans) writes:
|> >
|> >
|> >
|> > HELLO EVERYBODY, READ THIS PLEASE.
|> > IT'S WORTH YOUR TIME, REALLY.
|> >
|> > Not long ago, I got what follows in the News. It tells of
|> > how to earn easy money, fast!!
|>
|> Oh not again... I thought people had learnt that sort of crap just doesn't work!

Why don't we get all the netters to mailbomb this guy with 5000 line email messages?...five times a day...

Just a thought...

106. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 23:43:45 UTC
From: sourada@iastate.edu
Message-ID: <gen_765330221@iastate.edu>
Source record: 189979
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
COMP Atari-related companies
IAAD Independent Atari Developers
CREDIT Who has contributed to the FAQ?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:EMILY: ??.??.??
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.

Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.
1: Post a note in another newsgroup telling all the users there that
they own a piece of junk, and if they had a half a brain, they'd have the
same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally
unrelated post. This guarantees a follow up, even if your original
post wasn't of any interest.
3: Create a signature file that has a put down of another computer
in it. This will get flame wars going in threads that have completely
unrelated Subject: lines, thus slipping through all but he most exacting
kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS: 93.06.11
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public (meaning you don't have
to be 'a developer' to buy it). See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &

docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV: 93.06.11
How do I become a developer for the Atari ST?
==========

Contact Bill Rehbok, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Bill can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Bill for

more information.

Atari is now selling the developer's kit (or parts of it) seperately. No project-in-development or non-disclosure agreement is necessary.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:FREE: ??.??.??
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't

post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to
myself via the e-mail addresses above or by writing the SIG at its US
mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS: 93.09.04
What magazines are available for the Atari ST?
==========

If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.

As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in
all local WaldenSoftware stores and many bookstores. If your "local"
Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> and Kevin Busby
<kevinb@syma.sussex.ac.uk> for some of the info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only
non-games mag in the UK (although see ST World below). Approx. 4,500
copies per issue sold. News, reviews, interviews, tech tips, general
forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a
'user-driven' feel. Recommended. The associated ST Club runs a PD
distribution service and distributes a couple of commercial programs too
(Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

12 issue Subscription now:
With Disk 6 Mags Without Disk Mags

UK: #26.50 #18.00
Europe (air) #30.50 #21.00
World (air) #38.50 #31.00

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly
'buyer's guide' in Autumn 90.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people.
Lively, but of uneven quality. Big leisure section, but other areas
covered too. Includes cover disk - mix of games demos and (usually out
of date) PD utilities. Probably the biggest-selling UK ST mag. Has had
several public rows with Atari UK.

Future Publishing, Somerton, Somerset, TA11 6TB Tel. 0458 74011
Fax 0458 74378

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so
polished. 1 cover disk per issue.

Subscriptions: PO Box 500, Leicester, LE99 0AA. Tel: 0858 410510.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

ST-Magazin, TOS, and ST-Computer united in August 1993 to the
"ST Computer", which is the only remaining magazine in Germany.
(I don't know if the following info still holds, then. --Steven)

ST Computer:
---
11 issues/year, typical around 180 pages
Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)
Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French Mags:

ST Magazine

Monthly in French. Oriented towards developers, professional users. Comes
with a disk each month.
ST Magazine - 10, rue Hegesippe Moreau - 75018 Paris - France
(French Teletel users: 3615 Teletel access, code STMAG)

STart Micro

Monthly, includes a cover disk. 11 issues per year. 64 + 16 (separated) pages.
Price: FF38 per issue, subscription: FF360. Subjects: Desktop publishing,
graphics, initiations to C and GFA Basic, survey of outcoming software, music,
folders. Minitel access: 3615 code ATARI. Address: FC Press, 57 rue Danton,
92300 Levallois-Perret, France.

Dutch Mags

ST, published by Stichting ST , postbus 11129 2301 EC Leiden the Netherlands
---
cover price: fl 6,95
Independent magazine by and for atari ST users.
covers all different topics from applications to games and hardware.

60 pages.

6 times a year. One year subscription fl 35,-
black and white pages.

Atacom, by Atari Club Groningen.

Never seen this one. I suppose you have to be a member of the club or so.
price is fl 4,95.
Adress of the club: Atari Club Groningen, Postbus 9164
9703 LD Groningen, the Netherlands.

Atari Nieuws, by Atari ST computer club Nederland

News paper sized publication. Lots of colour on newspaper pages. Not too many
pages though.
price is fl 3,95 (cheap cheap)
monthly publication.
adress: ACN, Postbus 5011, 2000 CA Haarlem, the Netherlands.

GFA-info, by GFA gg (usergroup)

Publication of the GFA-basic usergroup. This group has a lot of mainly
educational software available.
price is fl 5,00

adress: GFA gg, Frankrijklaan 14, 2034 BA Haarlem, the Netherlands

ST News, by Stichting Computers Eindhoven

This is an electronic magazine. It has been around for about 6 years now
and is completely in English!!! The first issues were in Wordplus format
back in 1986 but from the 6th issue on it included a readerprogram
both for color and monochrome. Even with music.
price is fl 10,00
adress: S.C.E., Kornoeljelaan 22, 5552 RC Valkenswaard

Swiss mags:

Atari ST News Schweiz

Dutch Atari ST Nieuws translated into German for the Swiss :-)

:TIPS: 93.06.11
TIPS AND HINTS from other users
==============================

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are
tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET: ??.??.??
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR: ??.??.??
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user
magazine are also available from the atari.archive server under
/atari/magazines.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@spud.hyperion.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu,
jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or
weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:COMP: 93.10.02
Atari-related companies
==========

This is a (still under construction) list of companies and addresses that
might be of use to Atari ST users. Please send me addresses for the blank ones
on this list. See also IAAD, it lists many more companies that are not on
this list.

Berkeley MicroSystems
P.O. Box 20119
Oakland, CA 94620

(510) 547 - 2191

E.A. Brown
3404 Pawnee Drive
Alexandria
Minnesota 56308
Info: 612-762-8847
Orders: 800-322-4405
Product: Software and Hardware distributor

GengTec

JRI

Marvin AG

Matrix Datensystem
Talstrasse 16
7155 Oppenweiler
Germany

tel. 07191-4088
fax. 07191-4089

Supra
7101 Supra Drive
Tangent, Oregon 97389
(503) 967-9075

TKR GmbH & Co. KG
Stadtparkweg 2
W-2300 Kiel 1
Tel. +49-431-3378881
Fax. +49-431-35984

Wittich Computer

:IAAD: 93.09.04
Independent Atari Developers
==========

Each entry has the following format (when applicable):
Company Name
Member Name
Mailing Address
Phone(s)
Product Names
The listing is provided below in ASCII format. An additional
file is available in CardFile format. Please note that the
product listing is not comprehensive nor detailed, and new
products are continually released. Please feel free to contact
individual members for information about their listed products.
For more information about the IAAD, contact any Board Member.

IAAD Board Members:
D.A. Brumleve, President
James C Allen
Nathan Potechin
Nevin Shalit

Member Listing:

Anthill Industries
Judith Baumgardner
P.O. Box 361
Mt. Vernon OH 43050-9998 USA
614 393 1524

Apprentice Software
James D Yegerlehner
22205 Swan Road
South Lyon MI 48178 USA
313 437 0526
Neural-network Construction Set

Baggetta_Ware
Albert Baggetta
P.O. Box 759

Agawam MA 01001 USA
Eliemouse Complimentary Coloring Book/The Comic Book Collector/
The Mis-Adventures of Eliemouse/Shakespeare: The Sonnets

Barefoot Software
Brad Cox
19865 Covellow Street
Canoga Park CA 91306 USA
818 727 0632 (fax)
818 727 7143
SMPTETrack/EditTrack/GenEdit/EZ Score+/Hybriswitch

Beckemeyer Development Tools
David Beckemeyer
P.O. Box 21575
Oakland CA 94620 USA
510 530 0451 (fax)
510 530 9637
Hard Disk Sentry/Hard Disk Toolkit/SCSI Tape Kit

Robert M Birmingham
13630 SW 101 Lane
Miami FL 33186-2814 USA
305 385 1942

Cali-Co. Superior Software
Josh Snyder
P.O. Box 9873
Madison WI 53715 USA
608 255 6523
Mah-Jong Solitaire

Canoe Computers
Tony Ridley
11006 150 Street
Edmonton AB T5P 1S1 Canada
403 487 6838
FrankenSTein/Warp 16 Accelerator/Tiny Ram

chro_MAGIC Software Innovations
Jim Collins
516 North Jackson
Joplin MO 64801 USA
417 623 7393
Guitaristics/Pianistics/Pianistics Encyclopedia/Pianistics
Professor

Clear Thinking
Craig Harvey
2753 Plymouth Road Suite 137
Ann Arbor MI 48105 USA
313 971 6035 (bbs)

313 971 8671
EdHak/Metapsychology Primer

CodeHead Technologies
John Eidsvoog, Charles Johnson
P.O. Box 74090
Los Angeles CA 90004 USA
213 386 5789 (fax)
213 461 2095 (bbs)
213 386 5735
G+Plus/MultiDesk Deluxe/HotWire/CodeKeys/CodeHead Utilities/
Warp 9/Calligrapher/MaxiFile/Lookit & Popit/MIDIMax/MIDI Spy/
Avant Vector/MegaPaint/Cherry Fonts/Genus Font Editor/
TOS Extension Card

Compo
Robert Engberson
104 Esplanade Avenue Suite 121
Pacifica CA 94044 USA
415 355 0869 (fax)
415 355 0862
That's Write/Write On/C-Font/CompoScript/That's Address/Musicom/
PC Speed/AT Speed/AT Speed C16

Cybercube Research Ltd.
Manfred Doewich
126 Grenadier Crescent
Thornhill ON L4J 7V7 Canada
416 886 3261 (fax)
416 882 0294
CyReL SUNRISE M16-1280 True Color High Resolution Graphics Card/
CyReL SERENADE M16-1280 True Color High Resolution Graphics Card/
CyReL VidiMix8 Desktop Video Module/CyReL Serial Mouse Manager/
CyRel Palette Master

D.A. Brumleve
Dorothy A Brumleve
P.O. Box 4195
Urbana IL 61801-8820 USA
217 367 9084 (fax)
217 337 1937
Kidpublisher Professional/Super Kidgrid/Kidpainter/Multiplay/
Telegram/Creative Discovery Packet/Learning Games Packet

DMC Publishing
Nathan Potechin
2800 John Street Unit 10
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1880
Calamus 1.09N/Calamus SL & modules/Calamus Font Editor/
The Guide to Calamus Desktop Publishing/Outline Art/

INVISION Elite

Ditek International
David Fletcher
2800 John Street Unit 15
Markham ON L3R 0E2 Canada
416 479 1882 (fax)
416 479 1990
DynaCADD

Dr. Bobware
W. David Parks
180 N. Hazeltine Avenue
Campbell OH 44405-1024 USA
216 743 4712
ScanLite/MVG: MultiViewer Graphica/MVG Modules Disks 1, 2, & 3

Elan Software
Paul Dube
550 Boul. Charest Est P.O. Box 30232
Quebec G1K 8Y2 Canada
418 683 9189 (fax)
418 692 0565
Solutions

eSTeem, inc.
Tom Nielsen
72 Shades Crest Road
Hoover AL 35226-1014 USA
205 987 9208
eSTeem PILOT

Fair Dinkum Technologies
John 'Hutch' Hutchinson
P.O. Box 2
Los Alamos NM 87544 USA
505 662 7236
CrossWord Creator II/Word Search Creator/Cryptographer/InfoDisk/
Cyberdrome: The Hoverjet Simulator/Puzzle Pack

FAST Technology
James C Allen
14 Lovejoy Road
Andover MA 01810 USA
508 475 3810 (fax)
508 475 3810
Turbo25/TinyTurbo030/Turbo030/TurboRAM

GT Software
Tyson T Gill
12114 Kirton Avenue
Cleveland OH 44135-3612 USA

216 252 4272
CardFile (distr. by Gribnif)

Gadgets by Small, Inc.
David M Small
40 West Littleton Blvd. #210-211
Littleton CO 80120 USA
303 791 0253 (fax)
303 791 6098
Spectre GCR

Goldleaf Publishing Inc.
Lauren Flanagan-Sellers
700 Larkspur Landing Circle Suite 199
Larkspur CA 94939 USA
415 257 3515
WordFlair II

Gribnif Software
Dan Wilga, Rick Flashman
P.O. Box 779
Northampton MA 01061 USA
413 247 5622 (fax)
413 247 5620
NeoDesk 3/NeoDesk CLI/STalker 3/STeno/XBoot/CardFile 4/
Convector Professional/Arabesque Professional/XBoot III/
Crazy Dots 8/Crazy Dots 15

Doug Harrison
P.O. Box 66236
Baton Rouge LA 70806-6236 USA
Opus (shareware)/Lookit & Popit (distr. by CodeHead)

HiSoft
Alex Kiernan, David Link, Dave Nutkins
The Old School
Greenfield Bedford MK45 5DE England
+44 525 713716 (fax)
+44 525 718181
Devpac 3/HiSoft BASIC 2/Lattice C/HighSpeed Pascal/FTL Modula-2/
WERCS/Harlekin 2/HiSoft C/ProFlight/K-Spread/K-Comm/K-Word/K-Data
(HiSoft products distr. by Oregon Research Associates)

ICD, Inc.
Tom Harker
1220 Rock Street
Rockford IL 61101 USA
815 968 6888 (fax)
815 968 2228
The Link/AdSCSI Micro ST/AdSCSI ST/AdSCSI Plus ST/AdSpeed ST/
AdSpeed STe/FA-ST Hard Drive Kit/FA-ST Tape Backup/Cleanup ST/
ICD Professional Hard Drive Utilities/ICD Tape Backup Software/

Advantage Micro ST/Advantage ST/Advantage Plus ST/STHA/
Personal Pascal

It's All Relative
Gregory J Kopchak
2233 Keevan Lane
Florisant MO 63031 USA
314 831 9482
It's All Relative/BookMaker/Forecaster3/AbbreviatorST/
Photo CD Conversion/Photo Show/View and Script/Kodak Photo CD
Images

JMG Software International, Inc.
George Geczy, David Thompson
892 Upper James Street
Hamilton ON L9C 3A5 Canada
416 575 0283 (fax)
416 575 3201
HyperLINK

M.P. Graphics Systems
Mario Perdue
P.O. Box 501289
Indianapolis IN 46250-6289 USA
317 335 3775
Noids-II

MS Design
Henry Murphy, Carl Stanford
611 West Illinois Street
Urbana IL 61801 USA
217 351 6412 (fax)
217 384 8469
FontPak 1 & 2/Wheeler Quick Art CD-ROM/
Wheeler Quick Art Image Disks

Medical Designs Software
William Penner
3235 Wright Avenue
Bremerton WA 98310 USA
206 479 2157 (bbs)
206 373 4840
ECTStat/IOLCALC/MultiWriter/SERIALFX

Merlin Group, Inc.
George Richardson
96 Hoyt Street
Kearny NJ 07032-3311 USA
201 998 0932 (fax)
201 998 4441

Missionware Software
John Trautschold
354 N. Winston Drive
Palatine IL 60067-4132 USA
708 359 9565
lottODDS/Printer Initializer/Flash II

MUSICODE Software
Melinda Turcsanyi
P.O. Box 1109
Oakhurst CA 93644 USA
209 642 2380

NewSTar Technology Management
Charles Smeton
P.O. Box 122
Columbia MD 21045-0122 USA
410 544 1329 (fax)
410 544 6943
The STraight FAX!

Oregon Research Associates
Bob Luneski
16200 S.W. Pacific Highway Suite 162
Tigard OR 97224 USA
503 624 2940 (fax)
503 620 4919
Diamond Back II/Diamond Edge/Knife ST/Ultimate Virus Killer/
DevPacST 3/DevPacTT/HiSoft BASIC 2/Lattice C 5.5/HiSoft C/
HighSpeed Pascal/FTL Modula-2/Tempus 2/WERCS/Harlekin 2/
True Paint/ProFlight

Paradigm Software Products
Mark T O'Bryan
1369 Concord Place Suite 3-B
Kalamazoo MI 49009-2201 USA
616 372 5972
Omni-Banker ST

Power Thought Software
Harlan Hugh
116 Sumach Street
Toronto ON M5A 3J9 Canada
416 594 9355 (fax)
416 594 9355
INVISION Elite (distr. by DMC)

SKWare One
Sterling K Webb
P.O. Box 277
Bunker Hill IL 62014 USA
618 462 2171 (evenings)
Seurat/ColorScan/Auto*Art/PS-2GDOS

Soft-Logik Publishing
Deron Kazmaier, Mark Wetzel
P.O. Box 510589
St. Louis MO 63151-0589 USA
314 894 8608 or 800 892 8608
PageStream/ImageClub Clip Art/ImageClub Fonts/Business Forms

Sothan Software
Gene F Sothan
9395 North Wall
Portland OR 97203 USA
503 283 4566
IB Harddisk Backup and Restore/Autosort/Writeboot

Step Ahead Software, Inc.
Nevin Shalit
496-A Hudson Street Suite F39
New York City NY 10014 USA
718 858 4164
TrackerST/Tracker For Windows

Straight Edge Software
Frank Pawlowski
P.O. Box 6407
Nashua NH 03061 USA
603 672 8150
FPPRINT/OutBurST!

Strata Software
Eric Rosenquist
94 Rowe Drive
Kanata ON K2L 3Y9 Canada
613 591 1922 (fax)
613 591 1922
STalker & STeno (distr. by Gribnif)

SuperSoft
John Buckner
731 North Clinton
Grand Ledge MI 48837 USA
517 627 6965
TeleView Tele/TeleView BBS/D.A.M.I./The Fisherman

Synergy Resources
Roger Richards
754 N. Bolten Avenue
Indianapolis IN 46219 USA
317 231 4158 (fax)
317 356 6946
GEMvelope!/SynthView DW-8000/SynthView K1

Taylor Ridge Books
Clayton Walnum

P.O. Box 78
Manchester CT 06045 USA
203 643 9673
C-manship Complete/ST Assembly Language Workshop/
GFA Basic Toolkit/VDI Quick Reference/AES Quick Reference/
TRB Shareware Companion

TEAM Software
Marshall Lake
P.O. Box 7332
Washington DC 20044-7332 USA
703 538 4598 (fax)
703 533 2132
A Day at the Races/A Day at the Races Companion/
3 Days at Gettysburg

Weinress Consulting
Norm Weinress
3236 Velma Drive
Los Angeles CA 90068 USA
213 876 7704
D.E.K.A.

Wintertree Software Inc.
Phil Comeau
43 Rueter Street
Nepean ON K2J 3Z9 Canada
613 596 1575 (fax Attn)
613 825 6721
The GramSlam Grammar and Style Checker/Grammar Expert/
Spelling Sentry

WizWorks!
Chet Walters
P.O. Box 45
Girard OH 44420 USA
216 539 5623
Image Cat/Mug Shot!/Coalesce Image Merger/Ma Hubbard's Cupboard/
Mug Shot Data

Xerox Corp
Robert L. White
101 Continental Blvd. M/S ESC1-257
El Segundo CA 90245 USA
310 333 3497
Printer Drivers For Xerox Printers

Zocra Technologies
Craig Buchanan
4-319 Mackay Street
Ottawa ON K1M 2B7 Canada
613 741 5817

STyle/STipple

:CREDIT: 93.10.02
Who has contributed to the FAQ?
==============================

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Juxtaposer (baffoni@aludra.usc.edu)
Eugen Bauknecht (eugen@hpbbi4.bbn.hp.com)
Ate Brink (ate@cs.ruu.nl)
Dorthy Brumleve (dabrumleve@geneie.geis.com)
Kevin Busby (kevinb@syma.sussex.ac.uk)
Michael Clark (clarkmi@prism.CS.ORST.EDU)
John Cummins (cummins@osuunx.ucc.okstate.edu)
Stefan Damerau (Stefan_Damerau@sl.maus.de)
Jean-Etienne Doucet (doucet@laas.laas.fr)
Ben Gilbert
Edgar Greuter (edgar@pingu.saar.de)
John Henders (jhenders@jonh.wimsey.bc.ca)
Chris Herborth (cherborth@semprini.tdkcs.waterloo.on.ca)
Graham Higgins
John Hutchinson (hutch@bellman.lanl.gov)
Stephen Jacobs (saj@chinet.chi.il.us)
Michal Jaegermann (NTOMCZAK@vm.ucs.ualberta.ca)
Eric S Johansson (esj@harvee.billerica.ma.us)
Martin Kite (mkite@lincoln.gpsemi.com)
Ed Krimen (ekrimen@wet.com)
Mark Lavi (markjl@pub2.bu.edu)
Mark Leair (aa338@Cleveland.Freenet.edu)
John Langner
J.J. Lehett (JJL101@psuvm.psu.edu)
Jari Lehto
Sam Marshall (samm@aisb.edinburgh.ac.uk)
Don Maple
Darryl May
Frederic Mora (mora@geocub.greco-prog.fr)
Erlend Nagel <wmtwen@urc.tue.nl>
Michael Niermann (Michael.Niermann@arbi.informatik.uni-oldenburg.de)
Helmut Neukirchen (hn@pool.informatik.rwtk-aachen.de)
Thomas Omerzu (omerzu@quando.quantum.de)
Piet van Oostrum (piet@cs.ruu.nl)
Brian Peterson (brianp@netcom.com)
Alan Pratt
Laurenz Pruessner (spoil@cs.tu-berlin.de)
James Reno (James_Reno.Wbst129@xerox.com)
Eric Smith (ersmith@netcom.com)

Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Oddvar Tveito FTO (Oddvar.Tveito@nta.no)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Joachim Vance (jvance@einstein.oac.uci.edu)
Roland Waldi

==========

Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

107. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 23:43:49 UTC
From: sourada@iastate.edu
Message-ID: <soft_765330221@iastate.edu>
Source record: 189980
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
MSA Some info on Magic Shadow Archiver
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
XWIN Is there a version of XWindows for the ST?
DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.
```

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ARCS: 93.06.11
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC, .ZIP and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ZIP Use UNZIP.TTP or STZIP.PRG
ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

A few hints for first-time users:

* Most archivers will give a short summary of commands if invoked with no arguments.
* If in doubt, to extract a file, copy the archiver to the directory that the file is in, and run the archiver with the arguments 'x [filename]'.
* If you have TOS 1.4 or higher, and/or a CLI, you can avoid copying the archiver by just changing the current directory to where the file is. See TIPS for a tip on how to do this from the desktop on TOS 1.4 or higher.
* Read the documentation for the archivers you use, they will almost certainly answer all your questions. Documentation is usually included in both the source and binary distributions (such as zoo21bin.zoo).

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

stzip22.lzh - STZip, with GUI interface

unzip41.lzh - Old version of unzip

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:MSA: 93.06.11
Some info on Magic Shadow Archiver
==================================
(This was provided by Chris Herborth)

MSA Archives

The Magic Shadow Archiver (MSA) is a disk archiving program that allows an entire disk to be compressed into one file for transmission. The Magic Shadow Archiver (in shadow.[arc?|lzh?|zoo?] on atari.archive.umich.edu in ~/Archivers) creates .MSA files, which are often compressed using a normal archiver, such as zoo or lharc.

Magic Shadow is notoriously bad when used on a 1/2 meg ST and only one floppy drive. Its disk access and memory use are very badly thought out, and could result in over 160 disk swaps when unpacking an 80 track, double-sided disk.

Due to the fact that it was the _only_ disk image archiver around for quite a long time, Magic Shadow is the de-facto standard for creating disk images of computer demos and other pieces of software that cannot be easily compressed as files.

Because MSA files are disk images, they can only be used to recreate a floppy disk. There is (currently, see below) no way to extract the files from an MSA archive without writing it to a floppy disk.

Magic Shadow works perfectly with any legal TOS floppy format, even high density disks found in modified STs and most MegaSTes and TTs.

Chris Herborth (herborth@pinot.waterloo.ncr.com at work,
cherborth@semprini.tdkcs.waterloo.on.ca at home,
C.HERBORTH on GEnie) is writing a much more efficient MSA extractor, called UnMSA. UnMSA will minimize the number of disk swaps, and speed decompression considerably.

Daryl Richards (no email address, yet) is working on an MSA-Mounter, which will allow someone to unpack an MSA archive to RAM or a file on a hard disk. This uncompressed disk image will then be added to the system as a logical drive (much the same way a RAMdisk adds a drive to the system). MountImage on the Mac is an example of the way MSA-Mounter will eventually work (MountImage is so good, you can install new versions of the Mac OS using floppy disk images stored on your hard drive).

There is yet another MSA archiver now, called MSA II, by Phillip Lang.

:CLI: ??.??.??
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

master MS-DOS/Unix mixture, shareware.

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the
other FTP sites for files.

:ERR: ??.??.??
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3

```
CRC error.....................-4
Bad request...................-5
Seek error....................-6
Unknown media.................-7
Sector not found..............-8
No paper......................-9
Write fault..................-10
Read fault...................-11
General error................-12
Write protect................-13
Media change................-14
Unknown device..............-15
Bad sectors on format.......-16
Insert other disk............-17
Invalid function number.....-32.....1
File not found..............-33.....2
Path not found..............-34.....3
No handles left.............-35.....4
Access denied...............-36.....5
Invalid handle..............-37.....6
Insufficient memory.........-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46....15

No more files...............-49....18
Range error.................-64....33
Internal error..............-65....34
Invalid program load format....-66....35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2............1
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
```

```
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS: 93.05.05
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called SpeedoGDOS, which should be available commercially from Atari. It is currently included with AtariWorks, and some Falcon packages. SpeedoGDOS uses scaleable fonts - you do not need to create a font file for every point size. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within SpeedoGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

In the UK The ST Club (2 Broadway, Nottingham, UK NG1 1PS. Tel 0602 410241, Fax 0602 241515) is a licensed GDOS distrubutor:

Catalogue No's:
GDOS-A Driver + Fonts 9-pin
GDOS-B Driver + Fonts 24-pin
GDOS-C Installed system for Opus (9 pin)
GDOS-D Opus 24-pin
GDOS-E FontGDOS + drivers
GDOS-F 300dpi printer fonts

Disks 2.95 pounds each.

:GNU: 93.06.11
What GNU software is available for the ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at most European FTP sites. The latest version of GCC available for the ST is 2.4.2, this version includes built-in support for C++.

Note that most GNU documentation comes in TeXinfo format. Documentation in this format can be fed into TeX for printing. It can also be processed by Emacs' texinfo to make an info file, which can be viewed on-screen with Emacs' info mode. These two functions can also be performed by the standalone programs 'texinfo' and 'info' (on atari.archive as /atari/tex/tnxf241b.zoo).

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.4.2 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System

SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM: ??.??.??
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG: 93.10.18
Public Domain/Shareware languages...
==========
(This section is getting an overhaul, but I don't have the time to finish
the overhaul right now... Sorry, check back next month.)

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassemblers: a68, turboass,
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)

Elan
FORTRAN
FORTH
FP
Hope
ICON
LISP
Little Smalltalk
Modula2
OPS5
perl
PROLOG
SCHEME
SIOD
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX: ??.??.??
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to

upload and use them for evaluation purposes. The READ_ME file tells how
MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN
TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix
newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT: ??.??.??
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat
like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM
program along with a lot of character-based programs simultaneously. MGR
and MW2 can both put multiple terminal windows on screen, and bgacc can
put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go
with it can be found at atari.archive.umich.edu:/atari/mint.

TOSWIN is the new replacement for bgacc: it provides lots of nice features like
variable fonts, menus, selectable window gadgets, etc. GEMTERM is a similar
package (it's not part of the standard MiNT distribution) modelled after TOSWIN
and XTerm.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking
OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now
'MiNT is Now TOS'. :-)

:XWIN: 93.03.01
Is there a version of XWindows for the ST?
==

There actually is a port of XWindows to the ST now, although it is pricey.
Here's the (slightly hacked up) announcement for it:

X/TOS/window/server and X/TOS/window/server/color

Vendor:
X/software Michael Gehret
X/TOS division
Marktstrasse 8
W-8944 Groenenbach
Germany
TEL: +49 8334 1411
FAX: +49 8334 6245
email: xtosinfo@xsoft.uucp
CPU:
Atari Mega ST, STE, TT
68000 to 68040
Memory:

2 Mbytes (4 Mbytes recommended)
Operating System:
TOS 1.4 or higher
Mouse:
Atari mouse
Graphics:
X/TOS/window/server:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
X/TOS/window/server/color:
monochrome 640x400x1,
monochrome 1280x960x1 (TT, SM194)
color 320x200x4
color 640x200x2
color 640x480x4
color 320x480x8
Ethernet Card:
Atari Card (Mega or VME bus)
Riebl/Wacker (Mega or VME bus)
Biodata BioNet 100 II (DMA port or VME bus)
Network Software:
Atari/Riebl/Wacker ANS TCP/IP
Biodata TCP/IP
Disk Space:
none (two floppy disks, may load fonts from second disk or font server)
Features:
full X11 Release 5 implementation
Shape, Multi-Buffering, MIT-SUNDRY-NONSTANDARD extensions
PEX extension optional
support of font server protocol
support of X Display Manager Protocol
access control support
compatible to OSF/Motif and OpenLook
high performance (more than 32,000 Xstones on TT)
fast cursor tracking
backing store and save unders support
size of virtual screen limited by memory only, automatic panning
X/TOS/window/server/color supports all video modes at the same time,
including dynamic visuals
loadable key maps (xmodmap format), full support for European keyboard
layouts
3-button mouse emulation with Atari 2-button mouse
may run parallel to GEM (switching with hot key), configurable multi
tasking priorities
about 50 fonts supplied

:DEMOS: ??.??.??
Why won't demo x run on my machine?
==========

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT: ??.??.??
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD: 93.06.11
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ZIP, .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL: ??.??.??
E-Mail file servers

archive-server@spud.hyperion.com:

Spud holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@spud.hyperion.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu (or weiner@terminator.rs.itd.umich.edu, jeff.weiner@um.cc.umich.edu, weiner@zircon.labmed.umn.edu, or weiner@umnstat.stat.umn.edu :-)

archive-server@micros.hensa.uk.ac:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@Germany.EU.net:

This is a german public domain archive. This only has comp.binaries.atari.st
and comp.sources.atari.st.

archive-server@Germany.EU.net:

Same place as above, but this one carries other software than just
comp.binaries.atari.st and comp.sources.atari.st.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP: 93.05.05
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Germany.EU.net [192.76.144.75]

ftp.cs.ruu.nl [131.211.80.17]

src.doc.ic.ac.uk

This site has a mirror of atari.archive.umich.edu in /computing/systems/
atari/umich.

:TEX: ??.??.??
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.14) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========

Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

108. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 23:43:51 UTC
From: sourada@iastate.edu
Message-ID: <hard_765330221@iastate.edu>
Source record: 189981
Cross-posted to: comp.sys.atari.st,news.answers,comp.answers

```
Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Entries are dated by the last change. ??.??.?? means they were last changed
before the dates were added.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
MODELS All the models in the ST line
FALCON What are the specs on the Falcon?
ACCEL Hardware Accelerators
TAPE Can I use a SCSI tape drive?
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks and Flopticals?
GRAPHIC How can I enjoy enhanced graphics on my ST?
KEY A few keyboard questions
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL: 93.06.11
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
TT, and Falcon. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:
```

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:MODELS: 93.01.30
All the models in the ST line
==========

This is a pretty complete list of all the ST/TT models and their main features. If you have any additions/correction, of course, send them to me.

Feature key:
CPU's:
8 8 MHz 68000
16 16 MHz 68000
16/3 16 MHz 68030
32/3 32 MHz 68030

RAM:
/1 128kB
/5 512kB
1 1MB
2 2MB
4 4MB
S SIMM slots for expansion

Built-in:
F Floppy
M TV modulator

Extra:
AV 8 bit digital stereo audio, 4096 colors, hardware scrolling, analog joystick ports
MB MegaBus processor-direct bus slots
6U 6U VME bus slots, second serial port
FC Motorola 56000 DSP, 16 bit stereo audio, much enhanced video

TOS:
Highest built-in TOS

Models:
Name CPU RAM TOS B.I. Extra Comment
---
130 ST 8 /1 1.0 M Never marketed
260 ST 8 /5 1.0 M
520 ST 8 /5 1.0 M
520 ST+ 8 1 1.0 M
520 STm 8 /5 1.2 M
520 STfm 8 /5 1.2 FM
1040 ST 8 1 1.0 FM
1040 STf 8 1 1.2 F
1040 STm 8 1 1.2 M
1040 STfm 8 1 1.2 FM

Mega 1 8 1 1.2 F MB
Mega 2 8 2 1.2 F MB
Mega 4 8 4 1.2 F MB
STacy 8 1 ??? F Laptop
STBook 8 1 ??? F Notebook
520 STe 8 .5S 1.62 FM AV
1024 STe 8 1S 1.62 FM AV
Mega STe 16 1S 2.06 F AV,MB,6U
TT 16/030 Just for developers
TT 32/030 S 3.06 F AV,MB,6U Various mem/HD configs
Falcon 16/030 S 4.?? F AV,FC Many enhancements!

:FALCON: ??.??.??
What are the specs on the Falcon?
==========

Here's some stuff I culled from the (reposted) Delphi conference with Sam Tramiel.

--- Start Quoted material ---
Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.
--- End Quoted Material ---

:ACCEL: ??.??.??
Hardware Accelerators
=====================
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:TAPE: 93.08.11
Can I use a SCSI tape drive?
============================

Yes, just about any SCSI tape drive should be useable on the ST line. (Of
course, if your computer doesn't already have a SCSI port, you'll need a SCSI
host adapter.) There are at least two freeware/shareware programs that can
help you back up your HD to SCSI tape: TapeBIOS and GEMAR (a German GEM
ARchiver)

:DRIVES: ??.??.??
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:

```
-------------- ----------- ------------ ----------
| MFM drive |------->|ACB 4000 |------>| ICD |------>| ST DMA |
-------------- ----------- ------------ ----------
```

3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup
SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again.
And check the jumper setting on the drive (consult the drive's manual). If you
are using more than one drive with the system, make sure only the last drive
has the terminator (either a DIP or a signle inline package of resistor, which
usually is socketed and close to the SCSI connector on the drive circle board.
Remove the terminator from other drives. [only the last drive should have the
terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5
from ftp sites.

:FLOPPY: 93.08.11
Can I use 1.44 meg floppy disks and Flopticals?
==========

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive.

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the
desktop.

Floptical drives (floppys that use optical tracking to get 21MB on a 3.5" disk)
can also be used through a SCSI port. ICD's newer host adapter software (the
'PRO' version) will handle them.

:GRAPHIC: ??.??.??
How can I enjoy enhanced graphics on my ST?
==========

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass
at listing some of them. The information is based on postings by Ben Gilbert
and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different
graphics boards available, from hobbyist to professional, from CAD
to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Here's a few more cards, available from OverScan GbR, Saentisstrasse 166,
1000 Berlin 48, West Germany, ++49 30 721 94 66, ++49 30 721 56 92 (FAX),
++49 30 727 05 6 (Mailbox, language: German)

Autoswitch OverScan for the ST (NO STE compatibility) is DM 129.--, you
don't have to buy a new monitor. The maximum resolution on a SM 124
is variable, but in most cases at about 732*480.
AutoSwitch OverScan TT is a VME board. It's about 249.-- DM, you also can use
your old monitor, but it only works in the TTs five color modes
(3 ST-compatible modes, 2 TT-modes). Resolutions are variable, ask
OverScan about the values for your monitor.
Falcon ScreenBlaster blows up your Falcons resolution to a maximum of nearly
900*600 on SVGA-monitors. It'll be shipping as soon as Falcon030s

become available, and the pricing will be near 150.-- DM.

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:KEY: 93.09.02
A few keyboard questions
========================

Here's how to connect a MegaST-keyboard to a 1040ST:
It's taken from the "ST-Computer" October '90 ('Quick-Tips')

Picture 1

Mega ST-Keyboard cable
(seen from outside)

```
It's no problem to connect * 1
the MegaST keyboard to the ____________ o
smaller computers 520St and ___| | * 3
1040ST. To do that, you only | 6 * | * 4
have to get a 6-pin western | 5 * | * 5
connector plug to be connec- | 4 * | * 6
ted to the keyboard. (available | 3 * | * 7
in Electronic shops) After that | 2 * | * 8
four cables must be connected | 1 * |
with the 'Pfostereihe' (the |___ | 1040ST
plug inside the 1040ST) where |____________| Keyboard-Plug
normally the dazzy original-keyboard
is plugged in. The exact connection Picture 3
is shown on picture 2 and 3
```

Eickmann Computer, Franktfurt

```
* * * * * * * * * * * * * * * o *
18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 1
```

Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug

```
6 <--|----> 8 6 <--|----> 1
| |
5 <--| 5 <--|

4 <-------> 5 4 <-------> 14
3 <-------> 6 3 <-------> 15

2 <--|----> 4 2 <--|----> 13
| |
1 <--| 1 <--|
```

****
And now for No.2
****

If you remove the keyboard from the Mega ST and switch on the computer,
the computer won't boot up and send you a series of 'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard (FAX-Server a.s.o.)
simply connect a restistor to the keyboard-plug in the Meg and at once
there's silence and he'll do his job!
(Freely translated from Eickmann-Computer by me)

```
6 * 10kj resistor
5 * _____
4 *----|_____|--
3 * |
2 *-------------+
1 *-------------|
```

Mega ST keyboard-plug
(inside-view)

****
And here's another one: This one's about the Hardcopy-function of the ST's
****

Do you hate it - after pressing <Alternate>+<Help> the same time - when
you don't have a printer connected to the parallel port of your ST and
must wait a long time to work again because of the long break taking the
computer to realize that there's no printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer (better:
create a Sub-D 25pin-male-plug an connect the pins on the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12

****

:JOY: ??.??.??
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

:MODEM: ??.??.??
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

You will probably need a serial port patch program to use high speed modems on your ST; most versions of TOS have a bug in CTS/RTS handling.

:MONITOR: ??.??.??
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM: ??.??.??
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE: ??.??.??
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and

the excessive use of disk accesses in Mac software will have you wanting
a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File
Exchange if you are needing MS-DOS data disks for Mac work. Language
configuration support, keyboard support, A4 paper size support for
Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a
MacIntosh with a decent screen is indescribable. The extra flexibility
that you get will also make you feel more confident in the greatness of
your Atari. You will also get to see some of the frustrations with one
of the other sides of the fence - frustrations like excessive disk access,
remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating
philosophies of an ST and of a MacIntosh. You really must read the
documentation that comes with the Spectre GCR (and I for one found that
a real delight. Dave and Sandy have a very different approach to software
documentation that makes it enjoyable reading.) You should also read the
Mac Operating System docs. One other reference you may need if you are
going to do much with Mac software is one of the reference manuals
referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on
a GCR, don't figure you will get a straight answer. They won't know.
The current compatibility list from Gadgets lists about 450 programs
and their release numbers that have been tried and found to work with
Spectre GCR. In general, if a piece of software won't work with the GCR,
it is probably becuase of copy protection. Most serious Mac software is
not copy protected.

One last note - earlier versions of the emulator exist that were not capable
of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from
Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64
KB ROM which is not good) to fully utilize the device. Also it's recommanded
to use it with MONO monitor and at least 2MB RAM. The Spectre software takes
about 300 some KB of memory, so on a 1040 there is not very much left for Mac,
especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most
Mac drive is double side). With DOS mounter or software like that you can read
/write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM
binary. It's only for file transfer). Or you can use Apple File Exchange to
read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not
run with it.

:UPGRADE: ??.??.??
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

109. THIS MAY INTEREST (Dave Evans Blows Dog!)

Newsgroup: comp.sys.atari.st
Date: 1994-04-02 23:44:32 UTC
From: velmeran@fubar.ocean.washington.edu
Message-ID: <2nl010$j9o@news.u.washington.edu>
Source record: 189982
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2nihjp$nt5@darkstar.UCSC.EDU> logan@ucscb.UCSC.EDU (Daniel Evans) writes:
>HELLO EVERYBODY, READ THIS PLEASE.
>IT'S WORTH YOUR TIME, REALLY.
>Daniel Evans - Sig in Progess...

No, it isn't worth my time, you worthless piece of shit! Get this crap off
the net!

Followup to misc.test.

Lord, grant me the serenity to accept the things | velmeran@fubar.ocean.
I cannot change, the courage to change the things | washington.edu
I can and the wisdom to hide the bodies of those | velmeran@aol.com
people I had to kill because they pissed me off. |
---| aka Jack Brown
What do lawyers and sperm have in common? |----------
They both have a one in a million chance of becoming a human.
---

110. Re: Falcon List of Games! (Large!)

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 00:19:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDDBAEUT@dksoft.ping.dk>
Source record: 189993

In <2n9ccq$cva@laurel.phil.ruu.nl> Joost van der Leij wrote :

>First of all let's thank you for the incredible work you do for the Falcon owners. I saw ISHAR III in your list, do you have any confirmation from Silamrils that they are going to produce a special Falcon version as they did with I and II? I never saw
one. Could you put a new but short list togehter of all games which have Falcon enhanced cap. or are falcon only? This would make locating these games easier, as I can't get myself to play these old ST games anymore. ;-)
>

Second, i got a few complains :-) In the list it's mentioned that Pirates
is working using BackWard ect. I got the original version here, but can't
get it to work. 11 bombs no matter what i do. Any help ?

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

111. Re: Falcon Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 01:13:07 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cnnspv.3xB@cix.compulink.co.uk>
Source record: 189983

Cheers, Griff. Thanks for the explanation.

>I'll upload FALCON PLAY 1.4 (FALCPL14) (modplayer with source) to the
> atari archive and some of the other popular FTP sites in a week or two. It
>plays 4/6/8 channel mods in 50khz interpolated sound, I hope the source will
>be of use to all these people asking how to mix sound with the DSP.

Great stuff, should be very useful. Will the DSP stuff be available as DSP
source code?

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)
---

112. JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 02:16:15 UTC
From: raver909@telerama.lm.com
Message-ID: <2nl8tf$i15@telerama.lm.com>
Source record: 189984

```
Is there a JEPG viewer for the st availble? If so where?
Joe

--
~
```

113. How to play .au files on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 02:17:45 UTC
From: raver909@telerama.lm.com
Message-ID: <2nl909$i1p@telerama.lm.com>
Source record: 189985

Is there a good program availble to play .au files on an ST or a good
program to convert them into a format the ST can play?
Joe

--
~

114. How do I know which version TOS I have?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 02:37:25 UTC
From: raver909@telerama.lm.com
Message-ID: <2nla55$ib2@telerama.lm.com>
Source record: 189986

I am fairly new to the ST and bought one used. How do I know which TOS I have?
Joe

--
~

115. LOSE MONEY SUPER FAST!

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 03:35:46 UTC
From: Wes Simonds <ginsu@ccwf.cc.utexas.edu>
Message-ID: <2nldii$3qh@geraldo.cc.utexas.edu>
Source record: 189987
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Hi. My name is Wes Simonds. I'd like to tell you a little bit about myself. Just two short years ago, I was doing perfectly well financially. Not too great, not too shabby: breaking even, maybe making a little bit after taxes. The creditors were failing to break down my door, which was only fair, because I was failing to break down theirs (I gave up Door Breaking several years ago for Lent and have never been tempted since). The phone was ringing off the hook, but that was because the bell was broken and the phone was on a slight incline, so that any slight disturbance could tip it over. All in all, life was good.

But one thing was wrong: I still wasn't a billionaire. And I don't have to tell you what THAT'S like. Frankly I went through three separate existential crises coming to grips with the unfortunate truth of the matter.

Then one fateful night I got a fantastic letter in the mail. It outlined a magical plan by which I could make HUGE amounts of money through the mail. All it involved was a few minutes of my time, a few stamps, and a little faith!

Well, needless to say, I was a little skeptical. After all, I'd heard of these get-rich-quick schemes before. I knew they were really rip-offs. I knew this because I had participated in every single one of them.

But the more I looked over THIS magical plan, the more convinced I became that it was NOT like the others. It was unique and special, and best of all, it was completely legal!

Now I would like to offer you too the opportunity of participating in this magical plan. You too can, with only a few minutes of your time, a few stamps, and a little faith, help to make me rich! Even richer than Bill Gates!!!

Here's the way it works:

First, make five copies of this letter. Write down a list of five of your friends. Send each of them a copy of this letter. Then, send $5 (that's five dollars) to me, Wes Simonds, and nobody else. Mail out the copies of the letter, making sure that each copy makes it clear that the same instructions should be followed. Each one of your friends should then send only $5 to ME, Wes Simonds, and then mail out five more copies. And so on.

When I get the money, I will keep all of it.

And in return for your contributions, I will cheerfully mail all of you a xerox of my bank balance, both BEFORE and AFTER your check, cash, or money order, showing you EXACTLY how your money was allocated!

As I said before, this is TOTALLY and COMPLETELY LEGAL!!! Under federal law, it counts as a simple gift. There is no risk, and no possible repercussions can follow!

However, this will ONLY WORK IF YOU FOLLOW THE PLAN EXACTLY. Failure to do so will result in my not becoming rich.

Here is the testimony of a few people who have followed this simple plan and become very slightly poorer as a result:

"I got the letter and thought, what the hell, I'll send Wes the money. It's only five bucks -- sometimes I spend that much on a date! And then -- I got the xerox in the mail! It really works. Wes is slightly richer because of me!!!"

-- Dan Nolen

"Want to know how I feel? S-K-E-P-T-I-C-A-L. But hey, five bucks, what's that??? Here goes nothing! Waiting for my xerox!!"

-- Leon Lee

"Well, here goes. I am now the 201st person to send Wes the money. Hoping things pan out!!! Don't make me the last person on the chain -- I WANT my XEROX!!!"

-- Stacy Cooper

The address to which all money should be forwarded is:

Wes Simonds
3543 Greystone
Austin, TX 78731

And remember! THIS PLAN WILL NOT WORK UNLESS YOU CONTRIBUTE!!!!

116. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 03:53:55 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2nlekj$f3d@aggedor.rmit.EDU.AU>
Source record: 189988
Cross-posted to: comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

John Bolton (jbolton@netcom.com) wrote:
: In article <2nihjp$nt5@darkstar.ucsc.edu>,
: Daniel Evans <logan@ucscb.UCSC.EDU> wrote:
: :
: :
: :
: :HELLO EVERYBODY, READ THIS PLEASE.
: :IT'S WORTH YOUR TIME, REALLY.
: :

: Send complaints to grscott@cats.ucsc.edu. He is UCSC's administrative
: contact. Also send complaint's to root@ucscb.ucsc.edu and
: logan@ucscb.ucsc.edu.

Wow you should see how many groups this is posted in... talk about spammage..
think ill reduce it by a dozen or so before I post..

Illegallities aside (which i spose is a local law thing) how many think
that this kind of thing could actually work.. remembering that there is
nothing illegal about maintaining a mailing list, or being paid to put
someone on that list.. as long as you tell the relevant tax people the truth.

--

Rob. (roba@nutmeg.ntu.edu.au)

117. Re: Calligrapher: ST Review cover disk

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 04:07:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nlfdu$g2e@golem.wcc.govt.nz>
Source record: 189989

In article <CnJs9H.DIF@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1994Mar31.115551.11915@acri.fr>, lonsdale@acri.fr said:
>>
>>Could anyone tell me when Calligrapher was on the cover of
>>ST Review. And what's this about Calamus?
>
>December - Easy Base

Gee Ofir you left one out, tut, tut.

Christmas - Timeworks II

>January - Replay Stereo
>February - KResource, Kandinsky
>March - Calligrapher
>
>Ofir ogal@cix.compulink.co.uk

It must be all the English, its getting to your head...:-)

How is the GEnie thing going..???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

118. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 04:56:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2nli9u$g86@golem.wcc.govt.nz>
Source record: 189990

In article <CnKzCp.192@freenet.carleton.ca>, ap748@FreeNet.Carleton.CA (Mike Sues) writes:
>
>
>In a previous article, thaanpaa@abo.fi (Timo Haanp{{ UPR) says:

>In addition to ST TOOLS there is DL II ... I've successfully defragmented my
>hard drive with DL II but have not yet really tried ST TOOLS. I can't quite
>recall which ftp site I d/l'ed them from but I frequent archive.cs.ruu.nl
>and wuarchive.wustl.edu so give these a try.
>
>--
> Mike
> <ap748@freenet.carleton.ca>

NEVER NEVER USE DL II, it will stuff up your hard drive, also has no
support for BGM partitions...

Use Ataries Check Disk 3, I have never had a problem with it...

But first you must CleanUp your hard disk before you run any Organizers ....

I use the Commersion program called CleanUp by ICD....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

119. MasterBrowse Survey

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 07:04:58 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.Fd7vvyxKKaE@elfhaven.ersys.edmonton.ab.ca>
Source record: 189991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
M A S T E R B R O W S E S U R V E Y
-----------------------------------

Hello,

Since MasterBrowse was first released, one year ago, it has grown in
many ways. Unfortunately, one of the ways it has grown is in size. I
am writing this survey in an attempt to determine if MasterBrowse has
become too large, and what should be done about the problem if it has.

To take the survey, simply answer ALL of the questions below, and
send the reply to:

mforget@elfhaven.ersys.edmonton.ab.ca

-------------------------------------------------------------------------------

1. Do you feel that MasterBrowse is too large? It currently uses 150K
of disk space, and 315K of memory. (This is for the unoptimized
version, though. The optimized version is 26K smaller.)

2. If MasterBrowse is too large in your opinion, which features should
be removed?

3. What features would you like to see MasterBrowse have? (For
example, the next version of MasterBrowse, currently under testing,
has full Unix regular expression matching, rounded radio buttons,
and real checkboxes with crosses.)

That is all there is to it! (Short survey, huh? If you have any kind
of opinion about MasterBrowse, let me know what you think!)

--Michel Forget
Electric Storm Software

--
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
```

120. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 07:40:15 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <Bo2OpF3.biblinski@delphi.com>
Source record: 189992

Mickey Boyd <boyd@gauss.math.fsu.edu> writes:

>Have I missed any? Any recommendations/good cheats?
>

I've got a copy of Cadaver sitting on my shelf. It's a oblique view 3D scrolling adventure game. Nicely done, with some excellent puzzles. In fact, I should go back and try to complete it someday here soon... <g>

--Gordie Meyer
biblinski@delphi.com

121. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 08:22:16 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.VPd_XPYY8PU@elfhaven.ersys.edmonton.ab.ca>
Source record: 189994

In <2o4h7u$2n1@golem.wcc.govt.nz>, Steve Wells writes:

[>] >P.P.S. What has Minix to do with the speed of MultiTOS
[>]
[>] MultiTOS allows new filesystems to be loaded.
[>]
[>] TOS is a slow filesystem (unavoidably so, since it is DOS-compatible).
[>]
[>] Minix is a fast file system (since it follows the Unix FastFileSystem model
[>
[> But can you run standard GEM applications under Minix? Which is what
[> M-TOS is essentially for! :)

Minix and the Minix FileSystem are not the same thing. With MultiTOS,
you can use the Minix FileSystem. It will give you all kinds of new
features, and is much faster that the TOS FileSystem. You can, of
course, put anything you want on the Minix FileSystem partitions you
create.

Minix itself, though (not the file system) is a different operating
system. Unix, but smaller...? I've never used it, but I do know that
it will not run GEM/TOS applications.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

122. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 08:35:08 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.sOLJS0UdkIY@elfhaven.ersys.edmonton.ab.ca>
Source record: 189995

In <765894431snz@filesys.demon.co.uk>, Stuart Coates writes:

[> You could try using the 'Revenge Doc Displayer' (RDD3) it should be on
[> atari.archive.umich.edu by now (RDD320.ZIP).... but then again I would
[> say that 'cause I wrote it...! It works well with Terradesk, I use it
[> with 1.36 and experience no problems.
[>
[> Regards,
[>
[> Stu...!

Hi Stuart,

I cannot resist; sorry. :)

The RDD is not the only option; there is MasterBrowse. MasterBrowse is a very fast 100% GEM text file viewer, that works very well with Geneva, MultiTOS, and Mag!X. MasterBrowse has very advanced printing capabilities (double-sided printing, printer control codes, page numbers, line numbers, page descriptions, and synopsys) and has extremely powerful searching. The new version of MasterBrowse has support for Unix regular expressions (wildcards). MasterBrowse is available at atari.archive.umich.edu in the /Newitems directory as mb36_bin.lzh.

The new version (with the regular expressions and more) should be available in a few weeks.

(NOTE: This is not to knock RDD; it is a very fine program. Since I am the author of MasterBrowse, I _have_ to say how much better it is. I am sure that Stuart feels the same way about his program. Competition is competition, though...:))

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

123. Re: can use a PC 1.44 like ST Dsd

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 08:54:53 UTC
From: ptucker@scu.edu.au
Message-ID: <CnoE3I.uL@scu.edu.au>
Source record: 189996

In "comp.sys.atari.st", ebeard@araucaria) wrote:-
>
>
>
>Well, days ago I've decided to buy a PC drive to use in my 520 ST, and many
>people "tell" me (<--- in past !) that PC drives work fine in ST.
>
>And then I was decide to buy a PC drive, but I was get an High Density Drive
>(it costs to me US$60)
>
> Well, Yesterday I tried to use (connecting propperly the connectors -I
>think-), but the drive only spin and spin (<-- is correct this word ?) and
>the light is on, but my ST don't recognize this drive, like trying to read
>in a drive whithout Disk !.
>
> Does anybody knows can I to fix this 1.44 Mb drive for use like a Double
>Sided drive ?
>
>or I have to change it for a PC Double Sided drive ?

Should work allright. I have replaced a 720 with a 1.44 without any
problems, however,
1 It will only work as a 720
2 Make sure the data cable is connected correctly. Some drives
require the cable being turned through 180 degrees.
3 The drive is probably set up for IBM thus may require the setting
changed. The drive I installed had a small slide switch on right
hand side near the back of the drive. By your description of the
drive just spinning it would seem that this setting needs change.
1 to 0 I think was the change though my memory on this is dim.
Good luck
Peter

--
Peter Tucker
ptucker@scu.edu.au
--
Peter Tucker
ptucker@scu.edu.au

124. Re: How do I know which version TOS I have?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 10:33:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnoInu.FEM@cix.compulink.co.uk>
Source record: 189997

In message <2nla55$ib2@telerama.lm.com>, raver909@telerama.lm.com said:
>
>I am fairly new to the ST and bought one used. How do I know which TOS I
>have?

Get hold of a system analyser program like Profile or Sysinfo and it will
tell you. Also, the control panel (xcontrol).

Ofir ogal@cix.compulink.co.uk

125. Re: Auto OVERSCAN

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 11:13:21 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2nm8ch$aq9@news.cs.tu-berlin.de>
Source record: 189998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnMt0n.3ur@cix.compulink.co.uk>,
Mark Baines <msbaines@cix.compulink.co.uk> wrote:
>>Can some one tell me the latest version of Auto Overscan,
>>I have 3.0zh is there a later one....
>I habe 3.0zi but I don't believe there has been much if any significant
>changes for quite a while.

The current version is 3.0zm (12.02.94), which now works with WiNX 2.2 and
the MagiX 2.0 OS.

Greetings, Karsten

126. Re: Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 13:31:31 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Apr3.133131.24945@nessie.mcc.ac.uk>
Source record: 189999

In article <2ndbtv$n41@xmission.xmission.com> Andelain,
andelain@xmission.com writes:

>3. Is there such a thing as a Jpeg/Gif viewer available?

Try GEMView which is somewhere in the Michigan Archive You'll need to
register it cos it removes most of it's functionality after a 30?-day
period.

Mojo

127. Re: Good perl for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 15:22:18 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr3.152219.992@cathy.ijs.si>
Source record: 190000

In article <2n3v6t$i8l@chico.staf.phil.ruu.nl>,
Hendrik Jan Veenstra <hjv@phil.ruu.nl> wrote:
>a tperl (t = tos)... which I can't find. Any pointers?
You will find it on a.a in (I think) Programming. I got it from there
just a weeks ago.

>Second: I'm not very fluent at writing perl-scripts yet, so it's quite a
>tedious task to check if this mperl is really good or not. Anyone any
>experiences with it? Better suggestions?
It works very well - and I haven't needed Mtos yet. Very solid. The only
problem ssems to be that the stderr is somehow connected to AUXout.
This can be an advantage or disadvantage. I find it an advantage, because I
have a Mega ST$ connected by RS-232 to my Falcon. I have even modified
perldb.pl slightly, so that I now do all my debugging by running Rufus on the
Mega, while working with normal program output on my falcon.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

128. Re: formatting in Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 15:58:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2d9ee8ba@kockens.ct.se>
Source record: 189801

In a strange ;-) little msg Steve Wells wrote:

SW> The author left it out. There are plenty of small & good PD disk-
SW> formatters laying around on FTP sites. Including a formatter would add a
SW> fair bit to the code, so if it's easilly available in another form, why
SW> bother!? :)
SW>
Hello! Im also using TeraDesk as an alternative Desktop. Its really good but i have one small problem. I cant find a program to edit the Icon.rsc in a proper way.Because some of the Icons are double widht.And all of the programs i have tested doesnt handle that. When i save my icons.rsc after editing some of the icons and then reloads Teradesk,the icons looks like sh*t.
Plz .. Can anybody plz tell me a Iconeditor that works with Teradesks icon.rsc

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

129. Re:need graphics print program

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 16:32:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A64771@SL.maus.de>
Source record: 189802

In article Hendrik Mylius @ PB2 (Hendrik Mylius) writes:

HM>give GEMVIEW a try. It's shareware from Germany and it can load and
HM>convert all sorts of graphic formats as well as print them on
HM>different printers.
Don't forget to say that the program 'talks' English to the user. No problem
for people not understanding German. The docs are English too (well, a shorter
overview than the German manual, but it's a beginning)

should be available by ftp I guess?

Tschï¿½ï¿½
Stefan

130. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 16:32:55 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.17hf@outb.wimsey.bc.ca>
Source record: 189803

I saw that exact same "Make money fast" letter about 18 months ago on a local bbs here in Vancouver, British Columbia, Canada. Interesting but sad that it's still going around. To update P.T. Barnum-"There's a sucker born every 1/5th of a second". **<sigh>**

131. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 17:02:43 UTC
From: diane@netcom.com
Message-ID: <dianeCnp0oJ.8KI@netcom.com>
Source record: 189804
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <CnnJy1.DJu@uwindsor.ca> bocska@server.uwindsor.ca (Bocska Steve) writes:
>In article <2nihjp$nt5@darkstar.UCSC.EDU> logan@ucscb.UCSC.EDU (Daniel Evans) writes:
>>
>>IT'S WORTH YOUR TIME, REALLY.
>>
>Come on boys!!!
^^^^
Sigh......

Diane

132. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 17:23:21 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr3.172322.993@cathy.ijs.si>
Source record: 189805

In article <1994Mar28.104044.11035@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <2n3qgm$9ln@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:
>
>>Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
>the bootconf program. Anyone know what the FFC button does?
I reviewed BlowUp Hard for the March issue of Moj Mikro. The version of
software I got was 1.7 It allows FFC and it allows you to instantenously
switch resolutions provided that you have the same dimensions.
Thus you can have 1200 x 960 virtual (actual 640 x 480) and 1200 x 960 actual,
and then switch between them without reseting. Nifty.

If FFC is selected, (FFC= Flicker free compatibility), than your compatibility
resolutions (ST LOW, MED, HI) and resolutions without any settings will be
displayed at 72 Hz. Also quite usefull, especialy if you have programs
which only run in st high.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

133. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 17:55:04 UTC
From: <>
Message-ID: <Cnp33s.FAH@mozo.cc.purdue.edu>
Source record: 189806
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

```
In article <dianeCnp0oJ.8KI@netcom.com> diane@netcom.com (Diane Winters) writes:
>In article <CnnJy1.DJu@uwindsor.ca> bocska@server.uwindsor.ca (Bocska Steve) writes:
>>In article <2nihjp$nt5@darkstar.UCSC.EDU> logan@ucscb.UCSC.EDU (Daniel Evans) writes:
>>>
>>>IT'S WORTH YOUR TIME, REALLY.
>>>
>>Come on boys!!!
> ^^^^
>Sigh......
>
>Diane
>

Talking about an ignorant fool

/-------\ Chien-Hung Lin (Dogger) /-------\
/ \_____________________________/ \
| DOGGIE BONE!!! |
\ _____________________________ /
\--------/ \--------/
--
```

134. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 18:15:00 UTC
From: jmoore@phoenix.cs.uga.edu
Message-ID: <2nn134$o69@hobbes.cc.uga.edu>
Source record: 189807
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2niule$e6b@matt.ksu.ksu.edu>,
Wade Andrew Jessee <jessee@matt.ksu.ksu.edu> wrote:
>It's back!!!
>
>Returned from the dead (i.e. rgva, rgvn, and rgvs)
>Let's send this guy something to indicate our respect, admiration, and thanks
>for giving us the chance to be involved in a very _illegal_ activity on the
>Net!
>
> Dalamar the Dark

I copied the letter and E-mailed it back to him (with a "don't do this
again" letter at the top...).

btw, if this scheme were to actually work, the 'Net newsgroups and E-mail
would flood. I think this would equal a virus that infects both internet
computers and the minds of the stupid people that would actually fall for
the scheme. Fraud & Virus spreading.... to VERY illegal activities. :)

My suggestion is do what someone else here mentioned before, copy the
letter and E-mail it to him. Any decent System operator would delete a
user's account after it starts eating storage space...

--Dallas :)

135. Re: LOSE MONEY SUPER FAST!

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 18:30:35 UTC
From: rrward@netcom.com
Message-ID: <rrwardCnp4qz.JMn@netcom.com>
Source record: 189808
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Would you take deposit bottles or empty soda cans?

136. The Link

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 18:35:56 UTC
From: ap508@FreeNet.Carleton.CA
Message-ID: <Cnp4zw.F7I@freenet.carleton.ca>
Source record: 189809

Please let me know anything you can about 'The Link'. I am new to atari (with an old machine 520ST with single floppy external!!) I would like to know things such as:

$ in Canada or States
Where can I get it.
What can I connect it to.
Do I need special software (or does it come with it)
etc...
CM

137. Quantum LP52S for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 19:06:01 UTC
From: dcopelan@Reed.Edu
Message-ID: <2nn42p$9fm@scratchy.reed.edu>
Source record: 189810

I recently purchased a Quantum LP52S new and much to my chagrin I realized that it is incompatible with the way SCSI is implemented on the Amiga. The drive works and I have formatted it on a Mac. My problem is that I can't use it but I can't return it either since it works. I can't sell it to Mac or IBM users since they typically use >250 meg drives. The drive is brand new and I is worth well over $100. I haven't used the drive at all except to test it, so I hope to get most of my money back. Thank's for helping out and the drive will go to the best offer. I am hoping to sell it for $80-$100.

Thank you.

Dave Copeland
dcopelan@reed.edu

138. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 19:49:40 UTC
From: S967701@UMSLVMA.UMSL.EDU
Message-ID: <16F8DC27B.S967701@UMSLVMA.UMSL.EDU>
Source record: 189811
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2nihjp$nt5@darkstar.UCSC.EDU>
logan@ucscb.UCSC.EDU (Daniel Evans) writes:

<Asinine chain letter redacted.>

Lessee now, I have been surfing the USENET for almost exactly three months now, and in that time I have seen this chain letter come up at least three times. What is it about some of us who just refuse to use what little brains God may have given us?

Best regards all!

|Leonard R. Cleavelin s967701@umslvma.umsl.edu
|UM--St. Louis has no opinions. I can't afford to have any, either.
|I do believe Our Heavenly Father created Man because He was disappointed
|in the Monkey. --Mark Twain

139. Re: Money in envelope, illegal?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 20:37:56 UTC
From: glenn@loose.apana.org.au
Message-ID: <2nn9f4$v8@loose.apana.org.au>
Source record: 189812

If you send an International Money Order it costs a little more but you
can at least see if it has been cashed.
Typical scenario:
Anxious: "Where is my book, 'The Joy of Windows'?"
Dodgy: "I haven't received your order."
Anxious then checks with post office and a few days later finds that IMO
has been processed weeks ago.
Anxious: "You are a low form of something from the family Prick."
Dodgy: "So sue me. If you ever make it over my side of the world I will
use the money you sent me to have someone kick your butt."

You may as well send money.
'The Joy of Windows' is available wherever good stupid book titles are sold.
--

Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"
---

140. BASH is bashing me!

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 20:53:16 UTC
From: swhatley@blkbox.COM
Message-ID: <2nnabs$ol0@blkbox.blkbox.COM>
Source record: 189813

I am having trouble getting BASH to run. I have TOS 1.2 and I am not using MiNT. I am using the UNIXMODE version 1.10 of BASH. I have D: setup as the root drive as shown in the system variable UNIXMODE. On the root drive I have a ETC directory with the files PQSSWD, PROFILE and TERMCAP. In my home directory I have a file called BASH.RC that I want to used the my user profile. So, for I have gotten BASH to work but it does not execute any profile scripts. Otherwise it locks up after BASH finishes initialization. The following are used the files I am tring to used to get BASH to work. ENVIRON.PRG sets up system variables at boot time. Any help will be appreciated.

Thanks,
Steven Whatley

```
========== ENVIRON.DAT used by ENVIRON.PRG ======================
PATH=;c:\bin;d:\bin;d:\gemprogs;d:\gnu\bin;d:\bin;;.
TEMP=e:\tmp\
INCLUDE=d:\include
LIB=d:\gnu\lib
RUNTIME=d:\gnu\lib\gemlib
SUFF=,.prg,.ttp,.tos
LIBPATH=d:\gnu\lib,.
INCDIR=d:\gnu\include
TMPDIR=e:\tmp\
TIMEZONE=CST:0:CDT
EDITOR=ue.ttp
SHELL=bash.ttp
UNIXMODE=/.,rDLAHdb
TERM=atari
USER=sww
HOME=e:\users\steven
============================================================

================== /etc/pofile ========================
echo Loading /etc/profile...

export PATH=.:/dev/C/bin:/dev/D/gnu/bin:/dev/D/bin
export TERM=atari

#export EMACSDOC=/etc
#export EMACSLIB=/etc/lisp
#export EMACSLOADPATH=/etc/lisp

export TEMP=/dev/E/tmp
export TMPDIR=/dev/E/tmp
```

```
export GCCEXEC='/gnu/bin/'
export GNULIB='/gnu/lib'
export GNUINC='/gnu/include'
export GXXINC='/gnu/gxxinc'

export TIMEZONE=EST:0
export USER=sww
export HOME=/dev/E/users/steven
export FULLNAME='Steven Whatley'
export SYSNAME=STephenie

export HISTFILE=history.bsh
export PS1='$(PWD): '
export PS2='>'

#alias emacs='emacs -q -l /dev/E/home/emacs.rc'
#alias xemacs='xemacs -q -l ~/xemacs.rc'

alias rm='rm -i'
alias cp='cp -i'
alias mv='mv -i'
alias lf='ls -CFa'

cd $HOME
============================================================

================== /dev/E/users/steven/bash.rc =========
echo Loading ny profile...
export PATH=$PATH:$HOME/com:$HOME/bin
============================================================

================ /etc/passwd ==========================
root:*:0:0:Super-User:/dev/D/gnu:/dev/D/gnu/bin/bash.ttp
sww:*:1:1:Steven Whatley:/dev/E/users/steven:/dev/D/gnu/bin/bash.ttp
============================================================
```

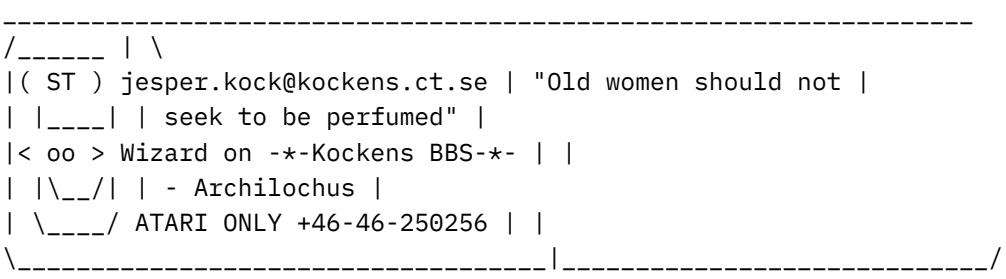
141. TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 20:54:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2d9f2d7a@kockens.ct.se>
Source record: 189814

Another thing with Teradesk that i cant get to work is the viewer program
that was included in the Teradesk 1.38 packet.
It bombs with 2 bombs on my 1040 STE with Tos 1.62/2.06.
Any ideas..?? Someone..??

And BTW,does the author Wout Klaren got an E-mail address..??
I have an idea that i want to tell him..

Grtz from Sweden:



142. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 21:06:16 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCnpByH.IG5@netcom.com>
Source record: 189815

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >If the emulator gives access to the standard falcon SCSI port, no doubt
: >it will! Basically it's the Falcon equivalent of the ST's ASCI port,
: >and I know of no PC emulator which didn't support that!

: Yes - but at what level? Surely for a PC CD-ROM system to work, the PC CD-ROM
: driver has to think there is a PC SCSI host adaptor in the system (eg Adaptec,
: Future Domain etc).

Actually this isn't totally accurate. There are several different types of
CDROM support on a PC. First. Accessing the date on the CDROM. This would
be the most basic support. For doing this the Atari would basically need to
access the CDROM as a drive. The emulator would need to then support emulation of the drive
from the ST driver. (I don't have and ST anymore I have a PC. I
don't know what kind of support the ST provides for accessing CDROMs.
Presumably your SCSI drivers from Atari or a 3rd party support SCSI attached
CDROMS) After being able to access the CDROM as a basic drive, you have to
worry about the mscdex (MicroSoft CDROM EXtensions) driver. This driver isn't
required by all cdrom applications. Some applications use the CDROM as a disk.
On the net there are some drivers that fake the mscdex driver on PCs to support
CDROM drives that are being accessed on PCs from across networks. If the
Atari PC emulator is halfway reasonable this should work. This will enable
the PC emulator to run ANY cdrom application. The next problem will be sound
support. Most sound support on the PC requires a sound blaster sound card. If
the emulator emulates this card as well, you should be able to run just about
any PC multimedia software. The last capability would be to play CDROM based
music that is directly recorded on the CDROM. I don't know what would be
required to do this. I do know that most software isn't using this capability.

If you have questions or want to know more send me email. I don't regularly
frequent this group only when I'm remenising...

: AFAIK ST PC emulators don't work down to this level. All they do is present
: a (PC) BIOS frontend to the SCSI port - allowing higher levels (eg DOS)
: to access the Atari's hard drives as if they were suported by the PCs BIOS.

Correct. The question is whether the Atari drivers to support CDROM are
transparent to the emulated PC Bios. IE from the PC BIOS does the CDROM drive
appear to be another hard drive.

You would not be able to take a PC SCSI driver and run it in the PC emulator
and expect it to work since the driver would be hardware specific.

: As a CD-ROM is *not* supported by the PC BIOS as standard - I don't see
: how it is going to work.

Remember also that SCSI drives aren't supported in the PC BIOS. This is where there is hope that this would work. The emulator has to translate PC BIOS calls into ST calls. If the ST BIOS supports calls to access the CDROM as another hard disk drive than, I'm virtually certain the emulator would be able to access the CDROM as described above.

--

+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

143. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 21:58:52 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Apr3.215852.2496@isle.waterloo-rdp.on.ca>
Source record: 189819

Scott E. Parker was heard to mutter:

> 1. Is the Mega keyboard a "decent" keyboard (solid key contact, good
> tactile feedback)?

My friend always hides his Mega keyboard when I go over to his place. He knows it won't stick around too long if its left out ;-) In my tastes, it is the best keyboard I have ever used. I get no finger strain from it, and my fastest typing speeds to date have been on Mega keyboard. If you can get a hold of one, go for it!

> 2. What should I expect to pay for one?
> 3. Where's the best place to get one?

I wish I could answer this, but other than recommending that you steal my friends, there's not a lot I can say.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

144. Re: IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 22:27:46 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2d9f472461d57f@traveller.freiburg.sub.org>
Source record: 189820

John Collis (john@albemuth.equinox.gen.nz) wrote:

>type of IMHO: IMHO the Offline Reader by Ian Print of the U.K. which
[..]
>I've never seen this on any FTP site anywhere. I have a copy of
>version 1.03 but I believe that there is now a version 1.06 or 1.07.

I have version 1.06 on my BBS...

It's roughly 150kBytes; I could probably send it via E-Mail if you want
it...

/\|ex.
--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101 * VNet 46:9490/231 * KultNet 23:550/5 * Fido 2:2476/803
Traveller-Box +49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

145. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 22:45:00 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ekBJ.mRsuba2AZp2@lionbbs.escape.de>
Source record: 189818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CnJ157.Ft1@ryn.mro.dec.com>, nagel_e@cecehv.enet.dec.com (Erlend) writes:
>
>In article <CnFIqD.M5F@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes...
>
>>Where can I get logo?
>
>Logo came with the first ST's on the language disk.
Yes, But what is now the staus of it?
Trash-Can ware?
May it be resold (once, without keeping another copy!)
as any other sw-package one has bought ?

Is it in the PD?

>It never became very
>popular unfortunately, so it was never upgraded. Digital Research, who wrote
>the language did some weird things with the file selector, and that is where
>things went wrong when I installed TOS 1.4.
The 'weird thing' was, that te program grabbed all the memory it could
get. It over left nothing! So even the OS could no longer open a fileselector box.

> I didn't have any time yet to check
>for a possible fix.
Some (long) time ago a fix for the mentioned problem was publishe in a
jounal.

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

146. Re: AES-rights (was: Geneva Wars)

Newsgroup: comp.sys.atari.st
Date: 1994-04-03 23:47:01 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnpJEE.Don@cix.compulink.co.uk>
Source record: 189821

> > 1) AFAIK Atari doesn't actually own the (c) to the AES. For everyone
>
>Well, seems I remember that Atari ended up buying the full rights to the Atar
>i
>GEM package from DRI after the debacle with Apple lawsuits resolved itself
>somewhat, and this is why a complete rewrite of the TOS 1.x (beta) versions o
>f
>AES could appear as TOS 2. So Atari _does own_ AES.

Fair enough - if its true - and it would explain a lot of things. However
it also gives Atari even *less* of an excuse not to get on and release an
updated version of MTOS!

:-|

Roland.

@CiX

147. Re: How do I know which version TOS I have?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 00:04:12 UTC
From: raver909@telerama.lm.com
Message-ID: <2nnlhs$a9t@telerama.lm.com>
Source record: 189822

```
: Get hold of a system analyser program like Profile or Sysinfo and it will
: tell you. Also, the control panel (xcontrol).

: Ofir ogal@cix.compulink.co.uk
Ok where can I get these? Which ftp site? What direcotory?
Joe

--
~
```

148. Re: Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 00:06:45 UTC
From: raver909@telerama.lm.com
Message-ID: <2nnlml$ac5@telerama.lm.com>
Source record: 189823

Mojo (mo@sna.co.umist.ac.uk) wrote:
: In article <2ndbtv$n41@xmission.xmission.com> Andelain,
: andelain@xmission.com writes:

: >3. Is there such a thing as a Jpeg/Gif viewer available?

: Try GEMView which is somewhere in the Michigan Archive You'll need to
: register it cos it removes most of it's functionality after a 30?-day
: period.

: Mojo
I tried to get this but someof the key files: TOLO.PAX and PICO.PAX were
not there. It listed them when I did a dir however when I tried to get
them they were no where to be found.
Joe

--
~

149. For Sale: ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 00:13:11 UTC
From: ddlee@crl.com
Message-ID: <2nnm2n$5i0@crl2.crl.com>
Source record: 189824

```
For Sale:

Cyberpaint 2.0 - $20.00
BBS Express! - $20.00
Quantum Paint 1.2 - $20.00
GST C Compiler - $20.00
Electra Spell - $10.00

Dungeon Master - $10.00
Bloodwych - $10.00
Chrono Quest - $10.00
Starglider II - $10.00
Blood Captain - $10.00
Gone Fish'n - $10.00
The Universal Military Simulator - $10.00 (no box)

All software comes with original disks, manual, and box. E-mail if
interested.

-Dave Lee-
ddlee@crl.com
San Francisco, CA
```

150. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 00:44:45 UTC
From: cooper@access.digex.net
Message-ID: <cooper.765420198@access3>
Source record: 189825
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

><Asinine chain letter redacted.>
>
>Lessee now, I have been surfing the USENET for almost exactly three months
>now, and in that time I have seen this chain letter come up at least three
>times. What is it about some of us who just refuse to use what little brains
>God may have given us?

I've been here for as many years and, trust me, you'll see them on a
regular basis...

What I usually do is reply to the poster in email, simply sending him
the same message he posted (if we all did that...)

--
gary cooper (not the dead one) cooper@digex.com
"Death is a small price to pay for looking shit-hot"
666th Fighter Squadron; #1225 - "Moggy"
Internet Daemons !2!

151. Re: THIS MAY INTEREST EVERYONE...NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 00:51:01 UTC
From: travege@wkuvx1.wku.edu
Message-ID: <1994Apr3.195101.1@wkuvx2.wku.edu>
Source record: 189826
Cross-posted to: comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

> And another is added to this list. Me being the the 10th now. Best
> of luck to all. Let's see what happens...
>
> Dan Evans - March 31, 1994

I believe I speak for a large number of people when I say that:

A) These ridiculous cross-postings to God-only-knows-how-many
groups is a pain in the ass to wade thru and wastes a hell of a lot
of band-width.

B) What you describe is an old-fashioned pyramid scheme and is
illegal. Instead of being glad a couple of people with nothing
better to do with their money send it to you, you should be glad
the local constabularly doesn't run you in...

C) Please cease and desist this crap.

```
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
" Gene Travers | 'No society has ever taxed "
" "travege@wkuvx1.wku.edu" | itself into prosperity...' "
" | -- R. Limbaugh "
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

152. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 00:58:51 UTC
From: lordthan@news.delphi.com
Message-ID: <2nnoob$4fh@news.delphi.com>
Source record: 189827
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

<<chain mail bullshit deleted>>

Is anyone ELSE sick of seeing this message posted everywhere? Frankly, I'm amazed at how many gullible shitheads there are out there who are intent on annoying the hell out of everyone. I think an "internet movement" should be passed where if anyone posts shit like this, they lose net access.

153. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 03:48:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.i_vvspNizRI@yonder.equinox.gen.nz>
Source record: 189828

In <CnKzCp.192@freenet.carleton.ca>, Mike Sues writes:
>
>
>In a previous article, thaanpaa@abo.fi (Timo Haanp{{ UPR) says:
>
>>I really, really need information about Atari ST or Falcon hard disk
>>optimizers (organizers?)! Anything is helpful. I'm becoming desperate..
>>Is there really no such thing!? :-(
>>--
>>
>
>In addition to ST TOOLS there is DL II ... I've successfully defragmented my
>hard drive with DL II but have not yet really tried ST TOOLS. I can't quite
>recall which ftp site I d/l'ed them from but I frequent archive.cs.ruu.nl
>and wuarchive.wustl.edu so give these a try.

DL II doesn't seem to be able to handle partitions larger than 15megs :-(

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

154. Re: Quantum LP52S for sale (update)

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 04:34:59 UTC
From: dcopelan@Reed.Edu
Message-ID: <2no5dj$1f3@scratchy.reed.edu>
Source record: 189829

Sorry, I assumed (incorrectly) that everyone is familiar with
Quantum model numbers. The LPS series are low profile drives 3.5" radius
and 1/3 height. It is a very fast and reliable drive that comes with a
two year warranty. Although it is only 52 megabytes, it is a great drive
for daisy chaining (which was its intended use). The drive has jumpers
that can set the SCSI ID from 0-6 as well as a jumper for parity checking.
It has a list price of $170 and usually sells for $130. I realize that I
will probably take a loss on this drive but it is useless to me so I must
get rid of it.

Dave Copeland
dcopelan@reed.edu

155. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 04:51:54 UTC
From: warrl@hebron.connected.com
Message-ID: <2no6da$aep@hebron.connected.com>
Source record: 189830
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: <<chain mail bullshit deleted>>

: Is anyone ELSE sick of seeing this message posted everywhere? Frankly, I'm
: amazed at how many gullible shitheads there are out there who are intent
: on annoying the hell out of everyone. I think an "internet movement"
: should be passed where if anyone posts shit like this, they lose net access.

Not necessary. Simply mail the message back to the source. You'll have
to type in the source's address, but that should be on the screen (and if
you are on a dial-in line with an intelligent terminal program, you might
be able to lift it off the screen and send it back.)

156. RAYOIDS and the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 04:54:04 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2no6hc$5se@scapa.cs.ualberta.ca>
Source record: 189831

did anyone out there get RAYOIDS to work on their Falcon030?? I can
get a picture on mine but no sound.. and there are some funny flickering
effects..

BTW winglords is cool..

--
\o/\o/\o/\o/ \o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

157. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 05:15:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <765426600.0@mettav.royle>
Source record: 189832

It was none other than Chris Wood that wrote on 29 Mar 94 that ,

CW> To make it truely appealing, I would suggest that the GUI be
CW> changed more in line with other GUI's, have either UNIX or
CW> TOS style filesystems, with support for Minix and TOS disks,
CW> even if it's just for reading. Support for TT and Falcon 256
CW> and above colour modes will also be essential. With this I
CW> would consider it and excellent buy.

With complete non compatibility with TOS It's going to have to be pretty
amazing to be of any major interest to more than enthusiast's.

Of more interest IMHO is OMEn although I am basing what I know of it on
Magazine articles . The jist of which list it as A cross platform pre-emptive
Operating system with native code capable of running on any 68k based machine
(Atari ,amiga or Apple etc).

CW> BTW It's 135 quid, I believe, and more intersting than OS/9.

OMEn will be distributed Shareware with developer's kit and Doc's .

This I am interested in .. anyone seen anything of it ? Or even have it ?
being released by a company called Esquimalt Digital Logic (Canada).

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

158. new Stuff in Berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 08:16:52 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.94Apr4101652@troll.cs.tu-berlin.de>
Source record: 189833

Hi,

its easter-time at the Berlin FTP-Server (ftp.cs.tu-berlin.de, 130.149.17.7,
mail-server@cs.tu-berlin.de):

Archiver/lha3.tos LHarc v3.0, optimized LHarc with shell (*.LZH)
Archiver/pfxpak31.zip PFX-Pack v3.1, online cruncher for aplications
Modem/hckfax12.lzh HackFax v1.2, faxing with ZyXEL-modem
Modem/rufus141.zip RUFUS v1.41, terminalprogram, german docs
Programming/e_gem135.lzh EnhancedGEM-library V1.35, dialog-library for
Pure/Turbo-, gcc- & Latice C
Programming/ramsch10.zip Ramsch v1.0, PD RSC-Editor
Programming/sozbin04.lzh SOZOBON ATARI v2.0.04 eXtended, Freeware C
Programming/sozlib04.lzh SOZOBON ATARI v2.0.04 eXtended, libraries
Programming/sozutil.lzh SOZOBON ATARI v2.0.04 eXtended, utilities
Programming/smon109a.zip SystemMonitor V1.09a (27.03.1994)
Programming/smonhypa.zip System Monitor ST-Guide Hilfsdateien
Utils/Viewer/st-gui02.lzh ST-Guide v26.03.1994, nice Hypertextsystem
Utils/Viewer/zeigs_22.lzh Zeigs Mir, ASCII, grafic & sound, works well with
LHarcShell & ST-Guide
Utils/Viewer/zm_modul.lzh Modules for Zeigs Mir (playind samples backward,
rotating Pictures)
TeX/dvi_211b.lzh DVI v2.11, TeX-preview, german documentation
Graphic/iconmane.lzh Icon-Manager V0.63, icon-database, ex-/import
to/from *.RSC, german documentation
Games/emperor.zip Black/white actiongame
Music/crazy.zip Samples for Crazy Sound (*.HSN)
Music/crazy_2.zip Samples for Crazy Sound (*.HSN)

and many other...

Ciao
Herwig

159. Re: help please ! (uuencode/uudecode)

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 08:21:14 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.r4d92DhrjaQ@elfhaven.ersys.edmonton.ab.ca>
Source record: 189834

In <Cny1Mq.H6C@inf.utfsm.cl>, Marcos Vera writes:

[> I'd really need to someone who can explain to me the conversion system
[> uucode-uencode (I don't know if I spell very well). How can get
[> those programs, all that you know about them.
[> Thank you very much for your time.
[> Marcos Vera Yanez
[> mvera@inf.utfsm.cl

Hi,

I am the author of ESS-Code, a program that will encode and decode files
in the format you ask about. I am not sure what you want explained,
though; how to use it? (See below.)

If you have FTP access, get ESS-Code 5.06 at atari.archive.umich.edu
in the /Newitems directory, as esscd506.lzh. It is a GEM application,
so all you need to do is extract it and double click on ESSCODE.PRG.
As soon as you are in the program, press the HELP key. The entire
process of UUEncode/UUDecode will be explained to you, as well as how
to use the program.

Does this help at all? ESS-Code also does other conversions, like BTOA.
It is very easy to use. If you have any problems, send me a message and
I'll try to help you out with it.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

160. Re: tar files

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 09:29:54 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.W0moGKInVrE@yonder.equinox.gen.nz>
Source record: 189835

In <CnIGIE.DJG@uqac.uquebec.ca>, Joseph Hogan writes:
>
>Hello(again),
>
>I would like to thank everyone for the names of the offline newsreaders
>and I have found one of them, HERMES, but it is an older
>beta version that I found on umich. I am going to try to
>look at it, but have found a major stumbling block, it is is a
>1.5 meg *.tar file. What the heck do I do with that??

find a copy of Tar, and untar it. It's probably been compressed
after being tared, so you'll need to decompress it first, then
detar it.
Compress only compresses one file, so tar is used to put several files
into one before being compressed.

>Also, if anyone knows where version 1.10 is, or where UUCP point
>is located(as well as the current version), that would be great.

If you have no luck, try contacting it's author, and if that fails,
email me your postal address and i'll send you a few discs.

The author is....

Martin P. Ibert
E-Mail: martini@heaven7.in-berlin.de, martini@heaven7.sub.org

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

161. STacy?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 15:08:26 UTC
From: raubvogel@gauss.aero.ufl.edu
Message-ID: <raubvogel-040494101809@piper.aero.ufl.edu>
Source record: 189836

Does anyone know where can I find this Atari laptop/notebook/whatever for sale and how much to expect to pay for such beast?

162. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 15:25:10 UTC
From: eclectic@netcom.com
Message-ID: <eclecticCnqqtz.G4o@netcom.com>
Source record: 189837
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Andy Waniuk (twaniuk@jarthur.cs.hmc.edu) wrote:

: I second that. I think there was a recent post (don't know how
: truthful, however) that stated that this kind of stuff is a federal
: offense, and that "Dave Rhodes" is now serving a lengthy term in
: prison.

It was an April Fools joke. "Melvin Purvis", the signee on the FBI
letter was the agent that shot John Dillinger, and is long since deceased.

--
-------------------------------------------*----------------------------*
S. M. Slamon | eclectic@netcom.com | TIP #157 / IPPA #????
-------------------------------------------*----------------------------*
Eclectic Engineering - P.O. Box 745 - Watertown, MA 02272-0745
---

163. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 15:34:28 UTC
From: eclectic@netcom.com
Message-ID: <eclecticCnqr9G.GG9@netcom.com>
Source record: 189838
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Erorppn Xrzavgm (root@athena.mit.edu) wrote:

: Why don't we get all the netters to mailbomb this guy with 5000 line email
: messages?...five times a day...

Because he will not be the only person to suffer. All incoming mail is
held in a spool directory until it is handled by the system mail
manager. Fill the spool and nobody on the system gets mail until the
spool clears.

Best thing to do is send a single copy to the postmaster at the poster's
site and let him handle it.

--
------------------------------------------*----------------------------*
S. M. Slamon | eclectic@netcom.com | TIP #157 / IPPA #????
------------------------------------------*----------------------------*
Eclectic Engineering - P.O. Box 745 - Watertown, MA 02272-0745
---

164. SC1224 Monitor 4 sale...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 15:36:36 UTC
From: brainard@crl.com
Message-ID: <2npc64$5ol@crl.crl.com>
Source record: 189839

Was there someone around here looking for a SC1224? I've got one extra,
willing to sell it, email me.

165. Re: Quantum LP52S for sale (update)

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 15:52:04 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Apr4115204@wpi.WPI.EDU>
Source record: 189840

```
0{{ "Dave" == Dave Copeland <dcopelan@Reed.Edu> writes:
Dave> Sorry, I assumed (incorrectly) that everyone is familiar with
Dave> Quantum model numbers. The LPS series are low profile drives
Dave> 3.5" radius and 1/3 height. It is a very fast and reliable
Dave> drive that comes with a two year warranty. Although it is only
Dave> 52 megabytes, it is a great drive for daisy chaining (which was
Dave> its intended use). The drive has jumpers that can set the SCSI
Dave> ID from 0-6 as well as a jumper for parity checking. It has a
Dave> list price of $170 and usually sells for $130. I realize that I
Dave> will probably take a loss on this drive but it is useless to me
Dave> so I must get rid of it.

In case anyone was wondering, I use a Quantum LP52S in my MegaSTE with
the Atari host and it works wonderfully. VERY fast! I also used it
with my ICD Advantage host along with an old Seagate so it's got a
good SCSI implementation.

I also bought mine for $40. Used is used, man...

.s.
--
- lancer@wpi.wpi.edu - - When I see the future I close my eyes -
```

166. Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 16:11:32 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2npe7l$eur@aggedor.rmit.EDU.AU>
Source record: 189841

I am looking for a decent art package that is/will

(a) In English
(b) works in mono and
(c) can work directly on .IMG files
(including scrolling of if the image is too large)

Does anyone know of such a beast???

--

Rob. (roba@nutmeg.ntu.edu.au)

167. Re: Where is Everest 3.2 English?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 16:24:59 UTC
From: hjv@phil.ruu.nl
Message-ID: <2npf0r$pnt@chico.staf.phil.ruu.nl>
Source record: 189842

sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:

>In article <2nbj09$kum@chico.staf.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>Subject line sez it all. Last week EVER_E32.TOS was announced, but my
>>'archie' can't find it. Anyone any clues? Thanks...

>Yes its on GEnie, version 3.2E, if I had FTP access I would get it and
>Upload it to A.A. also PAD 2.4E is also on GEnie....

If you dig it up, uudecode it and mail it to me, I'll upload it to a.a.u.e.
Deal?

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

168. MAGiX

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 17:05:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da048e0@secom.ct.se>
Source record: 189843

Long time since I saw anything about an English MAGiX, or more important, MAGiX for the Falcon! ... What's up???

(and is it 100% MultiTOS compatible!?)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

169. TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 17:16:33 UTC
From: davidb@sterbbs.nl
Message-ID: <013903EEGBHKXNVOUDYF@sterbbs.nl>
Source record: 189844

je>Another thing with Teradesk that i cant get to work is the viewer
je>program that was included in the Teradesk 1.38 packet.

Neither can I (3 bombs), but you can use the 1stguide/1stview acc
instead. This will leave you with double functionallity
(tekst-viewing), but it also views img and 1stwordplus docs, and
integrates nicely in teradesk (same as in gemini). If you have enough
ram, and are willing to register, gemview (acc) views about
everything there is to view.

je>And BTW,does the author Wout Klaren got an E-mail address..??
je>I have an idea that i want to tell him..

Don't know, he lives in Holland, and he leaves updates on a bbs near
me, but no e-mail address. Try snail-mail.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

170. Re: RAYOIDS and the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 17:31:56 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94094.133156STIRRE31@MAINE.MAINE.EDU>
Source record: 189845

I also cannot get Rayoids to work well on the Falcon. The
flickering is too annoying. Yes, Winglords IS cool! :-)
-scott tirrell

171. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 17:57:07 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <wPR0Jc1w165w@madwand.bison.mb.ca>
Source record: 189846

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

> It occurs to me that I have just about every Bitmap Brother's game there
> is. They are all excellent. The only one I can remember that I don't have
> is The Chaos Engine. Is it work getting? My guess would be yes, but it
> never hurts to check :-).
>
> Here are the others that I know about:
>
> Speedball (1 & 2) - awesome overhead football games, best for two players
> Xenon (1 & 2) - vertical scroller third person shoot'em ups
> Gods - sideview "jump and shoot things" game
>
> Have I missed any? Any recommendations/good cheats?
>
> --
> **
> * Mickey Boyd
> * Systems Administrator
> * Florida State University Mathematics Department
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425
> **

Hello to all;
The only bitmap bros. game i have is The Chaos Engine. It is an
excellent game. It worked fine on my ST. But i have since moved to a
FALCON and all i can do now with it is stare at the disks. It does not
run on the FALCON at all.
Does any one know if they are planning a FALCON version?
I wrote to them a while back but received no responce to this date.

AL

172. Questions about GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 18:12:46 UTC
From: charrier@int-evry.fr
Message-ID: <2nplau$ddf@reseau.cict.fr>
Source record: 189847

I have two stupid questions I couldn't answer by myself :

- From what site can you get the GNU C linker (gcc-lb.ttp) ? It does NOT come with the gcc258b.zoo archive on atari.archive, and I wasn't able to find it on ftp.uni-paderborn.de, ftp.cs.ruu.nl etc. This is rather annoying since it's the only thing I need now to use gcc...

- How do you configure gulam so that you can use it properly with a French keyboard ? Finding a symbol by trying all keys is rather boring...

OK, I know everybody knows the answers, I shouldn't have posted this, I am wasting bandwidth etc. but I REALLY couldn't find the answers so please help me ! Thanks in advance.

LC

173. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 18:51:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da061a4@secom.ct.se>
Source record: 189848

In a message of 02 Apr 94 14:50:00, Peter Missel wrote:

PM> sigh...
PM>
PM> The Falcon030's main RAM bus is 32 bits wide. If you have only two SIMMs,
PM> you'll end up with only 16 bits width. Doesn't work.

Then construct a board that accepts 8 1 Mb SIMM.s .. and use logic to switch
between the upper/lower 4 Mb depending on what address (even longwords?) which
is accessed.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

174. Help needed!!!

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 19:14:58 UTC
From: robsch@Ingres.COM
Message-ID: <1994Apr4.191458.26406@pony.Ingres.COM>
Source record: 189849

Hi All,

I just bought Majic Arcade Graphics Engine(MAGE) last week. I seem to be having a problem getting things going. I have called tech support and Larry gave me something to try. I was wondering if anyone else has run into problems with MAGE? Is anyone else out their using it?

Here is my setup:
1040stf - 1 meg, version 1.4 TOS
ICD host adapter running version 5.6.0.
Quantum LP52S harddrive
TimeKeeper clock
QuickST - (unknown version)
USIII - last version

Here is the story:
I ran the install program(which Larry said just does a direct copy) and tried to run and of the prg's (MS_CHAR etc). All I would get is 4 bombs and back to the desktop.

I then ran the programs directly off of the disk. The MS_CHAR program ran fine. I thought maybe and install problem. I hand copied all of the disks to the HD. Ran MS_CHAR and all was fine. I then tried to save what I had done as a sprite file. The fileselector appeared. I type in the name of my file and selected OK. The program prompted me to insert disk B into drive A. I had no idea what was going on. In the file selector I told it to save the program to my HD. According to Larry this dialog box does not appear in MAGE. Another thing the Once the dialog box appears the only option os OK and the mouse is gone. Thats right no mouse appears one the screen. I pressed return and the disk drive light came on for a second or two and then the HD kicked on and save the file. I check the DD and nothing new appeared there. I checked the HD and my file was there.

I was able to load the file into the sprite editor(MS_CHAR) just fine. But everytime I save it seems like this dialog box appears without the mouse.

Next I tired going into the GFA menu shell and loading one of the sample programs. I tried running this through the interpeter and the screen went white and the machine locked up. I was not even able to reset the computer via the keyboard. I turned it off and back on. Several tries at running this program from the interpeter yielded the same results. I then decided to compile and link the program and see what happens. It compilied and link fine. I then ran the program and it ran fine. I then pressed ESC to exit and I received 2 bombs and was

thow back to the desktop.

I decided to try and boot up with a clean system. At know time could I get rid of all of the mentioned problems. I unsure what happened when. I'm going to give this another try. I was just wondering if anyone else has any insight into this. All suggestions appreciated.

I'm not writing this software off yet. This seems like a pretty comprehensive system. Larry told me to call back if I still have problems and he will give me Dave Munsie's phone number. He is the creator of MAGE.

This may be a problem with my hardware, but I have never had anything else go wrong with it. This seems to be the only software I have that acts funny.

Thanks in advance
BobS

175. Deskjet 500C & 550/560 compatibility

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 19:21:16 UTC
From: dunham@src.honeywell.com
Message-ID: <2nppbc$fnc@moon.src.honeywell.com>
Source record: 189850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

So my questions to you, the printer gurus are:

1. Is there a Deskjet 500C GDOS printer driver?
2. If I return this unit (30 day evaluation time) and exchange it for either the 550 or the very latest 560 (built-in smoothing), will my 500C drivers still talk to the newer HP printers?

Thanks :-)

176. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 19:49:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2npr0u$s3m@golem.wcc.govt.nz>
Source record: 189751

```
] |Znet South Pacific |Wellington Ne| 010-644-478-2369|600/108 | V32 |24
```

Doesn't exist anymore! :(

177. PROPOSAL: alt.kill.dave-rhodes

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 19:57:12 UTC
From: pck@acsu.buffalo.edu
Message-ID: <Cnr3FD.D7M@acsu.buffalo.edu>
Source record: 189752
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

[note followup]

Are you sick of seeing the same damn chain letter scam on your favorite group?

Are you even more sick of the 50-100 followups that it inevitably starts?

I propose a new newsgroup, alt.kill.dave-rhodes, unmoderated; Now, when you see some form of MAKE.MONEY.FAST, you can vent your frustrations on this special newsgroup, e-mail the dumb ass who posted it, and we won't have to see this shit filling irrelevant newsgroups.

[Of course, "kill" is meant in the sense of "adding someone to your killfile". I would never advocate violence against Dave Rhodes, at least not on the internet. :)]

Phil

---

pck@acsu.buffalo.edu / "Our days are like grass..." - Psalms 103:51
Your eyes are weary from staring at the CRT. You feel sleepy. Notice how restful it is to watch the cursor blink. Close your eyes. The opinions stated above are yours. You cannot imagine why you ever felt otherwise.

178. Re: formatting in Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 19:58:46 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2nprhm$s3m@golem.wcc.govt.nz>
Source record: 189753

] Plz .. Can anybody plz tell me a Iconeditor that works with Teradesks icon.

Try 'orcs', it's the best non-commercial RSC editor around AFAIK!

It should be in:

atari/Utilities/

at

atari.archive.umich.edu

179. B-1.44 External Problem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 20:17:13 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr4.161714.22646@dal1>
Source record: 189754

I have upgraded to a 1.44 internal as well as External. I
have heard that there is a media update bug with the B drive.
I have Neodesk 3.04 and the FORCE UPDATE works great with this
problem, but when using Diamond Back or another program, it
thinks that the same disk is present. Is there a fix available
for this, where to find it, or is there any way to correct this?
Please E-mail. Thank You in advance.

180. Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 20:27:29 UTC
From: azog@world.std.com
Message-ID: <Cnr4tu.1pp@world.std.com>
Source record: 189755

Last week, there was some discussion about the policy of source-only distriution of MiNT on the net, and some people who were no quite sure, or were unwilling to tackle the job... I recently posted a problem about compiling the new 1.09, but it turns out it was someone of my own idiotic doing that was causing problems...

Anyways, its pretty easy, but assumes a lot. If anyone is interested, I can post the steps that *I* took to compile 1.08. (I streess the I here, because things are not always the same). I successfully compiled the 030-only version of 1.08, and have it running no problem. Took about an hour. (not including the time to gather needed files, which I had done ages ago, when I was running an STe). Everything needed is readily available on the net (atari.archive.umich.edu to be specific, or any of its mirrors).

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than the colour of his eyes...

181. Falcon Minixfs problems ...

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 21:04:26 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Apr4.210426.645@mnemosyne.cs.du.edu>
Source record: 189756

As some of you may know Minixfs pl9 has problems with some Falcons. I don't know why and (not having a Falcon myself) can't easily find out. So basically I would like anyone who has seen this bug to email me if you are prepared to recompile Minixfs in the hope that this can be fixed. Since pl10 is otherwise waiting (it hasn't changed too much from pl9) I hope to resolve this problem as quickly as possible.
The bug appears to be a 'crash' (I haven't got any further info about what kind). It is probably Falcons only. It also appears to be related to MultiTOS AES (I have had a report that the problem goes away when the ROM AES is used). From some net info it may also be related to whether you use IDE or SCSI ports. The update daemon appears to be triggering the problem (the one consistent thing is that killing update or using non-Turbo mode cures the problem).
So anyone who can recompile Minixfs and has seen this bug please contact me, giving a rundown of your setup (see the bugs.doc file for the info I need). Please note you should use a later MiNT that 1.04. 1.04 has some bugs of its own that make Minixfs unstable.
I have a patch or two that alters the way the update daemon works (and if MiNT 1.11 is released with certain syscalls then it will be removed altogether) which may help (I've had no feedback yet though).
If I find something that works, or I'm convinced that only a MiNT or MultiTOS fix will help then pl10 will be released shortly after.

Thanks in advance, Steve.

182. Re: How to play .au files on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 21:21:00 UTC
From: thopman@uoguelph.ca
Message-ID: <2nq0bs$d77@nermal.cs.uoguelph.ca>
Source record: 189757

Joe LeSesne (raver909@telerama.lm.com) wrote:
: Is there a good program availble to play .au files on an ST or a good
: program to convert them into a format the ST can play?
: Joe
If I recall correctly, the program 525 will convert .au files. Don't take
me at my word though, check it out: it's on atari.archive

THeo

183. Re: QUES: FontGDOS problem

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 21:51:15 UTC
From: thopman@uoguelph.ca
Message-ID: <2nq24j$e03@nermal.cs.uoguelph.ca>
Source record: 189758

Robert L. Hays (bobhays@spss.com) wrote:
: I'm trying to use FontGDOS with my BJ200e in BJ10e mode. I have the BJ10
: driver installed and it works except that the page size is 8.5x10.4, not
: 11. I tried to install the FSMPRINT accessory but it won't load. I got
: all the files from the nic.switch.ch mirror of the umich archive. Any
: ideas? Has anyone succeeded in getting this kind of setup to work? Or,
: can anyone suggest a way to edit the BJ10 driver to change the page size?

I'm using the FontGDOS driver with the old version of GDOS, and it works beautifully. I haven't had any problems with page size. AFAIK, the maximum area the BJ200 can print is 8 by a little over 10 inches. It certainly won't print across all 8.5 inches, and I know the it won't print across about a quarter of an inch at the top, and a bit more at the bottom of the sheet.

THeo

184. Re: Where is Everest 3.2 English?

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 22:13:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2nq3e2$sv8@golem.wcc.govt.nz>
Source record: 189759

```
] >Yes its on GEnie, version 3.2E, if I had FTP access I would get it and
] >Upload it to A.A. also PAD 2.4E is also on GEnie....
]
] If you dig it up, uudecode it and mail it to me, I'll upload it to a.a.u.e.
```

Or, just UUencode it and mail it (with description) to
weiner@atari.archive.umich.edu

185. Re: ANSI & Comms

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 22:26:43 UTC
From: misc145@csc.canterbury.ac.nz
Message-ID: <1994Apr5.102643.1@csc.canterbury.ac.nz>
Source record: 189760

In article <CnMtIu.47M@cix.compulink.co.uk>, dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
> |Znet South Pacific |Wellington Ne| 010-644-478-2369|600/108 | V32 |24hrs
> To name but a few.

Yes, except that ZNet South Pacific has been closed for more than 2 months! (I know, I've had regular communications with Chris Thorpe.. he now lives in Auckland!)

Cheers!
--
.---.
| David Zanetti | (__) | . . HG848F98485JJF98438-90 |\
| misc145@csc.canterbury.ac.nz | (oo | / \/ \ OOtorolla Inc. (|
| zaneds1@cosc.canterbury.ac.nz | /_o | / \ DX43756943798346943698 |
'=='
\ \ \ \

186. Re: EXTERNAL 1.44 FLOPPY??

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 22:41:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A9054@M4.maus.de>
Source record: 189761

>>I have put an AJAX chip into my MSTE and run a external 1.44 with no
>problem
>>beside the bug with two drives. I.E. that the MSTE does not reconise
>>mediachange on the B drive...
>>
>>Regards Stefan
>
>
>How did you connect Pin 2 from the Drive, this is the media detect line
>for 720k/1.4 disks..??

Media _type_ detect (Pin 2 on the drive) is not needed in Mega STE, TT and Falcon. The drive B media _change_ detect problem is software related; there are AUTO folder patches for this.

187. FOR SALE NZ ONLY..

Newsgroup: comp.sys.atari.st
Date: 1994-04-04 23:50:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2nq93o$63@golem.wcc.govt.nz>
Source record: 189762

Items for Sale..

2 Hard Drive Systems...

1. 30 Meg SCSI Drive in Box ready to run... $350nz...

2. 50 Meg SCSI Drive in ICD shoe Box ready to run... $500nz

Both Drives Auto Park etc...

3. MutiTech 224E Modem 2400 MNP4/5 and Telecom approved.. $200nz

4. Telecom 400 cordless phone.. $80nz

5. Kenword R1000 Receiver $550nz

6. Olivetti Lettera 36 Electric Typewriter $100nz

7. Thorn Precision 22 colour TV..$100nz

I am just having a clear out of stuff that I never use....

Other things to come.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

188. Re: Games for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 00:24:23 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr5.002423.4672@abo.fi>
Source record: 189763

In <8s9VJc1w165w@frood.novalis.public.sub.org> nloeber@frood.novalis.public.sub.org writes:

> I have only little knowledge about the Falcon and would like to know if there
> are games especially for the Falcon. If there are any, could someone mail me a
> list? Thanks.
>
> Nils
>
> --
> Nils Loeber | Please ignore this sign. |
> (nloeber@frood.novalis.public.sub.org) | |
> --

There are pretty few Falcon-only games out yet, but here are some of the better ones:

- Ishar 1/2/3 (Silmarils)
- Robinson's Requiem (Silmarils)
- Transarctica (Silma]Nrils)
- Llamazap (Jeff Minter!)
- Humans (Atari?)
- Golden Island
- Stone Age

AND NOW... If SOMEONE working for MICROPROSE reads this, or has a chance to give this message forward... :

!!! Please, make a FALCON-030 UPDATE / UPGRADE for the FORMULA ONE G.P game ..!!! That game has sold over 50.000 copies for Atari ST only - which should , howevprove its success? That damned great game is, however, NOT Falcon -compatible, and does definitely NOT utilize hard disk drives, faster CPU:s, or almost anything. Since F-030 is perfectly able to use exactly the same 256 color VGA -graphics as the PC-version, and the machine has lots more horsepower, it should be rather easy to make the conversion.
I personally think that it would be VERY kind, and even economically viable to support us ex. ST-, today Falcon-owners by MicroProse, and others. The fact is this: if over 50.000 ST-owners really bought the game - then VERY many Falcon owners would dKefinitely want to buy one too!

If there are more Atari/Falcon users who agree - please, act. Falcon really needs - and deserves - a GOOD racing game, so MICROPROSE - why not give us one..? Because F 1 GP is the best. We will buy it, if F1GP for Falcon will be reality.

189. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 01:23:53 UTC
From: gjw@netcom.com
Message-ID: <gjwCnrIJt.Aoz@netcom.com>
Source record: 189764

In article <H.eg.i_vvspNizRI@yonder.equinox.gen.nz>,
Craig Shore <craig@yonder.equinox.gen.nz> wrote:
>In <CnKzCp.192@freenet.carleton.ca>, Mike Sues writes:
>>
>>In a previous article, thaanpaa@abo.fi (Timo Haanp{{ UPR) says:
>>
>>>I really, really need information about Atari ST or Falcon hard disk
>>>optimizers (organizers?)! Anything is helpful. I'm becoming desperate..
>>>Is there really no such thing!? :-(
>>
>>In addition to ST TOOLS there is DL II ... I've successfully defragmented my
>>hard drive with DL II but have not yet really tried ST TOOLS.
>
>DL II doesn't seem to be able to handle partitions larger than 15megs :-(

I use Hard Disk Sentry, from (oh, blast, what's his name? You know, the guy
that wrote the Multi-tasking C Shell. Last name start with a "B"...).

It works on my 40+ meg partitions on my TT. I swear by it; it was able to
repair a damaged partition on my ST's drive that chkdisk3 said was OK, but
obviously wasn't!

It should be available from your dealer (assuming you have one), otherwise
by mail order.

-Greg

190. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 02:02:09 UTC
From: grn@alcove.apana.org.au
Message-ID: <grn.08ix@alcove.apana.org.au>
Source record: 189765
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <cooper.765420198@access3> gary cooper (cooper@access.digex.net) writes:
> ><Asinine chain letter redacted.>
> >
> >Lessee now, I have been surfing the USENET for almost exactly three months
> >now, and in that time I have seen this chain letter come up at least three
> >times. What is it about some of us who just refuse to use what little brains
> >God may have given us?
> I've been here for as many years and, trust me, you'll see them on a
> regular basis...
> What I usually do is reply to the poster in email, simply sending him
> the same message he posted (if we all did that...)

Oh, you clever boy...

Why not do something useful and mail it with a complaint to the system
admin at that site (root or postmaster).

Mail bombing the individual responsible is patently stupid advice,
especially when the user's account is likely to have been terminated
already, causing your mail to bounce (D'oh!).

> --
> gary cooper (not the dead one) cooper@digex.com
> "Death is a small price to pay for looking shit-hot"
> 666th Fighter Squadron; #1225 - "Moggy"
> Internet Daemons !2!

--

Geoffrey Newman
grn@alcove.apana.org.au

191. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 02:33:53 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2nqimh$cs2@charm.magnus.acs.ohio-state.edu>
Source record: 189766

A friend of mine has the following for sale (if interested, just
send me e-mail, and I'll pass it on):

tbx cad 20.00
codekeys 10.00
chessmaster 2000 8.00
rogue 3.00
pawn 3.00
ad&d heroes of the lance 10.00
defender of the crown 10.00
10th frame 3.00
superbase personal 20.00
zork 1,2,3 10.00
standard atari mouse 15.00
star np 10 printer 35.00
pc concepts switchbox 30.00

192. SCSI CD Rom question - Reference Technoclogies

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 02:45:56 UTC
From: selick@bu.edu
Message-ID: <2nqjd5$fq6@news.bu.edu>
Source record: 189767

I'm looking to get a CD-ROM drive for a 1040 STe, and already have a Supra SCSI host adaptor. I found an old external SCSI drive made by Reference Technologies circa 1986. Will this function with the supra board, and will it read the GEMini Atari CD-ROM disk? This is the only function I have for the drive at the moment.
Thanks,
Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

193. Re: tar files

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 03:54:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.Y7IC&rV53r6@yonder.equinox.gen.nz>
Source record: 189768

In <CnnL83.I0t@news.cis.umn.edu>, James A Hogan-1 writes:
>
>Hello,
>
>I would like to say that I did find a tarx.ttp program that will untar
>a file. Also, I would like to say that I found the updated version at
>a site in Germany. GOOD, but, now I have a new problem, the updated
>version is a *.gz file. I have no idea how to deal with it. Please,
>if you have a way to un 'gz' a file, please let me know.

That's been done with GNU's Zip (GZip), get a copy of that now! :-)

It you can't find it, let me know!

BTW: What version of the Hermes software did you find?

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

194. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 05:46:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2nqtus$9m0@uqcspe.cs.uq.oz.au>
Source record: 189769

mbmccabe@bronze.coil.com (Matt McCabe) writes:

>P.P.S. What has Minix to do with the speed of MultiTOS

MultiTOS allows new filesystems to be loaded.

TOS is a slow filesystem (unavoidably so, since it is DOS-compatible).

Minix is a fast file system (since it follows the Unix FastFileSystem model).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

195. GCC libraries won't build

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 06:44:38 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CnrxEF.Kyw@freenet.carleton.ca>
Source record: 189770

I've been trying to build the latest GCC libraries (from archive "libsrc97") under TOS on my STE. GNU Make didn't like the Makefile at all and produced a bus error (I think it choked on the rule for producing .o files from .cpp files), so I was attempting to compile everything by hand when I noticed that it wasn't going to work. From the Makefile:

```
GLIB2 = _muldi3.o _divdi3.o _moddi3.o _udivdi3.o _umoddi3.o _negdi2.o \
_lshrdi3.o _lshldi3.o _ashldi3.o _ashrdi3.o _udivmoddi4.o _cmpdi2.o \
_ucmpdi2.o _floatdidf.o _floatdisf.o _fixunsdfsi.o _fixunssfsi.o \
_fixunsdfdi.o _fixdfdi.o _fixunssfdi.o _fixsfdi.o _op_new.o \
_new_handler.o _op_delete.o _trampoline.o __main.o _ctor_list.o \
_dtor_list.o _ffsdi2.o
```

_floatdisf.o will (silently) overwrite _floatdidf.o, _fixunsdfdi.o will overwrite _fixunsdfsi.o, and _fixunssfdi.o will overwrite _fixunssfsi.o. "ar" will include the same file twice in the library in each of these cases. The only way around this seems to be to cross-compile on a platform without the 8+3 filename limit, or to indulge in some major hacking (renaming files, changing source code, and taking a binary editor to the resultant library).

Does anybody know if the current set of pre-built libraries were compiled:
a) on another platform;
b) with the -O2 and -fomit-frame-pointer flags, which is why I was trying to rebuild them in the first place?

Stephen

196. Re: NFS & INIT-1.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 08:13:32 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2nr6jcINNh6l@tarsky.uni-muenster.de>
Source record: 189771

In article <CnLEMo.Dv8@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
|> I've seen a couple of references to these packages:
|>
|> INIT-1.1 - by ?
|> NFS? - by Ulrich Kuehn
|>
|> Not much to go on I know ;-) however does anybody know exact filenames and
|> ftp sites for these?
|>
I can only speak for myself: the nfs is currently in the file nfs-041.tgz, but there are no ftp sites for it :-)
Currently, there are last tests going on before release. If they are successful, it should be out very soon now.

There are some features I can talk about now: it uses Kay Roemers Socket interface, it is SUN-NFS compatible, works under MiNT only so far...

Ulrich

197. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 08:35:05 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2nr7rp$1nr@vishnu.jussieu.fr>
Source record: 189772

You missed :
Cadaver and its sequels : a 3D isometric game, graphically wonderful, an arcade-adventure style game.
Magic Pockets: an arcade game, with once again wonderful graphics - the level with water is fantastic, simply fantastic - quite funny too.

If you want cheats, I can give you a little GFA prog I wrote, which allow you
to do everything with Speedball II : extend your abilities to 250, or lower them to 0 - try it,
it's very funny, especially when the first thing you do is punching an enemy ! -, or just set
intelligence to 250 etc....

MB.

198. Tennis-Court-Software for ST needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 09:10:14 UTC
From: lafreund@cip.e-technik.uni-erlangen.de
Message-ID: <2nr9tmE6cm@uni-erlangen.de>
Source record: 189773

Does anybody know if there is a software running on an ATARI,
which can help do manage a Tennnis-Court?

It should reserve the courts for people who want to play only
one time in their life, but also manage abonnements for the
whole season. It should write the letters (bills) and so on.

PD / Shareware / Licenced Software - everything possible!

Please contact me by eMail:
lafreund@cip.e-technik.uni-erlangen.de

199. Re: genmagic.c in MiNT108

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 09:38:23 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr5113824@issan.informatik.uni-dortmund.de>
Source record: 189774

In article <Cnn4wo.7zp@world.std.com>, azog@world.std.com (azog) writes:

|> Anyways, using GCC240, patch level 20 (old) of the GCC MiNT libs, I am
|> having trouble with genmagic.c in the source, that it returns with an
|> undefined symbol ___MAIN referenced from text (!). Seeing as I am
|> using a pretty stanard setup, altho a little old, I am wondering if anyone
|> else has come across this error?

|> (perhaps a little later, Ill download a newer release of the GCC MiNT libs,
|> but I am lazy... could this be causing my problems?)

Yes, this is your problem. The definition of ___main has been moved
from g++.olb to mint.olb (and gnu.olb), where it belongs to.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

200. Re: PC-Ditto and hard drive access

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 09:58:08 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-050494095809@ngalm099.gal.nt.com>
Source record: 189775

In article <Up-EDBKDFUQ@asharak.apana.org.au>, miff@asharak.apana.org.au (michael smith) wrote:

> In <2n4ea3$jj7@usenet.INS.CWRU.Edu> Fred Horvat wrote :
>
> > I just got a Stacy recently. I decided to dig out my old
> ...
> >hard drive I get "Divide Overflow" message. Basically I can't
> >access the hard drive at all. I tried using the supplied device

******** Stuff Deleted **************

I have seen this message with defective or corrupted hard drives.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

201. Re: FAQ: GDOS drivers 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 10:34:30 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2nrerm$vue@info2.rus.uni-stuttgart.de>
Source record: 189776

In <A64699@SL.maus.de> Stefan_Damerau@sl.maus.de writes:

> In article CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes (reffering
> to my posting):
> GC> | |
> GC>| |DATA_Professional 4 |Ralf
> GC>Wirtz
> GC> | |
>
> Oh shit. I'll fix that in the next release ...
I fixed that before I posted it.

Where did this line break happen?
From me -> Internet News or on the way from Internet -> MausNet?

>
> Bye
> Stefan
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

202. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 11:23:58 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2nrhoe$5ps@irz401.inf.tu-dresden.de>
Source record: 189777

In article <1994Mar31.105949.26363@abo.fi>, thaanpaa@abo.fi (Timo Haanp{{ UPR) writes:
>I really, really need information about Atari ST or Falcon hard disk
>optimizers (organizers?)! Anything is helpful. I'm becoming desperate..
Try Diskus.It's not shareware,but worth buying.A demo should be at ftp.uni-kl.de

Matthias
--
.----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > Luthien 3058:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`---'

203. Re: Questions about GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 11:53:23 UTC
From: ts@austria.uni-paderborn.de
Message-ID: <2nrjfj$f1u@news.uni-paderborn.de>
Source record: 189778

```
The gnu linker (gcc-ld) is hidden in the util archiv,
for example in Paderborn I would juse MiNT/mgcc/bmutil38b.zoo.

Don't know how to change gulams keyboard. There was a patch
long time ago for changing gulam into a german keyboard.

Cheers, Thomas
--
ts@uni-paderborn.de
```

204. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 12:07:48 UTC
From: rw13ewkr@sbusol.rz.uni-sb.de
Message-ID: <2nrkakINNk1t@sbusol.rz.uni-sb.de>
Source record: 189779
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

THIS MAY INTEREST EVERYONE ....

Uhh, bullshit, smelling really awful. When I was at school we had
some guys who tried to make such a (I don't know how to describe it)
'**O game. We beated them sveral times and they've forgot it quickly.

Too bad, that this is'nt possible with the net, too bad....

Be careful, forget that stupid "This may interest..." shit, don't
even pay a cent (or whatever...)

Bye

Bye
Klaus

205. Need help: Falcon to Scart

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 12:10:34 UTC
From: vdleij@phil.ruu.nl
Message-ID: <2nrkfq$ch1@laurel.phil.ruu.nl>
Source record: 189780

I just bought a TV with scart for my Falcon, but now to my anger it doesn't work (quite well). The problem is this. I connect it with a RGB monitor plug to a ST-Scart cable. After soem time the screen begins to flikker. I've located the problem: it's the 16 Hrz clock of the processer. If I set it to 8 Hrz, everything is cool. Demo's that use the VBL frequency of the TV crash with the lead, where they do not crash with a RF-lead. Somehow other program seem to fix this problem, as a game I'm programming. Cou

ld it be that a better VBI routine could remove this problem? If so let me now, and I'll program one. My final question is, is there a cable soemwhere with this problem fixed, as this seems to me easier than a siftware solutions (if it's possible) (i.e. AFalcon Scart lead).

Joost.

206. Re: jaguar ad-on's (was re: scsi controllers)

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 12:45:16 UTC
From: kstevens@srs.gov
Message-ID: <01HATGPEA75U002L44@SAEMS.SRS.GOV>
Source record: 189781

In article <2nkok1$e3l@golem.wcc.govt.nz>, you wrote:

> Re: ICD announcing a 'CatBox' device for the Jaguar.
>
> What is this device?
>
> What's the news on the other various Jaguar add-ons, (Is S-Video cable a
> standard packaged item yet?)

This device sort of combines all the other devices in one. It provides
S-video, composite, rs-232, comlynx (I'm probably missing something
else,but I just can't think of it). It will cost around 59 dollars when
released.
--
Ken Stevens | kstevens@srs.gov |

207. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 13:35:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnsGBA.v9@westminster.ac.uk>
Source record: 189782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnEKJL.51I@uqac.uquebec.ca> jhogan@uqac.uquebec.ca (Joseph Hogan) writes:
[Loads and loads of he/she/they wrote sentences]

>>And I dont have a Genie account...
>
>That is an easy problem to correct. Just mail to icdinc@genie.geis.com
>
>GEnie is able to send and receive mail to and from the internet.

So how come, when I try and send mail to someone on genie, my mail gets
returned? I am on the internet too........

Anyone else have this problem?

Danny.
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

208. QWK for BBS express ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 13:46:00 UTC
From: carl@picard.infonet.net
Message-ID: <2nrq2o$b99@insosf1.infonet.net>
Source record: 189783

```
I am looking for a QWK compatible door for BBSexpress ST version 1.87.
I thought this would be a good place to look since I am looking for a
friend who does not have net access.

Any help will be appreciated.
```

209. Re: KOPIER MAL WIEDER

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 13:54:20 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDFNBIYA@jimmy.sta.sub.org>
Source record: 189798

In <2nfeum$8o7@ionews.io.org> Eric Hall wrote :

>Not that I understood much of this, although I'm assumming it's an ad for a
>collection of shareware, BUT the word XEDIT sure caught my eye. Would the
>author of this note or the product like to share (in English, if possible)
>some further info as to whether this editor is by chance a work-a-like to
>the XEDIT we all know and love from the VM mainframe world?

As you can see in my famous :-) eMail-list (you can get it via ftp, watch out
for my new program-versions-list) the address from the author is
Alexander_Groepl@lu.maus.de.

Perhaps you can ask him.

--
bye, Jimmy

210. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 14:01:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Apr05.150102.1@gst-soft.demon.co.uk>
Source record: 189784

TITLE: Re: Another multi-tasking OS for ST ?

> OMEn will be distributed Shareware with developer's kit and Doc's .

This sounds like a nice stop-gap until Linux-68K arrives.

Chris.
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

211. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 14:03:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnsHMI.2H9@westminster.ac.uk>
Source record: 189785

In article <dbyfield.15d9@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>According to a short blurb in one of the ST mags, SMS2 is a totally new
>OS and is NOT compatible with any existing TOS based software. I somehow
>doubt that many users are going to be willing to give up their investment
>in Calamus, Lattice C,Pure C, Stalker, FZDT,games,etc,etc. (Especially with
>Multitos,Geneva,etc available already!)

So you believe that people will not want to go for this OS because it is not compatible with existing software?

Lots of people (myself included) like to use other operating systems as well. I use UNIX, and sometimes Linux, on mainframes. I have Minix installed on my Atari hard Drive, and I use it......none of the Minix software is compat with TOS, and vice versa, but I still enjoy fiddling with Minix. A fair amount of people use Minix (including those that have other platforms....DOS,System7,etc)

What about all the interest in Linux for the 68030 range Atari....also Atari System V? Surely these are not compat with TOS. Or how about the interest over the net that's been shown for OMEn?

Yes, I agree that people will not want to give up their software investment, and why should they? A lot of people use different operating systems on their computer, and the respective software to go with it. So why the fuss with SMS2? It's not as though you will not be able to use TOS again, is it?

'nuff said.

Danny.
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

212. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 14:06:05 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr5.140605.8893@unix.brighton.ac.uk>
Source record: 189786

I read that OMen will be released as shareware in the next couple of months.

watch those archives...

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

213. Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 15:52:05 UTC
From: donaldp@scowpat
Message-ID: <1994Apr05.155205.18239@sco.com>
Source record: 189787

Does anyone know if the Apple CD300 Rom will work with an ST?
They are so cheap now that it is very tempting to get one!
If they do work, what software do I need to use one? I am
assuming that metados is enough, and that it will work with
MiNT. Am I missing anything?

Thanks,
Donald

--
NAME Donald Page
EMAIL donaldp@sco.COM
SNAIL SCO, Croxley Centre, Hatters Lane, Watford, WD1 8YN, United Kingdom
PHONE +44 (0) 923 816344 x296

214. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 17:11:08 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CnsqEp.KCw@cbnewse.cb.att.com>
Source record: 189788
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is just to let everyone know that ICD is starting to ship their latest version of the Pro Utilities (version 6.4.3 - if I didn't transpose the 4 and 3). I had ordered an update from them back in late January. I called in early March to see what was happening - and they said they were holding my order since a new version was just about to be released. I concurred with them that the wait would be worth it to me. Yesterday the new version arrived. No report yet on it. So to all the naysayers out there - sorry, but ICD is alive and well and still producing updates for our systems. Amen.
Wayne

215. Re: Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 17:48:57 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2ns8a9$9j6@irz401.inf.tu-dresden.de>
Source record: 189789

The latest one i've got was 2.05 but i heard there was an even higher version out - i DON`T mean Empire Deluxe! - but unfortunatly Interstel went out of Business some years ago,so getting this game will be next to impossible.

Matthias
--
.----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > Luthien 3058:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`--'

216. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 18:06:01 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2ns9a9$sov@lyra.csx.cam.ac.uk>
Source record: 189790

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>In article <dbyfield.15d9@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>>According to a short blurb in one of the ST mags, SMS2 is a totally new
>>OS and is NOT compatible with any existing TOS based software.

>So you believe that people will not want to go for this OS because it is not
>compatible with existing software?

>Lots of people (myself included) like to use other operating systems as well. I
>use UNIX, and sometimes Linux, on mainframes. I have Minix installed on my
>Atari hard Drive, and I use it......none of the Minix software is compat with
>TOS, and vice versa, but I still enjoy fiddling with Minix. A fair amount of
>people use Minix (including those that have other platforms....DOS,System7,etc)

>What about all the interest in Linux for the 68030 range Atari....also Atari
>System V? Surely these are not compat with TOS. Or how about the interest over
>the net that's been shown for OMEn?

>Yes, I agree that people will not want to give up their software investment,
>and why should they? A lot of people use different operating systems on their
>computer, and the respective software to go with it. So why the fuss with SMS2?
>It's not as though you will not be able to use TOS again, is it?

>'nuff said.

Not quite!
You say that Minix, Linux etc are not compatible with TOS. Well that is true.
But they ARE compatible with something else whereas SMS2 is completely new.

now 'nuff said.

:):):):):)

>Danny.
>CyberSTrider =);-)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

217. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 18:06:08 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2ns9ag$c1f@vixen.cso.uiuc.edu>
Source record: 189791

bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:

>Magic Pockets: an arcade game, with once again wonderful graphics

Is there any way to get that game to work on a mega STe? I got it
quite some time ago, and it worked fine on my 520 ST and my friend's
1040 STfm, but it just hangs my mega STe with a black screen
immediately on booting. Also, on the 520 and I believe the 1040, it
crashed frequently when we went certain places on the second (I think)
level. Any suggestions? It's a fantastic game, if I could only get
it to work!
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

218. Atari Compendium : where ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 18:18:09 UTC
From: linz@int-evry.fr
Message-ID: <2nsa11$sej@reseau.cict.fr>
Source record: 189792

```
Hello.
I am looking for the Atari Compendium in the area of
Washington D.C.. Could somebody give me the address
of a good specialized bookstore where I can find it ?
Thanks.
```

219. RFD: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 18:23:49 UTC
From: lexicor@world.std.com
Message-ID: <comp.sys.atari.announce-RFD1@uunet.uu.net>
Source record: 189793
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit

```
Proposal for a new newsgroup
Request for Discussion: comp.sys.atari.announce

by: Yat Siu (Lexicor@world.std.com)
-----------------------------------

Group name: comp.sys.atari.announce
Status: moderated (Lexicor@world.std.com)
Distribution: world-wide
Summary: a newsgroup for the product announcement of atari computer
hard and software or related (eg. clones).

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three groups
are discussion forums for their (specific) related hard and software. Product
announcements in these discussion forums of new releases by either commercial,
shareware groups can often be considered a service but not encouraged. The
atari computer market is not very widely distributed and it is getting
increasingly harder to know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari computer
users. It will also allow the reader to focus for a new newsgroup only for
product announcements or press releases and will also make the reader more
aware of his/her options.

Charter:

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hard and soft
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

NOTE

This RFD is being issued in concordance with the guidelines set in the
"How to create a new usenet newsgroup" FAQ regularly posted to
news.announce.newgroups. Please refer to this article if you have any
questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will
be posted approximately three to four weeks after the posting of this RFD.
```

This RFD was (cross)-posted to the following groups:
news.announce.newgroups, news.groups, comp.sys.atari.st, comp.sys.atari.8bit

Discussion on or about this RFD should be in news.groups

220. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 18:31:47 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2nsaqj$lf9@percy.cs.bham.ac.uk>
Source record: 189794

In article <2ns9a9$sov@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>
>> [stuff deleted]
>
> Not quite!
> You say that Minix, Linux etc are not compatible with TOS. Well that is true.
> But they ARE compatible with something else whereas SMS2 is completely new.
>
> now 'nuff said.
>
> :):):):):)
>
> >Danny.
> >CyberSTrider =);-)
>

If anyone wants details of SMS2 I have a press release thing at home from a show I went to that I can type up. I saw it running on a Mega STE (i think). The guy was trying to impress me by saying it was running 40 applications at once, when I pointed out none of them were actually doing _anything_ he didn't seem to put off...

Anyway I wish them the best of luck with it, the netorking stuff sure sounds impressive...

Ian Rae
Software Engineering
University of Birmingham, UK

221. Re: Atari Compendium : where ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 19:44:40 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94095.154441STIRRE31@MAINE.MAINE.EDU>
Source record: 189795

The only Atari area that I know of in the D.C. is Toad in
Maryland (and I don't know how far of a drive that is).
Call them at (800) 448-TOAD to order. Or maybe a bookstore
could order it if you have the book information?
-scott tirrell

222. Jag-Startup

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 20:09:54 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2nsgii$6k8@golem.wcc.govt.nz>
Source record: 189796

Has anyone done a decent sample of the Jaguar's startup-noises, as my desktop now has a nice Jaguar logo on it, and the Startup-sequence as a boot-up sample would be great!

(Maybe a 25Khz Stereo sample converted down to 12.5Khz?!)

223. FOR SALE: Original Atari 520ST bundle

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 21:00:39 UTC
From: ericpark@wam.umd.edu
Message-ID: <2nsjhn$r62@cville-srv.wam.umd.edu>
Source record: 189799

I have for sale an original Atari 520ST circa 1986 which came bundled with an external floppy drive and a monochrome monitor.

I still have the oringial boxes and all the manuals/software that came with this system.

Everything still works. If anyone would like them for nostalgia/collectable sakes, please contact me via email: ericpark@wam.umd.edu

Best offer takes everything...
:wq

224. format of the colour icon resource files

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 21:41:05 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr5.214105.2619@bay.cc.kcl.ac.uk>
Source record: 189797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know what the DESKICON.RSC format is ? I know there are
some commercial editors, and one pd one that I know of, but no source
is available...

What I want to do is have a program that reads in the .xpm files I
have (some 6 Mbytes) and writes a file for me that the desktop will
read. I (obviously) don't want to use all these icons, but there are
some very nice ones. Basically they're all the windows icons converted
to Xpixmap form.

If the guy who wrote iconedit is reading this, I'd really appreciate
it if you sent me the above info.

ATB,
Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

225. OMEN?

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 21:50:00 UTC
From: Wayne.Barnes@mettav.royle.org
Message-ID: <765600310.2@mettav.royle>
Source record: 189800

In message #12003, BEN BELL writes:

>
> I read somewhere that there is a X-windows like system called OMEn
> coming out on the Atari (and other platforms). Apparently its
> shareware. Has anyone got more info?
>
>>> There are a few paragraphs about it in ST REVIEW April 94, at
first I thought it was an April Fools joke.
Should run on ST,TT,Falcon,Amiga and Mac. Graphics interface
similar to UNIX X-Windows. Crash window opens up with debug info.
Desktop is two screens, max 640x800 on standard ST.??
OMEn comes complete with assembler, debuggr and paint prg..
According to this article it says that OMEn should be available
on PD libraries shortly???. Mac version in May....
Is this all true?
Is expected to work on any hardware platform running OMEn.

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

226. Re: GCC libraries won't build

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 22:05:44 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Apr5220544@hill.gnu.ai.mit.edu>
Source record: 189715

In article <CnrxEF.Kyw@freenet.carleton.ca> am136@FreeNet.Carleton.CA (Stephen Mulrine) writes:

>_floatdisf.o will (silently) overwrite _floatdidf.o, _fixunsdfdi.o will
>overwrite _fixunsdfsi.o, and _fixunssfdi.o will overwrite _fixunssfsi.o.
>"ar" will include the same file twice in the library in each of these cases.
>The only way around this seems to be to cross-compile on a platform without
>the 8+3 filename limit, or to indulge in some major hacking (renaming files,
>changing source code, and taking a binary editor to the resultant library).

You need to build the library either on a properly configured minixfs setup (while running MiNT) or on a TOS filesystem using UNIXMODE. See UNIXMODE.DOC in the library source distribution.

>Does anybody know if the current set of pre-built libraries were compiled:
>a) on another platform;
>b) with the -O2 and -fomit-frame-pointer flags, which is why I was trying
>to rebuild them in the first place?

The binaries of the GNU lib on atari.archive (at patchlevel 95) were built with a GCC 2.3.3 cross compiler and the default Makefile (which I believe specifies -O2 -fomit-frame-pointer).

Binaries and source of the latest release (PL98) will be forthcoming soon. I've got it built but haven't had the chance to package it up yet.

Be forewarned that there's an error in JRB's last update, that will cause the make process to destroy 2 source files. The version I'll post soon has a correctred 'mincl' that won't do that.

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

227. Re:need graphics print program

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 22:37:52 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cnt5J5.8Kq@cix.compulink.co.uk>
Source record: 189701

```
>Don't forget to say that the program 'talks' English to the user. No problem
>for people not understanding German. The docs are English too (well, a shorter
>overview than the German manual, but it's a beginning)

The English docs are very complete, written by Charles Edwards, a friend
of Dieter's. And yeah, it should be available at the
atari.archive.umich.edu in (i think) atari/Graphics/gemview

Graeme

-----------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-----------------------------------------------------
```

228. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 22:55:33 UTC
From: johnsotr@flop.ENGR.ORST.EDU
Message-ID: <2nsq95INN3ko@flop.ENGR.ORST.EDU>
Source record: 189702

[No readable article body recovered]

229. LOSE and MAKE: different words, people...

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 23:07:33 UTC
From: Wes Simonds <ginsu@ccwf.cc.utexas.edu>
Message-ID: <2nsqvm$kvr@geraldo.cc.utexas.edu>
Source record: 189703
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <Cnr3FD.D7M@acsu.buffalo.edu> P. C. Kilinskas, pck@acsu.buffalo.edu writes:
>I propose a new newsgroup, alt.kill.dave-rhodes, unmoderated; Now, when >you see some form of MAKE.MONEY.FAST, you can vent your frustrations on >this special newsgroup, e-mail the dumb ass who posted it, and we won't have
>to see this shit filling irrelevant newsgroups.

Sounds like a good idea. However, if you are ALSO going to be writing the postmaster, please stop for a moment and consider if you are being hasty.

Out of disgust for the Rhodes scam, I posted a PARODY of it a few days ago. It was NOT a subtle parody, but an OBVIOUS one, especially the title, which was

LOSE MONEY SUPER FAST!

It was built around the idea of a pyramid in which EVERY DIME went DIRECTLY TO ME.

Many, many people got a laugh out of it and wrote to tell me so. Thanks to all of them.

However, quite a shocking number of absolute simpletons did this:

1. Read the subject line (LOSE MONEY SUPER FAST!)
2. Were BARELY smart enough to make a connection to Dave Rhodes
3. Were NOT smart enough to notice the difference the word LOSE makes
4. Ignored the content of the actual post
5. Wrote nasty letters to myself AND my postmaster

This, people, is brainlessness an order greater than that displayed by the newbie dweebs who read the Rhodes post and think it will work. At least they have the excuse of ignorance of the Net.

Wes Simonds

230. compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 23:09:56 UTC
From: azog@world.std.com
Message-ID: <Cnt70L.GMv@world.std.com>
Source record: 189704

I got a suprizing amount of mail from people asking me to indeed
post the information I offered, regarding compiling MiNT with
the available resources one can readily gather off the net.

So here it is! (perhaps call this the mintbild.faq :-)

I take no credit for any information presented here. I simply
peiced everything together, after reading many pages of
often unrelated documentation.

All files mentioned here are available from atari.archive.umich.edu
(mirrored at wuarchive.wustl.edu, and nic.switch.ch, to name two).
Of course, all procedures here assume some sort of knowledge.

First, youll need GCC and its related support files.
You can find these in:

~/Mint/Libs/mntolb44.zoo
~/Mint/Libs/mntinc44.zoo
~/Gnustuff/Tos/Gcc/gcc258b.zoo

mntolb44 is the object libraries (ie: compiled). If you wish to
build the object libraries yourself, youll want to get mntlib44.zoo.

Youll also want make, unless you wish to compile each module by hand:

~/Gnustuff/Tos/Gnumake/gmake362.zoo

The makefile uses byacc:

~/Gnustuff/Tos/Bison/byacc.zoo

There are also two util files:

~/Mint/Gcc/butil33.zoo
~/Mint/Gcc/mgutil36.zoo

These contain stuff like gdb.

And youll need a good shell, one that passes parameters, and allows
you to set variables. Gulam works fine, or one of the version of
Bash. Define several variables:

```
setenv GCCEXEC /bin/gcc-
setenv GNULIB /lib
setenv GNUINC /include
setenv TEMP /tmp
set PATH /bin
```

GCCEXEC points to the .ttp files that you extracted from the GCC
binary distribution. I put mine in /bin (or \bin if you prefer),
along with make, byacc and others. This is a partial pathspec
(the gcc- tells gcc.ttp where to find stuff like gcc-cc1, etc)
GNULIB points to the OBJECT libraries
(ie the compiled .olb files) and GNUINC points to the header
include files. TEMP and PATH should be obvious. Defining these
variables are the most important parts of using GCC. Unfortunately,
nothing in the handy docs explains this. You can get a full discussion
of GCC for the ST in:

~/Gnustuff/Tos/Doc/gcc-doc-[dvi|txt].zoo

(the dvi files are for TeX users)

Edit the MiNT supplied makefile for anything you feel needs to be
changed, and then do a make! In about an hour, if all goes well,
you should have mint.prg. Feel free to do a make clean. Also,
for those who have Falcons or TTs, make mint030.prg will make a
68030 specific version. You should add the -mint switch to the
OBJS or OBJS030 lines, to flag gcc to use the MiNT libraries, rather
than the GNU libraries. I find the MiNT libraries work much better.

Thats it!

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than
the colour of his eyes...

231. Re: Reading ST format floppies on IBM

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 23:28:45 UTC
From: hallvart@ifi.uio.no
Message-ID: <2nss7d$5qs@gyda.ifi.uio.no>
Source record: 189705

In article <hKws5Dm.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
>
> In a message dated 3-19-94, Neil Francis asked:
>
> "Does anybody know how to go about reading ST format floppies
> on an IBM PC?"
>
> Have you tried sticking it in the drive and seeing if works? The ST uses
> the same format as the IBM. However, sometimes a PC may have trouble
> reading it for various reasons (i.e., custom format, lack of PC boot
> sector if formatted with an older version of TOS or some utilities, etc.).
>
> The best solution is to format a 720K floppy (assuming your ST lacks a
> high density drive) on the target PC, and use that for the transfer. The
> ST should have no problem at all.
>
> If that is not an option, obtain and use the program FDFORMAT for the PC,
> and use its FDREAD utility. In my experience, this allows most any PC to
> read most any disk that can be formatted on an ST. (This program should
> be in the libraries of most commercial services, BBS's, etc.).
>

There are programs for the ST that make an MS-DOS bottsector to existing disks, so you don't need to re-format them. I can't remember the names of the software, but if you give me a couple of days I can check. Maybe somebody else out there knows.

Hallvard, Oslo, Norway

232. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 23:50:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cnt8vu.BFs@cix.compulink.co.uk>
Source record: 189706

>: AFAIK ST PC emulators don't work down to this level. All they do is present
>
>: a (PC) BIOS frontend to the SCSI port - allowing higher levels (eg DOS)
>: to access the Atari's hard drives as if they were suported by the PCs BIOS.
>
>
>Correct. The question is whether the Atari drivers to support CDROM are
>transparent to the emulated PC Bios. IE from the PC BIOS does the CDROM driv
>appear to be another hard drive.

Basically this comes down to what ST CD-ROM drivers can be inserted between
TOS and the fake PC BIOS. If the PC emulator is a legal TOS program then
there should be no problem running METADOS or CDROM2Z.XFS before the PC
emulator - and then expecting the emulator to *ask* TOS what drive letters
are available. If all this happens then *yes* the CD-ROM should be
accessible to the PC emulator.

>You would not be able to take a PC SCSI driver and run it in the PC emulator
>and expect it to work since the driver would be hardware specific.

Yes - but this is not obvious to everybody.

>Remember also that SCSI drives aren't supported in the PC BIOS. This is wher
>there is hope that this would work. The emulator has to translate PC BIOS

True - but I would expect the PC emulator to have built in support for the
Atari SCSI drives (or to use a TOS harddisk driver), whereas I *wouldn't*
expect the PC emulator to have any support for CD-ROMS.

>calls into ST calls. If the ST BIOS supports calls to access the CDROM as
>another hard disk drive than, I'm virtually certain the emulator would be
>able to access the CDROM as described above.

Yes - agreed - *provided* the PC emulator goes via TOS (and hence any
loaded TOS CD-ROM drivers) in order to access its disks (hard, CD or
otherwise).

:-)

Roland.

BTW has anybody *tried* any of this? I have a CD-ROM drive but no PC
emulator.

233. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-05 23:50:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cnt8vw.BGD@cix.compulink.co.uk>
Source record: 189707
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.gam

>: Is anyone ELSE sick of seeing this message posted everywhere? Frankly, I'm

What I'm sick of is how everybody *comments* on it! Its bad enough paying
to download the original message without paying to download all the silly
comments people have made on it.

Just ignore it - or mail the guy privatly.

:-|

Roland.

@CiX

234. Re: Storm...lzh files, etc..

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 00:18:00 UTC
From: Dieter_Lorteye@bi.maus.de
Message-ID: <A20581@BI.maus.de>
Source record: 189708

Ahoi,

>: 4. Is there a 'computer idiot' PPP/SLIP program available?
> If you get a useful answer to this one, let me know. :-)

Me, too.

Perhaps, what does PPP stand for?

Dl' O

235. Re: TCP/IP, SLIP or PPP connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 00:18:00 UTC
From: Dieter_Lorteye@bi.maus.de
Message-ID: <A20580@BI.maus.de>
Source record: 189709

Kommentar zu A57856@AC2 in der Gruppe CS.ATARI

Ahoi Donald,

please mail me if you got an answer.

Last week i installed the TCP/IP of the ,,Technische Universitaet Wien"
(TUW_TCP). The only problem is that it hasn't got any SLIP-driver. But i
found some sources in C which seem to be the elementary procedures of such
a driver.

With KA9Q (the version of 1989) i got a SLIP-connect using PING and TELNET.
Both computers were connected but a telnet session was impossible because
KA9Q collapsed after the connection was complete.

If i can get a not so expensive DLINK i would use it with TUW_TCP.

Dl' O

236. Re: jaguar ad-on's (was re: scsi controllers)

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 00:31:22 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CntAsB.9FD@sdf.lonestar.org>
Source record: 189710

In article <2nkok1$e3l@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>Re: ICD announcing a 'CatBox' device for the Jaguar.
>
>What is this device?
>
>What's the news on the other various Jaguar add-ons, (Is S-Video cable a
>standard packaged item yet?)

==========
I love multi-tasking. Just double-click on the AEO*.ZIP file and let it decompress and I type away. Now I'm gonna use the clipboard to do this:

=-=-=-

game room. The boys can't wait for the next generation of multi-player games to arrive. Imagine, dual Jaguars head to head. Cat Box will help make this possible. It makes so much sense, I don't know why it wasn't done before."

The Cat Box will begin shipping early next quarter at an MSRP of $49.95. ICD is taking orders now with shipments expected in May.

For further information, contact ICD Public Relations in the United States by phone (815) 968-2228 extension 222 or fax (815) 968-6888.

Cat Box is a trademark of Black Cat Design. Other trademarks are those of their respective holders.

==========

237. Re: STacy?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 00:35:58 UTC
From: jperez@Hawaii.Edu
Message-ID: <CntAzz.1JE@news.Hawaii.Edu>
Source record: 189711

Doctor Caligari (raubvogel@gauss.aero.ufl.edu) wrote:
: Does anyone know where can I find this Atari laptop/notebook/whatever for
: sale and how much to expect to pay for such beast?

Rumor has it that Atari found a few in one of their warehouses recently
but only they know where the Stacy computers ended up. You might call
Best Electronics (408)-243-6950 or San Jose Computers (408)-995-5080;
they might know something about where to find one. If you find a new
one, expect to pay about $1200 for a Stacy 4. On the other hand, used
machines are available from time to time and can be had for as little as
$500 for a Stacy 4. Also, a little known fact is that the Stacy battery
packs are still available from Dragonware (406)-265-7300 for about $110.
I have a Stacy and I love it to bits... I'm about ready to
upgrade the HD and get a Fast Technologies Turbo 25 accelerator put in it.

Good Luck,

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

238. Day of the Viper/Sleeping Gods Lie

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 00:47:12 UTC
From: jperez@Hawaii.Edu
Message-ID: <CntBIo.1rq@news.Hawaii.Edu>
Source record: 189712

This is regarding the ST games Day of the Viper (Accolade) and Sleeping Gods Lie (Empire)...

HELP! My disks for these games are damaged and I need some of the files to get them running. The LEVELS folder for Day of the Viper is unreadable and the first disk for Sleeping Gods Lie is history. If there is anyone out there that has either of these, could you E-mail me please...

Thanks.....
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

239. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 03:31:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ntae8$71i@uqcspe.cs.uq.oz.au>
Source record: 189713

donaldp@scowpat (Donald Page) writes:

>Does anyone know if the Apple CD300 Rom will work with an ST?
>They are so cheap now that it is very tempting to get one!
>If they do work, what software do I need to use one?

As for software, you can use:

1. MetaDOS for SingleTOS
2. CDROM.XFS for MultiTOS <= 1.04
3. Nothing? for MultiTOS > 1.04

BTW, I have heard one bad report from an Apple user about the CD300.
They said it was slow, but all CD-ROMs are slow, IMO.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

240. Hooking up a 1.44 floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 03:42:00 UTC
From: stevenl@minerva.rolm.com
Message-ID: <2ntb28$deg@mack.eng.sc.rolm.com>
Source record: 189714

Awhile back, a company called DreamPark Development produced a kit that allowed you to hook up a 1.44 floppy drive to any ST computer. The problem is the documentation is missing but all the parts seem to be there. It contains the floppy drive, a board with a floppy controller, a ribbon cable, and a jumper. Does anyone have any info on how to do this?

Steven Lee

241. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 05:37:58 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2nthrm$9jj@golem.wcc.govt.nz>
Source record: 189716

```
] > Speedball (1 & 2) - awesome overhead football games, best for two players
] > Xenon (1 & 2) - vertical scroller third person shoot'em ups
] > Gods - sideview "jump and shoot things" game
] >
] > Have I missed any? Any recommendations/good cheats?

Magic-Pockets - Graphically good but _very_ repetitive platform game
A soccer game the name of which eludes me :)

Cheats huh :) These are hard to come by for Bitmap Bros' games, but try
these:

Gods - Enter SORCERY as the level password for infinite lives.
(I suspect this is for the amiga version!)

Xenon 2 - Pause the game and type RUSSIAN AIR
Now, pressing 'N' will advance through the levels.

Both are probably for the amiga version. I haven't tried the cheat on
my version of Xenon-2 (Compilation version so it probably won't work!),
so I'm unsure of whether it works or not!
```

242. Re: LOSE and MAKE: different words, people...

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 05:40:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2nti0r$9jj@golem.wcc.govt.nz>
Source record: 189717
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Stop posting these useless messages to serious discussion groups, I'm sure that the majority of people don't care, but would rather see the messages, and the followups, send to relevant destinations, such as a null device!

243. Re: LOSE and MAKE: different words, people...

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 06:14:57 UTC
From: gomboc@cpsc.ucalgary.ca
Message-ID: <Cntqoy.9vM@cpsc.ucalgary.ca>
Source record: 189718
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2nsqvm$kvr@geraldo.cc.utexas.edu> Wes Simonds <ginsu@ccwf.cc.utexas.edu> writes:
>In article <Cnr3FD.D7M@acsu.buffalo.edu> P. C. Kilinskas,
>pck@acsu.buffalo.edu writes:
>>I propose a new newsgroup, alt.kill.dave-rhodes, unmoderated; Now, when
>>you see some form of MAKE.MONEY.FAST, you can vent your frustrations on
>>this special newsgroup, e-mail the dumb ass who posted it, and we won't
>have
>>to see this shit filling irrelevant newsgroups.
>
>Sounds like a good idea. However, if you are ALSO going to be writing
>the postmaster, please stop for a moment and consider if you are being
>hasty.
>
>Out of disgust for the Rhodes scam, I posted a PARODY of it a few days
>ago. It was NOT a subtle parody, but an OBVIOUS one, especially the
>title, which was
>
> LOSE MONEY SUPER FAST!
>
>It was built around the idea of a pyramid in which EVERY DIME went
>DIRECTLY TO ME.
>
>Many, many people got a laugh out of it and wrote to tell me so. Thanks
>to all of them.
>
>However, quite a shocking number of absolute simpletons did this:
>
>1. Read the subject line (LOSE MONEY SUPER FAST!)
>2. Were BARELY smart enough to make a connection to Dave Rhodes
>3. Were NOT smart enough to notice the difference the word LOSE makes
>4. Ignored the content of the actual post
>5. Wrote nasty letters to myself AND my postmaster
>
>This, people, is brainlessness an order greater than that displayed by
>the newbie dweebs who read the Rhodes post and think it will work. At
>least they have the excuse of ignorance of the Net.
>
>Wes Simonds

If they jumped to a hasty conclusion, it is because they are SICK AND TIRED of seeing _responses_ to the original chain letter, never mind the chain letter itself! And another response that looks like a chain letter

is just too much to wade through. Sure, I thought it was funny, but as
a student, I can take my time to read all the posts -- the same cannot be
said of everyone who reads the net. You'd be best to put **PARODY** in
the subject line to be sure it catches everyone's attention if you do this
sort of thing again.

Flames to /dev/null.
Hell, followups to /dev/null.
Let's kill this thread!

--
Dave Gomboc
drgomboc@acs.ucalgary.ca
gomboc@cpsc.ucalgary.ca

244. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 06:33:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CntrJz.IFq@cix.compulink.co.uk>
Source record: 189719

In message <765426600.0@mettav.royle>, Graham.Irvine@mettav.royle.org said:
>
>With complete non compatibility with TOS It's going to have to be pretty
>amazing to be of any major interest to more than enthusiast's.
>
>Of more interest IMHO is OMEn although I am basing what I know of it on
>Magazine articles . The jist of which list it as A cross platform pre-emptive
>Operating system with native code capable of running on any 68k based machine
>(Atari ,amiga or Apple etc).
>
> CW> BTW It's 135 quid, I believe, and more intersting than OS/9.
>
>OMEn will be distributed Shareware with developer's kit and Doc's .
>
>This I am interested in .. anyone seen anything of it ? Or even have it ?
>being released by a company called Esquimalt Digital Logic (Canada).

I have an early copy. Watch out for a preview in Atari ST Review in May or
June issue.

Ofir ogal@cix.compulink.co.uk

245. Re: Emulating an ST or TT on a mac

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 08:00:16 UTC
From: bjb@praxis.co.uk
Message-ID: <1994Apr6.080016.6106@praxis.co.uk>
Source record: 189720

anbrown@husc9.harvard.edu (anthony brown) writes:

>Does anyone know if there is an Atari ST or TT(it has been a while since
>I have dabbled in the atari field) emulator for the macintosh? Because
>of work, school, etc, I got a mac and I would like to emulate an ST on
>it. If it is possible email me or post to this newsgroup. I will check
>it out. Any help would be appreciated.

There is a program out there called MacMiNT which emulates MiNT on the
atari (MiNT is a replacement for TOS). This would allow you to run
well behaved .TOS and .TTP files. I don't think you've got much hope
of emulating GEM though. If you find anything out (or the MacMiNT
binaries, which I'm looking for) mail me please.

>Thanx
>Anthony

Ben

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

246. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 08:38:04 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2ntsdd$8nk@cismsun.univ-lyon1.fr>
Source record: 189721

In article <2nbehk$o45@vega.info.isbiel.ch> petep@info.isbiel.ch writes:
>i'm writing an application for GEM (with PureC and RCS 2.9). For that i need
>dialogboxes which stay on the screen (in german: "modale dialoge"), p.ex. like
>the dialogs in papyrus,winrec,...
>
>can someone give me an example (if possible in c) or point me a magazine/book
>about that?
>
>please post to this group or e-mail me: petep@info.isbiel.ch

You should give a look to the Excellent BIG (BIG Is Gem) Library for Pure C
available everywhere (esp. at cnam.cnam.fr)....
It is freeware, the sources are available for 100 FF, the (good) doc and
Helpfile for Pure Help is in french and it does what you want and much more
with less pain than 'plain GEM', but fully (intented to be, but I didn't see
any problem) GEM compatible, works on STf, STE, (my) MEGA STE, TT, FALCON,
any screen rez, TOS/MultiTOS (and probably others)...

You Must give a look, it's an excellent job...

247. converting utility needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 09:22:53 UTC
From: wolfp@cs.tu-berlin.de
Message-ID: <2ntv1d$1i3@news.cs.tu-berlin.de>
Source record: 189722

Hi Folks,

I am posting this for a friend of mine. He has got a (very old) Atari ST
and is using "Protext" to do his wordprocessing. Now he needs a
program to convert his Protext documents to the format of MS-Word 5.5 (for
PCs). Is there any such program? If so, where can I get it from?
If not, are there any programs to convert Protext documents to any other
format?

Thank you for any help,

Wolf

--
==
|Wolf Pfannenstiel, wolfp@cs.tu-berlin.de, djj@dsmail.hmi.de, office:8062 2516|
| "out of intelligence error" |
==

248. Re: LOSE and MAKE: different words, people...

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 10:05:25 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2nu1h5$4d8@aggedor.rmit.EDU.AU>
Source record: 189723
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: Stop posting these useless messages to serious discussion groups, I'm
: sure that the majority of people don't care, but would rather see
: the messages, and the followups, send to relevant destinations, such as
: a null device!

For a good laugh read Mike Jitlov(??)'s response (i saw it in alt.ascii-art)

--

Rob. (roba@nutmeg.ntu.edu.au)

249. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 10:24:32 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr6.102432.998@cathy.ijs.si>
Source record: 189724

In article <CnICop.F9u@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>Fair enough, I just thought the term vaporware meant that it didn't even
>exist. Mag!x does exist and manages to provide pre-emptive multi-tasking
>without the speed penalty. In fact some functions are faster than TOS.
>
Does Mag!x work on the Falcon? I have considered gatting it, but a guy on a
local BBS claimed it just messes up the screen on his Falcon and doesn't do
anything useful.

Was he full of it, or should I wait for a later version?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

250. Re: Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 10:39:43 UTC
From: bretwake@terapin.com
Message-ID: <bretwake.3lmp@terapin.com>
Source record: 189725

For uncompressing, I like DCX_PLUS. It'll compress and uncompress .LZH,.ZIP, and .ZOO formats, and it's fast. Also like DMJ_GIF3 for .GIF conversions; it's got lots of bells and whistles. But I agree, GEMVIEW and SOL are both fine, also.
Will try to get both uploaded, if I don't screw the transfer up, soonest.
Brett bretwake@terapin.com

251. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 10:45:08 UTC
From: mvfkb@alf.uib.no
Message-ID: <mvfkb.9.765629108@alf.uib.no>
Source record: 189726

In article <1994Apr05.155205.18239@sco.com> donaldp@scowpat (Donald Page) writes:
>From: donaldp@scowpat (Donald Page)
>Subject: Apple CD300
>Date: Tue, 05 Apr 1994 15:52:05 GMT
>Keywords: CD Rom
>Does anyone know if the Apple CD300 Rom will work with an ST?
>They are so cheap now that it is very tempting to get one!
>If they do work, what software do I need to use one? I am
>assuming that metados is enough, and that it will work with
>MiNT. Am I missing anything?
>
>Thanks,
> Donald
>
>--
>NAME Donald Page
>EMAIL donaldp@sco.COM
>SNAIL SCO, Croxley Centre, Hatters Lane, Watford, WD1 8YN, United Kingdom
>PHONE +44 (0) 923 816344 x296

It works on TT with metados v.2.3

Karl.Brokstad@Gades.uib.no

252. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 11:31:00 UTC
From: cgra@se.alcbel.be
Message-ID: <4370@btmwj1.se.bel.alcatel.be>
Source record: 189727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> So how come, when I try and send mail to someone on genie, my mail gets
> returned? I am on the internet too........

I seem to recall that the internet/genie gateway got a little fucked up
in the not-too-distant past. But I thought the problem was fixed by now.

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

253. Re: KOPIER MAL WIEDER

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 12:02:29 UTC
From: cgra@se.alcbel.be
Message-ID: <4372@btmwj1.se.bel.alcatel.be>
Source record: 189728

In <2nfeum$8o7@ionews.io.org> Eric Hall wrote :

>Not that I understood much of this, although I'm assumming it's an ad for a
>collection of shareware, BUT the word XEDIT sure caught my eye. Would the
>author of this note or the product like to share (in English, if possible)
>some further info as to whether this editor is by chance a work-a-like to
>the XEDIT we all know and love from the VM mainframe world?

No I don't think it is. But it's a very nice little ``programmer's editor'',
specialising in things like allowing nice long lines and enabling you to
``fold'' bits of text out of sight to help you see the structure of your
code. I got quite fond of it before I decided to ``standardise'' on emacs
and its derivatives for as many as possible of the platforms I use.

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

----
Wear your propeller with pride!

254. Re: converting utility needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 12:03:29 UTC
From: richara@westminster.ac.uk
Message-ID: <Cnu6tB.1A4@westminster.ac.uk>
Source record: 189729

Wolf Pfannenstiel (wolfp@cs.tu-berlin.de) wrote:

: I am posting this for a friend of mine. He has got a (very old) Atari ST
: and is using "Protext" to do his wordprocessing. Now he needs a
: program to convert his Protext documents to the format of MS-Word 5.5 (for
: PCs). Is there any such program? If so, where can I get it from?

Protext comes with a convert utility which will convert protext docs into
other formats. I can't remember exactly what they are (perhaps someone else
can) but I think that the newer version of protext (v6 possibly v5.5) support
RTF, which word can load.

Your friend should check the convert program to see what formats it handles,
and then check the import options of MS-Word 5.5 and see which ones match up.
If all else fails then just save it from protext as ascii.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

255. TEST - Ignore *

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 12:13:42 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9404061859.AU00073@montp.cirad.fr>
Source record: 189730

```
CEO document contents:
J'espire que ceci fonctionne...

\_)|||(_/
.o o. Hello !
( - ) _/
\u/
```

256. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 12:56:06 UTC
From: djs@jet.uk
Message-ID: <1994Apr6.125606.899@jet.uk>
Source record: 189731

In <1994Apr05.155205.18239@sco.com> donaldp@scowpat (Donald Page) writes:

>Does anyone know if the Apple CD300 Rom will work with an ST?
>They are so cheap now that it is very tempting to get one!
The good news is that Novatech are advertising them for just 155 quid :-)
The bad news is that they don't have them in stock, and don't know when
they will get them :-(
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

257. Supercharger PC emul???

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 13:13:40 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9404062011.AF00155@montp.cirad.fr>
Source record: 189732

CEO document contents:

Hello

I'm new on the net so excuse me if I'm doing something wrong...

I'd like to know if someone remembers the Supercharger PC emulator for the ST.
I know it's like a little external box that you connect to the ST by the ser.
or // port (I don't remember which...), runs on DOS 4.0 and can work like a ram
disk or something :)

I've found one for sale in a second hand shop but I don't know the specs. Can
someone post or e-mail them ...

Thanx a lot

__)||(__ Nicolas Bales
.o o. e-mail : bales@montp.cirad.fr
(..)
\--/

258. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 13:39:36 UTC
From: mdw@box-31.liv.ac.uk
Message-ID: <CnuBA0.HIr@liverpool.ac.uk>
Source record: 189733

In article <CnI6DG.A48@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> >Has anyone except Eric used any other compiler to create MiNT?
>
> Apparenty Lattice C 5.5X/5.6X works - but I've had no luck using it for this
> purpose.
>
I've compiled it with both 5.52 and 5.6. The resulting binary is very stable,
certainly more so than the version 1.04 that came with my Falcon.

Kev
(Any questions to me on the above should be mailed to:
kebab@cix.compulink.co.uk
- this is just a borrowed account)

259. Re: ST Xformer help needed!

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 13:43:36 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CnuBGp.F8F@cs.vu.nl>
Source record: 189734

lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>Particularly, how does one _create_ a virtual hard disk? And how does

If I recall correctly, you'll have to register for that and and then you
will receive a program which does so...

>anyone had problems with crashes on non-STs? (ie STE and beyond)

Worked fine on my 1040STE, though the emulation is quite limited.
No DLI's, no PMG's, no GTIA modes.... well, see for yourself. BTW,
in the very near future, an atari 8-bit emulator for XWindows will be
released. Watch the comp.sys.atari.8bit newsgroup carefully for that.
It's supposed to be a lot better then ST XFormer. (Including all the
things STXFormer lacks...)

Greets,
Ivo.

260. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 13:51:42 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CnuBu7.FDz@cs.vu.nl>
Source record: 189735

jesper.kock@kockens.ct.se (Jesper Kock) writes:

>Another thing with Teradesk that i cant get to work is the viewer program
>that was included in the Teradesk 1.38 packet.

Version 1.38? Is it on the archive? I use v1.36 with great pleasure, no
troubles at all. (except for the bug the original desktop also has...
it bombs quite often when sectors or tracks are unreadable...)
What has been changed in v1.38 compared to v1.36 ?

>It bombs with 2 bombs on my 1040 STE with Tos 1.62/2.06.
>Any ideas..?? Someone..??

Ah... bad luck. Think I'll stick to v1.36. I own a 1040STE also..

Ivo.

261. Atari SLM804 Laser Printer: Almost a giveaway

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 14:46:32 UTC
From: djs@jet.uk
Message-ID: <1994Apr6.144632.1129@jet.uk>
Source record: 189736
Cross-posted to: comp.sys.atari.st,uk.forsale

I have the above printer, including the SLMC804 DMA interface/controller
to (almost) give away.

You would need to pick it up (from Reading). You will need to buy some
new toner (about 30 quid IIRC). It needs a cleanout (from spilled toner
powder).

Manuals, software drivers etc included. Before the spillage, the
printer was in fine working order.

Make me an offer, or it gets thrown away at the weekend.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

262. Re: SuperCharger PC Emulator...

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 14:48:35 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAUOAT3VUA8WWFY9@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189737

Yeah, I remember the SUPERCHARGER...

I never used it but saw many ads and read many reviews about it. As far as I know it had the following specs:

* 512kb or 1 meg of RAM (later models had 1 meg)
* A NEC V30 CPU (8086 clone) @8mhz (I think)
* Emulates CGA and Monochrome modes only
* Attaches to all STs via the ASCI DMA port
* Supports most HD drives
* Doesn't do PC sound (i.e. beeps)
* Has expansion ports for later options like a VGA board and CPU upgrade, etc.
* Can uses all Atari ports except the MIDI ports.
* Can run in the backgroudn with TOS so you can switch between the PC and ST

All in all, I heard this was a good system for basic PC emulation.
The built-in RAM could be used as a RAM disk when the Supercharger wasn't used.

However, before buying be sure that you have the latest software update as earlier software drivers had some problems with the STe systems. Also, I'm not sure the system works with the TT or Falcon (the Falcon doesn't have the DMA connector!)

Finally, the emulator was imported from Europe. I'm not sure the company is around so updates and upgrades may be hard to find.

Originally, the Supercharger sold for $399 to $450. As PC-XT clones (complete) can be bought for as little as $50-100 new in New York City when new - don't pay too much!!!

Hope this helps you out...

Ari

HardCore! - Agnostic Front - BOLD - Youth of Today - Minor threat - Gov't Issue

263. Re: Mega2 to Mega4?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 15:07:24 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2nuj7c$kmo@charm.magnus.acs.ohio-state.edu>
Source record: 189738

Your best bet is to buy someones old Mega4, your second best bet is to purchase a memory upgrade card. I say this because some (not all) Mega2's are Mega2's because they couldn't be Mega4's. Now while this may not be your machine do you really want to drop the money on the memory only to find out you have bad leads on your mother board. I've seen this happen twice in my local area so be careful.

Dan Ackerman
ackerman.29@osu.edu

264. Re: RAYOIDS and the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 15:09:35 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2nujbf$kn9@charm.magnus.acs.ohio-state.edu>
Source record: 189739

Rayoids works fine for me. I have a 1224 though, could be the problem.

Dan Ackerman
ackerman.29@osu.edu

265. Re: Supercharger PC emul???

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 15:11:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nujfr$hu4@mailer.fsu.edu>
Source record: 189740

Bales_N@CIRAD.fr wrote:

> I'd like to know if someone remembers the Supercharger PC emulator for the ST.
> I know it's like a little external box that you connect to the ST by the ser.
> or // port (I don't remember which...), runs on DOS 4.0 and can work like a ram
> disk or something :)

> I've found one for sale in a second hand shop but I don't know the specs. Can
> someone post or e-mail them ...

I seem to remember that they were pretty neat, but (at the time) expensive.
You could switch between PC and ST screens with a hot key, and could use
the memory in the Supercharger unit as a ram disk when it was not being used
for PC stuff. Also, I think you could daisy-chain more than one Supercharger
and switch between them. It should connect to the DMA port.

I remember that the software was well updated for awhile, with new versions
coming out every few weeks.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

266. Re: OMEn?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 15:13:21 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnuFsH.A73@westminster.ac.uk>
Source record: 189741

In article <H.eg.t50&Dm9Yq62@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <1994Mar28.100624.16043@praxis.co.uk>, Ben Bell writes:

>There's a demo of OMEN on atari.archive.umich.edu; not sure where. I
>don't think it'll go anywhere on the Atari... the development kit was
>rather expensive.

Where on umich?????

I've spent a couple of days looking for it, but can't find it. Did archie searches too. The only thing near to the name was something in the Atari 8bit/Demos directory.....fat use that will be on an ST.

Please whoever posted the rumour that there is a demo on umich....IT IS NOT funny. If I am wrong about this, then I do apologise, but I for one, for the life of me, cannot find it.

Please help

Dan.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

267. Re: Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 15:13:44 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2nujj8$ko5@charm.magnus.acs.ohio-state.edu>
Source record: 189742

Interstel was still around recently in the U.S. I spoke with them a year or so ago about some Atari versions of there software. They were mad because they had them but whoever was doing their distribution (EA maybe?) wouldn't take them and by their contract they couldn't release them elsewhere.

Dan Ackerman
ackerman.29@osu.edu

268. Re: Help needed making sound on ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 16:04:29 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2numid$6eb@bambam.cs.city.ac.uk>
Source record: 189743

In article <Cn845C.EIs@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
|> >(What the hell does color/monochrome have to do with sound reproduction???).
|>
|> Nothing, it's just that people who write these things often seem to be the
|> type of people who also code demos. I've often wondered why they can't use
|> GEM.
|>

It's probably because squeezing 8bit samples out of the crummy PSG chip requires
demo type tricks (typically disabling/diverting system interrupts)
which may be incompatible with GEM (particularly mouse control).

Steven

269. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 16:19:27 UTC
From: healy@nosc.mil
Message-ID: <1994Apr6.161927.15172@nosc.mil>
Source record: 189744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnJ157.Ft1@ryn.mro.dec.com> nagel_e@cecehv.enet.dec.com (Erlend) writes:
>
>Logo came with the first ST's on the language disk. It never became very
>popular unfortunately, so it was never upgraded. Digital Research, who wrote
>the language did some weird things with the file selector, and that is where
>things went wrong when I installed TOS 1.4. I didn't have any time yet to check
>for a possible fix.

I think there is a patch for logo to run under TOS 1.4.

Mike Healy

healy@nosc.mil

270. Re: Atari customer service (was MiNT stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 17:12:22 UTC
From: scotty@verdix.com
Message-ID: <scotty.765652342@sarge>
Source record: 189745

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <2nag06$t8n@vixen.cso.uiuc.edu> a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:

>>Yuck. Has anyone here, ever, gotten any useful response from Atari about
>>anything? ...

While I haven't gotten a lot of help from Atari Management (much the opposite)
they do have some good people working in the tech area.

I called there after I got my Falcon because it had a problem with the internal
hard disk, and I didn't know which printer driver to use for my Epson L-1000.
I was promptly told how to fix my hard disk problem (although they recommended
that a dealer do the fix), and that I needed the Star NB-24 driver.

If only their management was that responsive!

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scottc@dsrnet.com

271. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 17:23:04 UTC
From: mboldt@kn.pacbell.com
Message-ID: <2nur5o$t2q@ohlone.kn.PacBell.COM>
Source record: 189746

I tried to connect to that FTp site (ftp.cs.tu-berlin.de) and it is painfully slow! it took me 3 minutes just to get the first directory! Does anybody else have these problems?

Marco

272. Hard disk drivers: low-level questions

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 18:01:46 UTC
From: translat@csi.compuserve.com
Message-ID: <2nutea$s33@mhaai.inhouse.compuserve.com>
Source record: 189747

Are there any PD-with-source hard disk drivers which do not poll the done flag but rather use the interrupt - as in "real" operating systems? I know Minix works this way - how about Mint and MultiTos?

A smaller question - studying most HD drivers I find some sort of "settle time" delay, e.g. they don't even begin to issue commands until at least 5msec have elapsed since the last operation. Why is this necessary?

-*-*-*-*-*-
Phil Jensen == pjensen@csi.compuserve.com
No mouse, no desktop: the ST as a 68000-based PC.

273. Re: Questions about GNU C

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 18:03:22 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr6180322@hal.cerfacs.fr>
Source record: 189659

```
>>>>> On 5 Apr 1994 11:53:23 GMT, ts@austria.uni-paderborn.de (Thomas
>>>>> Schulze) said:

TS> Don't know how to change gulams keyboard. There was a patch
TS> long time ago for changing gulam into a german keyboard.

I think it's called keyedit.prg. Should be on a.a.

Tschuss!

P.S. I tried e-mail but it balked. Check with your postmaster.

While talking to uni-paderborn.de:
>>> RCPT To:<ts@uni-paderborn.de>
<<< 554 <ts@uni-paderborn.de>... Host pbinfo not known--please specify domain
554 <ts@uni-paderborn.de>... Service unavailable

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

274. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 18:42:47 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2nuvr7$me3@charm.magnus.acs.ohio-state.edu>
Source record: 189748

Every great one in awhile it will give me a 20-30 second response rate.
The only way to do it is to memorize the paths type them into your buffer and
go catch a rerun of Chico and the Man. ;)

If someone knows a better way I'm all ears.

Dan Ackerman
ackerman.29@osu.edu

275. Civilization Help

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 18:44:56 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2nuvv8$me9@charm.magnus.acs.ohio-state.edu>
Source record: 189749

I just got a copy of this criminally addictive game. I do remember that
there was some problem with a filename that made it impossible to win the game.
Please whoever knows what the fix is please let me know.

Dan Ackerman
ackerman.29@osu.edu

276. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 19:39:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2nv36f$e79@golem.wcc.govt.nz>
Source record: 189750

] So you believe that people will not want to go for this OS because it is no
] compatible with existing software?

] Lots of people (myself included) like to use other operating systems as wel
] use UNIX, and sometimes Linux, on mainframes. I have Minix installed on my
] Atari hard Drive, and I use it......none of the Minix software is compat wi
] TOS, and vice versa, but I still enjoy fiddling with Minix. A fair amount o
] people use Minix (including those that have other platforms....DOS,System7,

Minix has plenty of software available for it. A new standalone-OS for
a system such as the ST.... I can't imagine it being a big hit!

277. Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 20:45:39 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAV13GE22A8WWIIL@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189651

Sometime ago I saw some discussions regarding Atari developing a modem entirely in software via the powerful 56001 DSP chip in the Falcon.

Does anyone know about this and what is the status of it?

It is it vaporware as most Falcon specific apps are?

I'd appreciate any info on this...

Thanks,

Ari

278. FOREM.OPT for SEE

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 20:59:22 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2nv7ra$bf2@freenet.hut.fi>
Source record: 189652

```
Space Empire Elite seems to require a file called FOREM.OPT, which my BBS
doesn't create (it _does_ create all the other files necessary). I know
this game can be set to run on other BBSes than FoReM with "faked"
configuration files. So, could someone please E-mail me the FOREM.OPT file?
Thank you!
```

(yeah, I know, my English sucks :(...)
--
_____
Matti Koskimies • I thought there was no hell... •
mkosk@freenet.hut.fi • Then I saw Windows! •
matti.koskimies@mpoli.fi •_____•

279. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 21:37:17 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Apr6213717@hill.gnu.ai.mit.edu>
Source record: 189670

In article <Cnt70L.GMv@world.std.com> azog@world.std.com (azog) writes:
>[...]
>Edit the MiNT supplied makefile for anything you feel needs to be
>changed, and then do a make! In about an hour, if all goes well,
>you should have mint.prg. Feel free to do a make clean. Also,
>for those who have Falcons or TTs, make mint030.prg will make a
>68030 specific version. You should add the -mint switch to the
>OBJS or OBJS030 lines, to flag gcc to use the MiNT libraries, rather
>than the GNU libraries. I find the MiNT libraries work much better.

The MiNT kernel uses (almost?) nothing from the libs. So it doesn't
matter what libraries you use to compile the kernel itself.

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

280. Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 21:59:37 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr6.215937.18789@abo.fi>
Source record: 189653

There are some rumours going around concerning the version of DOOM for Atari Falcon. We all know that id Software developes the Jaguar Doom on Falcon-030. The game would be possible to convert to F-030 - but the question is: WHY will they NOT do it..? Is it, because nobody seems to be interested? Or is it the common policy just to ignore all Atari computer user's needs..? I've been wondering, whether the Amoeba-users are more clever than us - by making more NOISE about what they want..?
I've been wondering, why nobody seems to be interested in new ST-games' Falcon-compatibility. In Atari-magazines, at least.. In ST-format, of ST-User, e.g you see game reviews - but seldom any comments about what's working on the Falcon-bird. No big wonder that the game-houses just laugh at us - if they even know that F-030 exists..!
In AEO magazine everybody's talking about the Jag. O.K - it is a nice console, and probably well worth buying - but: if Atari intends to make computers in the future, the Falcon MUST be supported better now. It's easy to understand that all the money goes to the Jag - for a while, at least. But it would (will?) be relatively easy and cheap to keep existing F-030 owners relatively happy, by giving them what they were promised a long ago: DSP modem, Falcon games, better CPU case (Mega-STE/TT-style?), and so on. It would also be very easy to give people a 68040-alternative, since especially German professionals really need that extra power. Commodore and Apple have managed to do it..
I'm talking about Atari Corporation's image; a believable company needs some products that may not make so much money - but make people see that "this company IS able to do e.g powerful 040-Falcons". Some people need them more than others. But F-040 could be done - and in my opinion, should be done..

And... Where is MP Formula One Grand Prix for Falcon..? They could convert the existing, very good PC-version VERY quickly and easily. And almost every Falcon-gamer would buy one, since we don't have such games..
Conclusion: MicroProse would NOT lose money, and very many of us would become EXTREMELY happy... They can do it, if they just want to. But will they? If some of you, reading this, can help - please, pass the message! Alone we can't change things - but maybe together..? Ideas, thoughts, action..?!

P.S - Indy Car racing game wouldn't be bad either - so... Maybe?

281. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 22:14:16 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr6.221416.19208@abo.fi>
Source record: 189654

In <2nrhoe$5ps@irz401.inf.tu-dresden.de> mr2@irz.inf.tu-dresden.de writes:

>
> In article <1994Mar31.105949.26363@abo.fi>, thaanpaa@abo.fi (Timo Haanp{{ UPR) writes:
> >I really, really need information about Atari ST or Falcon hard disk
> >optimizers (organizers?)! Anything is helpful. I'm becoming desperate..
> Try Diskus.It's not shareware,but worth buying.A demo should be at ftp.uni-kl.de
>
> Matthias
>

Diamond Edge 1.10 is probably the best HD repair/optimizer-program at the moment. It's incredibly fast, and very reliable - and supports well all kinds of SCSI-, IDE- and other HDD:s. I wouldn't use Atari's own Checkdisk except in desperate situation (buggy, very slow..) - nor other PD/SW organizers. That above mentioned Diskus may be very good also - just wish they'd translate it in english.. ;-)

282. Re: SCSI CD Rom question - Reference Technoclogies

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 23:08:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cnv1M4.J4y@cix.compulink.co.uk>
Source record: 189655

>I'm looking to get a CD-ROM drive for a 1040 STe, and already have a Supra
>SCSI host adaptor. I found an old external SCSI drive made by Reference
>Technologies circa 1986. Will this function with the supra board, and will
>it read the GEMini Atari CD-ROM disk? This is the only function I have for
>the drive at the moment.

Probably

I have an NEC CDR-37 CD-ROM attached to a MSTE with a ICD ADDSCSI+ host
adaptor. This reads standard ISO9660 CD-ROMs fine. I haven't got the GEMini
CD-ROM yet, but its 99% likely to be ISO9660 format so that should work.

BTW you will need a CD-ROM driver. The Atari MetaDOS ones are available
by ftp (AFAIK).

Also you might need to play arround with SCSI ids/termination etc.

The only way to find out for sure it to try it.

:-)

Roland.

@CiX

283. Re: NFS & INIT-1.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 23:08:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cnv1M9.J5y@cix.compulink.co.uk>
Source record: 189656

>I can only speak for myself: the nfs is currently in the file nfs-041.tgz, bu
>there are no ftp sites for it :-)
>Currently, there are last tests going on before release. If they are successf
>ul,
>it should be out very soon now.
>
>There are some features I can talk about now: it uses Kay Roemers Socket
>interface, it is SUN-NFS compatible, works under MiNT only so far...

Thanks for the info! :-)

It was in Kay Roemer's Socket interface documentation that I found the
reference to it. Looks *very* interesting and I hope you do release it
soon.

:-)

Roland.

@CiX

284. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 23:08:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cnv1MH.J77@cix.compulink.co.uk>
Source record: 189657

>Does anyone know if the Apple CD300 Rom will work with an ST?

Apparently so - although I have a NEC CDR-37 myself ;-)

>If they do work, what software do I need to use one? I am
>assuming that metados is enough, and that it will work with
>MiNT. Am I missing anything?

MetaDOS should be enough - although it is AFAIK *not* MiNT compatible.
There is a MiNT CD-ROM driver which is available on the ICD Pro utilities disk
among other places. Its not PD/Freeware however.

:-)

Roland.

@CiX

285. Re: Falcon games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-06 23:20:27 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAV5TUMQQA8WWQCF@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189658

Simply put, ST games and Falcon games from major developers are a pipe dream in the era of PC clones and cheap MACs...

Why? It's a matter of economics!

In the US, there may be only 20,000 active Atari users still around against as many as 50 million PC owners!!!

Atari won't even release official sales figures for its hardware. Without accurate numbers - marketing research efforts are all but useless.

After countless failures in the Atari market - many developers don't even bother to produce Atari stuff anymore. Could you blame them?

1) Atari barely supports their hardware
2) There are only two US Atari mags in print and a half-dozen on-line and disk mags to advertise products in. Compare this to the PC world where there are literally dozens of publications!
3) Software development on a commercial scale is costly. There are lots of costs and expenses involved. No developer wants to lose money on each product!

4) Atari hardware and Software (in the US) is only available from a couple of hundred dealers. Compare this to a couple of hundred locations for the PC in just one city like LA or New York!

Now, I know the European market is more promising than it is in the US but the figures show that Commodore sold substantially more hardware than Atari did and PC clones are getting cheaper and more competitive.

Developers follow the scent of money! Even if 75% of PC and AMiga owners are pirates (just a figure for illustration), due to their vastly superior installed numbers, supporting these machines with software is a safer bet.

Development costs are cheaper too for these platforms as there is a larger talent pool, wide accessibility to hardware, company support, and easy to obtain sales and consumer data.

This is not to say that the Atari market is devoid of talent - quite the contrary! However, many potential Atari developers are simply turned off by the uncertain future of the platform and the fact that they will earn FAR LESS money on the Atari market than they could in the PC or even the Amiga markets for the same work and time, etc.

I don't want to flame Atari but let's be honest with eachother and stop hoping for things which are unlikely to come!

granted, there have been some best selling games in the Atari market (even recently), but these success stories are few and far between...

I would also like to buy some Falcon specific games!

Just a few thoughts....

Ari

286. Re: Supercharger PC emul???

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 01:15:50 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.19mc@outb.wimsey.bc.ca>
Source record: 189660

I have the Supercharger 1.4 all the PC benchmark progs like Norton Speed Test tell me that it is running at 16Mhz. The benchmarks also say that it is a 286- although I'm not sure(It uses a Nec V30-not an Intel chip). It connects to the DMA out port on an acsi hd like the megafile. I would recommend getting Dos 5.0...you will find a noticable speed up. Formats floppies fine and I have no problem reading these disks on all sorts of PC's running dos, OS2, and Windoze. It has a program so that u can use the Supercharger's 1 meg of memory when in TOS mode. There is also a program that is supposed to let you use the STE's ram(I have 4 meg), but the instructions are very vague and I have been unable to set it up.
Write me if you have questions.

287. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 01:20:31 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.19ml@outb.wimsey.bc.ca>
Source record: 189661

Kev-I tried compiling Mint 1.08 with Lattice 5.6, but ran into a problem-I load the PRJ file, select BUILD ALL, but then the compiler chokes on the files *.SPP. When I look at these, they appear to be assembly language files, but the asm.ttp with LC5.6 and Devpac 2 don't touch the SPP. Any suggestions? Thanks in advance.

288. wanted to buy, STALK THE MARKET

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 01:22:57 UTC
From: rge@helix.nih.gov
Message-ID: <1994Apr7.012257.12914@alw.nih.gov>
Source record: 189662

```
that's it, got one to sell? Preferrably v2.01
```

289. WANTED: Sequencers

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 01:41:31 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1994Apr7.014131.242@ultb.isc.rit.edu>
Source record: 189663

Hi,

I'm not sure if one exists, but I am looking for a Multitrack Sequencer for my Atari 1040ST(f). The only catch is that it will play *.AVR samples without the use of a MIDI. I am using a Replay 16 and I hook it right into my stereo mixer or 4-Track. The Replay 16 Editor has a built in 1-Track Sequencer, but it would be a lot easier to do what I am doing with at least a 2-Track Sequencer, if not more tracks. All the ones I have seen in PD so far seem to require a MIDI keyboard. Thanks,

Theron

290. Sig Test..

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 01:42:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2nvoef$g5n@golem.wcc.govt.nz>
Source record: 189664

```
Sig Test..
```

291. test sig

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 03:27:04 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nvui8$gt7@golem.wcc.govt.nz>
Source record: 189665

```
test sig..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

292. Re: Storm...lzh files, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 03:56:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2o00a6$h26@golem.wcc.govt.nz>
Source record: 189666

```
] For uncompressing, I like DCX_PLUS. It'll compress and uncompress .LZH,.ZI
] and .ZOO formats, and it's fast. Also like DMJ_GIF3 for .GIF conversions;
] it's got lots of bells and whistles. But I agree, GEMVIEW and SOL are both
] fine, also.
] Will try to get both uploaded, if I don't screw the transfer up, soonest.

DCX also handles .ARC which some people are _still_ using, despite the fact
that Lharc can be used with virtually the same switches, and do things
in much less time, at much greater efficiency! :)

DCXtract won't work on pre TOS 1.4 machines, but it certainly comes in
handy as a pretty decent do-it-all archiver/dearchiver!

DMJ_GIF for GIF conversion? No way, use 'Photochrome', the results
are MUCH better, and done in about a tenth of the time!
```

293. OMEN?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 04:05:28 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <765685262.1@mettav.royle>
Source record: 189667

It was none other than Wayne Barnes that wrote on 05 Apr 94 that ,
WB> OMEn comes complete with assembler, debuggr and paint prg..
WB> According to this article it says that OMEn should be available
WB> on PD libraries shortly???. Mac version in May....
WB> Is this all true?

As for the substance of what they said ...don't know . But Application's had an editorial about it aswell so I expect there is 'something' to it.

WB> Is expected to work on any hardware platform running OMEn.

I certainly sound's quite promising but exactly what 'Compatible with current GEM compiler's' mean's is somewhat vague. If it can recompile GEM source into OMEn Compatible code it'll be absolutely amazing but I seriously doubt if it will !

Someone has said it may already available . Hope someone hatch's it out on the Atari file echo's.Definately worth a look i'd say.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

294. Medusa/Pandora

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 04:18:26 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199404070418.AAA17731@top.magnus.acs.ohio-state.edu>
Source record: 189668

What is the current status on the aqusition of licsencing of the Atari TOS, ROMs?

How, have your sales been for the Medusa/Pandora?

Raymond Collins
rcollins@magnus.acs.ohio-state.edu

295. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 04:26:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2o0217$9ip@elroy.jpl.nasa.gov>
Source record: 189669

In article <2d98a039@p2.stacken.ct.se>,
Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> wrote:
>On 20 Mar 94, Simon Gornall wrote:
> > 1. Is it just me or does anyone else think the OS is now a bit more
> > flaky than the STe OS ? I mean, "SHOW"ing a file in truecolour mode
> > has never failed yet to bomb for me, and switching a modem on while
> > the Falcon draws it's desktop also bombs !!! This is under TOS - my
> > MultiTOS disk was corrupt. Hopefully Atari will supply a new one.

>This sounds strange. I have never in one year had any such problems. Actually,
>I've found TOS 4 to be very stable and crash resistant. Are you sure it isn't
>some other resident program that cause this to happen? About the modem... You
>should as a general rule never switch on or off things connected to the
>computer while it's running as this could (however unlikely) cause permanent
>damages to the computer.

I've never seen this problem before either, with ROM TOS 4.01 or RAM TOS
4.04. While Patrik's advice is very good in general, it's not something
I'd spend a lot of time worrying about. Specifically for serial ports,
the RS232 standard requires them to tolerate normal signals up to 25 volts,
and I doubt you can generate glitches of this magnitude just by pulling
a cable. Static discharges can be hundreds or thousands of volts, but
they're not going to occur across two conductors like this...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

296. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 04:39:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2o02qk$afe@elroy.jpl.nasa.gov>
Source record: 189671

In article <14835JFMBKUKIPPKOAJ@sterbbs.nl>, <davidb@sterbbs.nl> wrote:
>az>>-Anyone heard about a 8MB RAM-board for the Falcon?

>az>- what about the Falcon memory board from Toad? I put 16mb in
>az>mine, but see no reason why you just cant put two 4mb SIMMs

>There is a technical reason why the falcon works only with 1, 4 or 16
>MB. All 3rd-party ram-boards known to me only support these. If the
>toadboard works with 8MB, this would be unique.
>Actually, I would like to ask if you could try this.
>Thanx in advance.

Yes, the RAM must be 32 bits wide. Fine. If you browse thru catalogs for memory suppliers, you will occasionally find 2 MB SIMMs. You could use 4 of these to provide 8 MB of RAM, assuming your board handled 2 MB SIMMs properly. Personally, I wouldn't bother with this route, 2 MB SIMMs are probably just doctored up from pairs of 1 MB SIMMs or somesuch. Not much use when the time comes to upgrade further...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

297. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 05:41:10 UTC
From: steve-j@teleport.com
Message-ID: <2o06dm$los@elaine.teleport.com>
Source record: 189672

In article <1994Apr6.215937.18789@abo.fi>,
Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> wrote:
>There are some rumours going around concerning the version of DOOM for Atari
>Falcon. We all know that id Software developes the Jaguar Doom on Falcon-030.
>The game would be possible to convert to F-030 - but the question is: WHY will
>they NOT do it..? Is it, because nobody seems to be interested? Or is it the
>common policy just to ignore all Atari computer user's needs..? I've been

Developing Falcon games and developing Jaguar games ON a Falcon are
two COMPLETELY DIFFERENT THINGS! They aren't interchangeable at all,
so Id Software would have to start a Falcon version from scratch --
and there just isn't the money there to make it worth it (unless EVERY
Falcon030 owner bought a copy!). And that answers why hardly anyone
else is doing Falcon games -- there's only about 25,000 or so Falcon030
owners, so unless a bare minimum of 50% (but preferably 75-100%!) of
all Falcon030 owners can be expected to buy it, it doesn't make sense
financially for developers to bother with it. Most Falcon games done
so far (commercial ones, of which there are only about a dozen!) were
subsidised by Atari -- and the ones NOT done by Atari are mostly
upgraded versions of ST games (better graphics).

I know it's painful thinking about this, but if YOU were running a
software development company, YOU would do what's in the best financial
interest of your company -- just what everyone else is doing! That's
for Falcon games, though. I still believe there's a quite viable market
for ST games, though (and there's little or no reason to NOT make ST/STE
games Falcon-compatible). Atari owners are a bit more picky about the
software they buy, so it's harder to tell what kind of games to make.
Some developers release a mediocre game for the ST and, after it doesn't
sell, they proclaim the ST market dead and refuse to do anything else
for the ST. However, there are STILL some games that come out that end
up selling QUITE well for the ST (and even outsell the same title on
other platforms!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

298. Re: Tempest

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 05:41:11 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2o06dn$inh@news.dmpe.CSIRO.AU>
Source record: 189673

```
>A friend of mine told me that he's seen (and played with) some non-PAL
>versions of the Jag in Paradon (Paradox? Paragon? Parasomething, anyway)
>Computing - probably the only Atari supplier in WA.

Yeah, PARAGON Computers.

What address/phone/whatever, I will find out ...

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |
```

299. Re: HD Optimizer PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 05:46:34 UTC
From: abarbiero@delphi.com
Message-ID: <p2zv62S.abarbiero@delphi.com>
Source record: 189674

Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> writes:

>Diamond Edge 1.10 is probably the best HD repair/optimizer-program at the
>moment. It's incredibly fast, and very reliable - and supports well all kinds

I agree, I reviewed Diamond Edge a while back and can say that it is
the best program I have seen for the Atari. Took everything my HD could
do to it and lived! I keep the floppy around in case my HD wants
to gack on me.

Andreas@AEO

300. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 06:03:08 UTC
From: abarbiero@delphi.com
Message-ID: <pW1NyEc.abarbiero@delphi.com>
Source record: 189675

I commiserate with you entirely!

If you want to get this point across, why dont you write an article on this for AEO? Go nuts with it and send it to me, I will go over it for you and maybe we can get some action on the topic!

BTW, Pagestream 3 is still in the nether region... SO if anyone wants it, ya better write/call!!

Andreas@AEO

Send EMAIL to ABARBIERO@Delphi.com

301. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 08:01:02 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.kTYIg4VzSC_@elfhaven.ersys.edmonton.ab.ca>
Source record: 189676

In <2og9do$c54@percy.cs.bham.ac.uk>, Chris Ridd writes:

[> There is no documentation for the library, which might be a problem.

This is not really a problem; I've used EGEM for the installation program
of MasterBrowse and the entire ESS-Code program. All the documentation
you need is in the example program source code. It pretty much shows
you how functions should be called and how your program needs to be
structured to use EGEM. The STARTUP.RSC file contains all of the
extended objects, so you can just paste them to your resource file
and you are ready to go. The only thing I had trouble with was the
concept of being able to open any dialog box at any time, regardless of
the fact that others are currently open. Working out how _that_ should
be done was a real problem for me.

[> Also, E_GEM programs (inc. LZHSHELL 2.99) tend to override any changes
[> the user makes to the .RSC files (eg changing colours), which is not
[> good practice.

In general, it is not good practice to edit the resource files of
programs. They are the way they are for a very good reason, usally
(though colours are not usually critical, positioning often is.) I
would not blame this on EGEM, though. It is a function of the
program in question. For example, LZHSHELL allows you to change
colours from inside the program. What is happening in that case is that
the program is setting the colours to the colours used as the
defaults.

[> --Chris
[> X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
[> Cix: chrisridd@cix

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

302. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 08:21:52 UTC
From: alberto@terapin.com
Message-ID: <alberto.3mtw@terapin.com>
Source record: 189677

ATARI COMPUTER FOR SALE

ATARI 1040 STE - 4 Megabytes of Ram, Tos 1.62, stereo outputs
DMA sound, enhanced joystick ports, 4096 pallete.

ATARI SC1435 - 14' Color Stereo Monitor
Includes swivel stand and stereo cables comming from
the computer. Nice display.

Maxtor LXT 200S - 200 Megabyte 15ms Hard Drive, recently purchased
as an upgrade to a Segate 20 Megabyte Drive.
Installed in original case so there may be room
for another HD. Alot of room at high speed, VERY
very quiet.

ICD Host Adapter Plus w/clock + Software/utils is also installed in
this case. Have the original manual/disk as well as the latest
software upgrade on the hard drive.

Epson LQ-570 - 24 Pin printer, 11 built in fonts, 360x360 dpi
Can use both single sheets/envelopes, etc. or printer paper. Very
nice quality for text/graphics. Has a new ribbon, and a box of
printer paper.

Supra 2400 Baud Modem - A modem, yea.

Already installed on the hard drive, all sorts of utilities and shareware/pd
programs. This
system is in NEW condition, not used much and still in boxes with all
manuals. It was mainly used for simple word processing for school
using Word Up(included). This is the perfect system to learn on,
with plenty of memory and room to get into advanced things such as
programming(C Compiler on the HD), etc.

Need money bad, so I have to let this all go. Sorry I will __*NOT*__
sell this system in parts whatsoever. If you have any questions or
are interested, please let me know.

Asking $1200 obo.

Mail only please.

alberto@terapin.com

303. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 08:22:34 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.N8clR6c0VyI@elfhaven.ersys.edmonton.ab.ca>
Source record: 189678

In <766350797snz@filesys.demon.co.uk>, Stuart Coates writes:

[> [...bit about The RDD3 removed...]
[> [...bit about MasterBrowse removed...]
[>
[> Competition only improves the quality of software that's
[> available for the ST and this can only be a good thing for the whole
[> ST community.

True. As you say, our products are aimed at a different group of users.
On the other hand, they are both "viewers" so there will be some degree
of friendly competition. The end user will, of course, be the one to
benefit.

[> One thing that I think I can say without
[> causing a huge flame-war is that the RDD is probably the fastest due to
[> the fact it's not using GEM but it's own highly optimized routines.

Yes, I agree with you on this point as well. The RDD is the fastest
viewer available. MasterBrowse can be very fast, if used with Warp 9
or NVDI, but it is still not as fast as the RDD. As you say, this is
because MasterBrowse has to conform to the limitations of GEM. The only
way around this is to scroll by more than one line at a time (which
MasterBrowse will allow you to do).

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

304. Re: Jag-Startup

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 08:27:36 UTC
From: diehl@ionews.io.org
Message-ID: <2o0g5o$a3n@ionews.io.org>
Source record: 189679

RE: JAG STARTUP SOUNDS

There are two of them floating around, both of which I have. One of them is
the Jaguar roar, the other is the little "Have you played Atari today?" ditty.
They don't sound the greatest, even though they were sampled at 50Khz(!).

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
___________/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

305. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 08:38:17 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr7.093817@cs.man.ac.uk>
Source record: 189680

There aren't many JPEG viewers for the ordinary ST out there for two reasons:
1) an ST would be SO SLOW! at decompressing a JPEG (without the Falcon's 030, which has fast multiply and 16MHz op)
2) JPEG's are inherently going to be real-world images. I know Photochrome can do an impressive job, but you would realistically be limited to greyscale.

There is also the fact that you need a lot of memory to do the job... with most ST's out there still only 1 Meg, it would be tricky to do any picture of reasonable size.

But if there is a LOT of interest out there, I could convert mine to run on an ordinary ST... it would be quite a bit of work so there would need to be quite some interest. And it would only work in greyscale (320x200 16 grey shades) because I can't do what Photochrome does.

Comments and mail messages welcome
Dave Oldcorn

(Falcon JPEG viewer now at 3.5s for 640x400)

306. Problem with gemini and env vars

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 09:15:11 UTC
From: pschalie@mswe.dnet.ms.philips.nl
Message-ID: <1994Apr7.101511.131860@mswe.dnet.ms.philips.nl>
Source record: 189681
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a problem with GEMINI 1.99.
Several programs (make, cc) seem to "forget" the environment
varables when started from the console window. They cant fing the
programs they are supposed to kick off (cc in the case of make, and
cc0 in the case of cc).
When i leave gemini and start a shell (msh or gulam) from the atari
desktop all works well.
I have tried to use gemenv.prg, but gemini starts to complain about
illegal env names (ENV$ROOTSIZE and ENV$OPTIONS). other env
variables defined in the root.env file are available in gemini, but
the problem with make and cc still remains.
Can anybody help me?

Pim van der Schalie / PHILIPS Medical Systems Nederland B.V.
Dept.: MR Hardware Development / Building QR2310 / tel +31 40 763220
PO Box 10000 / 5680 DA Best / The Netherlands

Internet : pschalie@mswe.dnet.ms.philips.nl
DECNET : MSWE::PSCHALIE

---

307. Re: RAYOIDS and the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 10:06:12 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2o0luk$dab@vishnu.jussieu.fr>
Source record: 189682

Winglord is cool, perhaps, but I prefer the original Joust. Why supress eggs, which made 50% of the game interest ???

MB.

308. Re: Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 10:08:56 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2o0m3o$dab@vishnu.jussieu.fr>
Source record: 189683

In article c1f@vixen.cso.uiuc.edu, a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:
}bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
}
}>Magic Pockets: an arcade game, with once again wonderful graphics
}
}Is there any way to get that game to work on a mega STe? I got it

I don't know, sorry...

MB.

309. Re: MAGiX

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 10:15:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnvwHp.H3E@cix.compulink.co.uk>
Source record: 189684

In message <2da048e0@secom.ct.se>, rickard.troedsson@secom.ct.se said:
>
>Long time since I saw anything about an English MAGiX, or more important, MAGiX
>for the Falcon! ... What's up???

Mag!X should be available in the UK in about 10 days. No news of Falcon
version yet :-(

Ofir ogal@cix.compulink.co.uk

310. Re: OMEN?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 11:24:44 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr7.112444.14881@unix.brighton.ac.uk>
Source record: 189685

I have heard about it from several sources so it looks pretty much as if it does exist. It will be shareware, not PD BTW.

Thats about all I know.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

311. Re: Atari Compendium : where ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 11:28:24 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr7.112824.15033@unix.brighton.ac.uk>
Source record: 189686

If all else fails...Hisoft do overseas deliveries. They are based in the UK
and it retails for 39.99 UK pounds of thereabouts. If you have no joy anywhere
try them. I can give you their details if need be.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

312. Re: Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 11:50:41 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2o0s2h$r2o@lsupoz.apana.org.au>
Source record: 189687

Rob Adams TopFM (roba@nutmeg.ntu.edu.au) wrote:
: I am looking for a decent art package that is/will

: (a) In English
: (b) works in mono and
: (c) can work directly on .IMG files
: (including scrolling of if the image is too large)

: Does anyone know of such a beast???

I use and recommend MVG from WizWorks. It's commercial and it doesn't do quite a few of the neater drawing functions that the big packages do, but it's excellent as an image manipulator and it's fast, damn fast!

The manual's well worth reading, too, as are all of Dr. Bob's.

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

313. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 11:50:48 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr7.115048.15753@unix.brighton.ac.uk>
Source record: 189688

If all else fails you could always use those rubber cup things that you put under all the keys to get a better 'feel'. Most mag reviews I read rated them quite highly.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

314. Re: OMEN?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 12:13:22 UTC
From: tapp@uvphys.phys.uvic.ca
Message-ID: <1994Apr7.192520.16215@sol.UVic.CA>
Source record: 189607

In article <765685262.1@mettav.royle>, Graham.Irvine@mettav.royle.org (Graham Irvine) writes...
>I certainly sound's quite promising but exactly what 'Compatible with >current GEM compiler's' mean's is somewhat vague. If it can recompile >GEM source into OMEn Compatible code it'll be absolutely amazing but I >seriously doubt if it will !

I think it only means you can use Atari GEM compilers to compile code written for OMEn.

Quoting from the February 1992 OMEn newsletter:

"In addition, ATARI-GEM format programs (sorry, NOT GEM programs, just the GEM executable file FORMAT!) will work with OMEn, making it possible to use GEM based compilers (Assembler, C, Modula2, Pascal, etc) to write OMEn software. The development setup would include an Atari computer running the compiler to create the program, and any computer running OMEn to test it on, with a floppy disk being used to transfer the program to the test machine. Until appropriate interface libraries are created, a bit of in-line assembly will be required here and there for OMEn system and I/O calls."

Bob Tapp, University of Victoria
tapp@uvphys.phys.uvic.ca

315. Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 12:32:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cnw2tD.KqJ@cs.vu.nl>
Source record: 189689

I was wondering which alternative desktops exist for the Atari ST. I know of Teradesk and KaosDesk which I own both. (I use TeraDesk mostly because Kaosdesk sometimes bombs on me...) Which others are available both PD/Shareware and commercially ?

greetings,
Ivo.

PS. What is the latest version of Kaosdesk? The one I own is v2.01.

316. Re: *.IMG -> UNIX

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 12:41:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.K&i2BLyIK2s@semprini.waterloo-rdp.on.ca>
Source record: 189690

```
In <CnIo2C.LME@mach1.wlu.ca>, bilinsky keith writes:
>
> I'm looking for a program that will allow me to print *.IMG files (saved
> from notator) on my schools laser printers. I figure there should be
> somthing small that could read and print this, how about a IMG ->
> Postscript, does this exist?

If NetPBM or PBMplus is installed, this should work:

gemtopbm foo.img | p?mtops > foo.ps

Then print foo.ps the normal way. I'm not sure if it's ppmtops,
pnmtops, pgmtops, or pbmtops. You can find out like this (if you use
csh or possibly bash; dunno what you'd do in /bin/sh or ksh or zsh):

pushd `which gemtopbm`; lc p?mtops; popd

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

317. Re: Falcon games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 12:54:36 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cnw3v1.LIJ@cix.compulink.co.uk>
Source record: 189691

>I would also like to buy some Falcon specific games!
There are 3 at least ie Ishar 1, Ishar 2 and Transartica. Atari should be
releasing 4 more RSN.

318. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 12:55:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hPgP8GIVQSM@semprini.waterloo-rdp.on.ca>
Source record: 189692

In <2nftfs$1tv@golem.wcc.govt.nz>, Steve Wells writes:
> Most of what comes from atari is slow. It always has been. The software
> this is, the machines just blow dust over all their 'equals'.

That's a good one; I haven't seen any "equals" being sold in about two
years. No '386sx/16 systems, no '030sx/16 systems, just the lonely ol'
Falcon.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

319. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 13:22:17 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.41.000D5F79@pz-oekosys.uni-kiel.d400.de>
Source record: 189619

Hello!

>I tried to connect to that FTp site (ftp.cs.tu-berlin.de) and it is
>painfully slow! it took me 3 minutes just to get the first directory!
>Does anybody else have these problems?
I have the same problem! Does anybody know why?

chriSTian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

320. Re: Storm...lzh files, etc..

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 13:50:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A20678@BI.maus.de>
Source record: 189693

Hi!

>>3. Is there such a thing as a Jpeg/Gif viewer available?

If you are an owner of a F030 you can use Binaris (TC only) for GIFs or the
Brainstorm JPEG decoder for JPGs. Both are faster than GEMView.

Best regards
Olaf

321. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 13:56:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cnw6Ir.A4n@westminster.ac.uk>
Source record: 189694

In article <2nv36f$e79@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:
>] So you believe that people will not want to go for this OS because it is no
>] compatible with existing software?
>
>] Lots of people (myself included) like to use other operating systems as wel
>] use UNIX, and sometimes Linux, on mainframes. I have Minix installed on my
>] Atari hard Drive, and I use it......none of the Minix software is compat wi
>] TOS, and vice versa, but I still enjoy fiddling with Minix. A fair amount o
>] people use Minix (including those that have other platforms....DOS,System7,
>
>Minix has plenty of software available for it. A new standalone-OS for
>a system such as the ST.... I can't imagine it being a big hit!

Yes, but the OS is compatible across a wide range of machines.....PC,MAC,Amiga

Think about it.....Open Systems.....

Computing will become a nicer hobby, and less backstabbing/flaming other
computer users.

Software available for the ST, can be used o the other computers.

Just like UNIX. Most UNIX software can be used on a number of machines, just as
long as they too are running UNIX.

What about connectivity? If OMEn takes off, you won't have the need for a
different machine (PC) at work so that you can run Vista eXeed (for X Windows),
or the need for Windows for Workgroups. You can have an Atari sitting on your
desk at work, connected to the network with no problems.

Of course, it is a new OS, and of course it will have some problems, but isn't
that the same with all new OSs? eg, OS/2, or even UNIX(which were accepted by
the Uni's, but not by businesses until fairly recently).

Just think about it........ 8*)

Danny
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

322. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 14:10:00 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDHOEGVJ@jimmy.sta.sub.org>
Source record: 189623

In <2nur5o$t2q@ohlone.kn.PacBell.COM> Marco Boldt wrote :

>I tried to connect to that FTp site (ftp.cs.tu-berlin.de) and it is
>painfully slow! it took me 3 minutes just to get the first directory!
>Does anybody else have these problems?

While supporting my eMail-list I heared about this problems in some cases. And Herwig told me to use the mailserver.

I think, this should work much better.

--
bye, Jimmy

323. falcon030 AT keyboard problems with Falconspeed

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 14:53:21 UTC
From: ALBIN@stpc.wi.LeidenUniv.nl
Message-ID: <ALBIN.2.765730401@stpc.wi.LeidenUniv.nl>
Source record: 189695

I am using a IBM AT keyboard interface and case for my Falcon030
It works fine except under MS-DOS

Does anybody now how I can configure Falcon Speed to recognize
my AT keyboard?

The Dealer I bought the falcon from told me that there is a publicdomain
program available wich solves this problem. Does anybody know the name
of this program or how I can attain a copy?

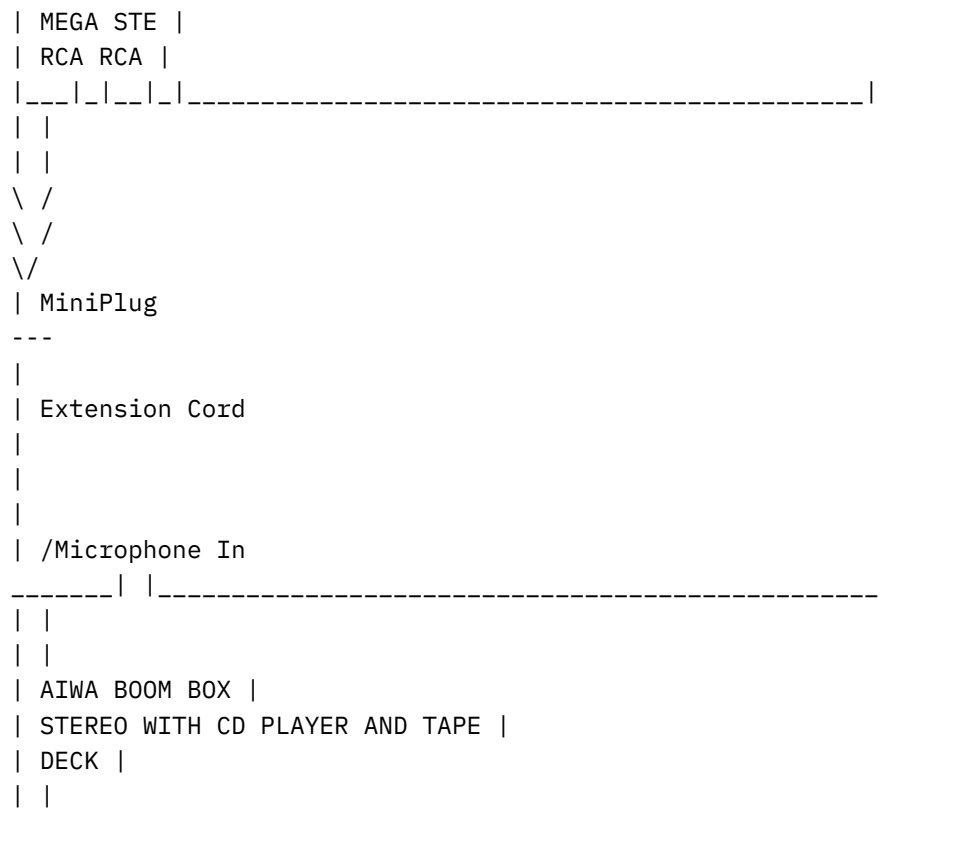
any help would be greatly appreciated.

Michael Albin.

324. MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 15:03:20 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2o17bo$a89@usenet.INS.CWRU.Edu>
Source record: 189696

Current Setup Schematics:



~~~~~~
~~~~

Ok, so how do I get stereo sound out of my STE as this setup?
Right now I have the RCA(2) to miniplug Y-adapter then an
extension cord hooked up. I get A LOT of line noise from the
computer. A screaching in the background of the speakers. Also,
when I use that extension cord I have
it comes out in MONO through the headphones. Is the line noise
caused by the MONO extension cord, the Y-adapter, or both? If I
get a stereo extension cord, will the Y-adapter be stereo, or am
I doing the whole thing wrong? Any ideas?

Benjamin Hoppe
Thomas Riker
usr1322a@tso.uc.edu
ch866@cleveland.freenet.edu

Thank you for any help.

--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks
about the size of Mickey Rooney. It's big and black and inky, and we are small
and dinky, It's a great big universe, and we're not!"

325. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 15:21:23 UTC
From: davidb@sterbbs.nl
Message-ID: <023757PWVYQCKVXNYWSU@sterbbs.nl>
Source record: 189697

hy>Yes, the RAM must be 32 bits wide. Fine. If you browse thru
hy>catalogs for memory suppliers, you will occasionally find 2 MB
hy>SIMMs. You could use 4 of these to provide 8 MB of RAM, assuming
hy>your board handled 2 MB SIMMs properly.

Sounds promising.

Personally, I wouldn't
hy>bother with this route, 2 MB SIMMs are probably just doctored up
hy>from pairs of 1 MB SIMMs or somesuch. Not much use when the time
hy>comes to upgrade further...

Couldn't just another 4 2MB SIMMs be added?

This could be the solution, now all we need is for someone to make
such a board...

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

326. QWK for BBS express

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 15:26:09 UTC
From: carl@picard.infonet.net
Message-ID: <2o18mh$d02@insosf1.infonet.net>
Source record: 189698

I have posted this question once but I forgot which group I posted in. So I thought I would hit them all:)

I was wondering if there is a QWK compatible door for BBS express 1.87(I think). This is for a friend who does not have access to the net but wanted me to check for him.

I am currently reading this group and find out now that I wish I had had an atari when I first started out. These seem like nice machines. Anyway, I am cosysop on his board in charge of the MSDOS files.

A shameless plug is in order. If anyone wants to check it out the number is 1 606 886 0914. It is kinda small right now but growing. The BBS is called Darkforce BBS and supports 1200-14.4 callers.

Any help anyone can give will be greatly appreciated.

 Sign v1.0 End of Message.
Please provide the date of your death.
ACTUAL IRS LETTER

 CLmail 0.99.99.9 and a half!

327. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 15:37:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2da437f9@kockens.ct.se>
Source record: 189699

In a strange ;-) little msg Ivo wrote:

Iv> jesper.kock@kockens.ct.se (Jesper Kock) writes:
Iv>
>> Another thing with Teradesk that i cant get to work is the viewer
>> program that was included in the Teradesk 1.38 packet.
Iv>
Iv> Version 1.38? Is it on the archive? I use v1.36 with great pleasure, no
Iv> troubles at all. (except for the bug the original desktop also has...
Iv> it bombs quite often when sectors or tracks are unreadable...)
Iv> What has been changed in v1.38 compared to v1.36 ?

There is a viewer program to view .IMG and Degas pictures directly from the
desktop by just clicking on them.Unfortually it doesnt work :-/.
Then there was some bugfixes.. Dont remember them all right now.
Download it from a FTP site..

>> It bombs with 2 bombs on my 1040 STE with Tos 1.62/2.06.
>> Any ideas..?? Someone..??
Iv>
Iv> Ah... bad luck. Think I'll stick to v1.36. I own a 1040STE also..
Iv>
Well.. 1.38 works great.. Everything exept the viewer program.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

328. Re: MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 15:45:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2o19rk$p0l@mailer.fsu.edu>
Source record: 189700

Benjamin Joab Hoppe (ch866@cleveland.Freenet.Edu) wrote:

> Ok, so how do I get stereo sound out of my STE as this setup?
> Right now I have the RCA(2) to miniplug Y-adapter then an
> extension cord hooked up. I get A LOT of line noise from the
> computer. A screaching in the background of the speakers. Also,
> when I use that extension cord I have
> it comes out in MONO through the headphones. Is the line noise
> caused by the MONO extension cord, the Y-adapter, or both? If I
> get a stereo extension cord, will the Y-adapter be stereo, or am
> I doing the whole thing wrong? Any ideas?

Instead of using the microphone jack, try using the "aux" or "tape2" (RCA pinplug pair). Get yourself a decent RCA patch cord (I bought a gold tipped one for about $10) and plug it into computer and boom box. Mine sounds great.

You should only need a standard RCA pinplug pair patch cord, no adaptors or anything. You are getting shitty sound from the microphone jacks because they are not designed for amplified input.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

329. Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 17:02:36 UTC
From: magic@mtu.edu
Message-ID: <2o1ebc$puv@maxwell5.ee>
Source record: 189601

Does anyone here know of a package for the falcon to sample/edit/replay
stereo samples...doesn't have to be anything fancy (i.e. a tracker)
any info would be appreciated...

-Magic

330. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 17:53:59 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2o1hbn$3o6@nasim.sta.sub.org>
Source record: 189602

azog (azog@world.std.com) wrote:

> First, youll need GCC and its related support files.
> You can find these in:

> ~/Mint/Libs/mntolb44.zoo
> ~/Mint/Libs/mntinc44.zoo
> ~/Gnustuff/Tos/Gcc/gcc258b.zoo

Users with a small amount of memory should look for a gcc-2.3.3.

> mntolb44 is the object libraries (ie: compiled). If you wish to
> build the object libraries yourself, youll want to get mntlib44.zoo.

Note: Builing the MiNT-Library will need about 12 hours. Using gcc on
a minix-filesystem will help a lot!

> Youll also want make, unless you wish to compile each module by hand:

> ~/Gnustuff/Tos/Gnumake/gmake362.zoo

Get GNU make 3.68 or later.

> The makefile uses byacc:

> ~/Gnustuff/Tos/Bison/byacc.zoo

Not really needed, because asmtrans.ttp is included in the Sources of
MiNT. Just comment the asmtrans-part out and make sure this binary is
not deleted if you do a "make clean".

> There are also two util files:

> ~/Mint/Gcc/butil33.zoo
> ~/Mint/Gcc/mgutil36.zoo

You only need one of these Files: PL36. (BTW: PL37 is out for months).

> These contain stuff like gdb.

No. The debugger is in a seperate package. You need this package
because it contains the linker (gcc-ld). There are also some tools
like xstrip, printstk, fixstk, gcc-ar included.

> And youll need a good shell, one that passes parameters, and allows
> you to set variables. Gulam works fine, or one of the version of
> Bash. Define several variables:

Many versions of bash are broken and gulam is not a MiNT aware shell
(no job control, ugh!). Get ksh or tcsh if you have problems.

> setenv GCCEXEC /bin/gcc-

Not needed if the gcc-* are in /usr/lib/gcc-*

> setenv GNULIB /lib

Not needed if the *.{o,olb} are in /usr/lib

> setenv GNUINC /include

Not needed, if the header files are in /usr/include

> setenv TEMP /tmp

Not needed for gcc, if it is in /tmp. But helpful for other programs.

> set PATH /bin

Mandatory. Only gcc.ttp and the tools without gcc-* reside in one of
the directories in PATH.

> GCCEXEC points to the .ttp files that you extracted from the GCC
> binary distribution. I put mine in /bin (or \bin if you prefer),

You should set your environment variables with backslashes '\' and put
them into the environment-variable PCONVERT - a comma seperated list
of environment variables.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

331. Want to buy Migraph's Touch Up

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 17:56:29 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CnwHuB.CLq@cbnewse.cb.att.com>
Source record: 189603

If you have a copy of Migraph's Touch Up that you would like
to sell, send me details, please. Price, version and if you
will give me a letter of transmittal. I need both documentation
and original disks. Wayne Booth

332. Re: Atari customer service (was MiNT stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 18:15:30 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2o1ik2$n8m@vixen.cso.uiuc.edu>
Source record: 189604

scotty@verdix.com (Scott R. Chilcote) writes:

>aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>>In <2nag06$t8n@vixen.cso.uiuc.edu> a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:

>>>Yuck. Has anyone here, ever, gotten any useful response from Atari about
>>>anything? ...

>While I haven't gotten a lot of help from Atari Management (much the opposite)
>they do have some good people working in the tech area.

>I called there after I got my Falcon

[... favorable words deleted ...]

How does one reach this magical tech department? What's the number?
Do they do e-mail?

(Speaking of which, how come no one from Atari is ever on this newsgroup?
Or am I just not noticing their posts?)

~Adam
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

333. Re: TEST - Ignore *

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 18:45:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2da46346@p2.stacken.ct.se>
Source record: 189605

Hi, Bales_N! On 06 Apr 94, you wrote:

> From: Bales_N@CIRAD.fr
>
> CEO document contents:
> J'espire que ceci fonctionne...
>
> _)|||(_/
> .o o. Hello !
> (-) _/
> \u/

Test failed. How can one ignore such a pretty? :-)

```
_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se
```

334. Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 18:47:58 UTC
From: davidb@sterbbs.nl
Message-ID: <011362WFJMWETKWXBPJH@sterbbs.nl>
Source record: 189606

ip>I was wondering which alternative desktops exist for the Atari ST.
ip>I know of Teradesk and KaosDesk which I own both. (I use TeraDesk
ip>mostly because Kaosdesk sometimes bombs on me...) Which others are
ip>available both PD/Shareware and commercially ?

Gemini (v1.99, 31-12-93) is probably the most complete, functional
and comfortable:
- build-in unix-like cli (in window on desktop)
- two icon-sizes / gdos fonts for windows
- icons on desktop (ofcourse)
- virtual-links (or how do they call 'm): sort of automatically
generated batchfiles. (Alowes for neat organisation of all your apps)
- smart acc-protocol: acc's can be installed as application , klicking
on a file will open the acc-window on the desktop getting the name
of the file passed as parameter. If written for use with gemini:
1st-view, gemview, acc-clock, browser, takeoff (app-launcher),
treeview, imploid (-very- neat archive acc in window)
- multiple file-names can be passed to apps.
- can start apps as overlay (gemini is removed from ram, freeing
memory for the app, later restarted)

This list of features is far from complete, but i think gemini is the
best. It is rather large (1.5MB) and takes up several 100KB ram (but see
last point above).

Ease is a commercial package, with some of the features of gemini
(acc-protocol) and some features no other desktop has (close-window-
in-one-go and window-to-background gadgets). Is smaller than gemini.
I bought this package, but now use gemini again...

If you have little HD en RAM -space, i think Teradesk is best (v1.38
is the latest).

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

335. Re: TCP/IP, SLIP or PPP connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:14:08 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2o1m20$rq1@charm.magnus.acs.ohio-state.edu>
Source record: 189608

I also had problems with the tuw_tcp, forget using it under MTOS and I had to really jimmy it around to work at all on my Falcon under normal TOS. Anyone had any success with the New MiNT packages. That might be the route to go.

Dan Ackerman
ackerman.29@osu.edu

336. Re: Shareware registrations (Was: GDOS FONT EDITOR)

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:21:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2o1mg3$mvg@golem.wcc.govt.nz>
Source record: 189609

```
] > and that's why SW authors should ask for $50 instead of $5 ....
] > registering a $5 program is like giving money to the banks ...
]
] One possibility to waste less money on the bank is to make a joint contribu
] from several people in your country at once. This way, you pay less overhea
] and also make it easiser for the receiver to cash the money. I've done this
] myself on several occasions with good result.

I just wrap up the equivalent amount of local currency required in the
letter describing what I want and where to send it! Then, the next time
the receiver is near a major bank, or 'Bureau De Change', or an Airport,
they can change the currency to the local one. That way, no-one loses
anything unless they charge for the currency conversion which I'm not
sure about! It's always worked in the past, (I registered Antidote and
Utopos using this method and the authors were quiet happy with the method!)
```

337. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:23:40 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2o1mjs$rr4@charm.magnus.acs.ohio-state.edu>
Source record: 189610

Just to stir things up a litle. But sorry programming on the Jag and on the Falcon are not completely different. In Id's case it would be because of the direction the are coming into it from, but if you have extensive knowledge programming on the Atari 680x0 series you have a leg up on outsiders. In reality there is a lot of comparison between the Jag and the Falcon from an Atari programmers point of view. If you can make the Falcon jump through hoops then the jaguar just gives you more toys.

Dan Ackerman
ackerman.29@osu.edu

338. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:29:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2o1mtv$n0i@golem.wcc.govt.nz>
Source record: 189611

```
] ip>I was wondering which alternative desktops exist for the Atari ST.
] ip>I know of Teradesk and KaosDesk which I own both. ( I use TeraDesk
] ip>mostly because Kaosdesk sometimes bombs on me... ) Which others are
] ip>available both PD/Shareware and commercially ?

Teradesk v1.38
Geneva v1.2 (Not _really_ a replacement desktop, but it can be used
as one!)
NeoDesk v3.03/v3.04/(v4.xx) - The BEST there is, commercial.
Gemini v1.99?
KaosDesk v? Old but small and does most of what is needed

There's lots more, but that's the major ones!
```

339. Re: Falcon games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:39:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94097.153911STIRRE31@MAINE.MAINE.EDU>
Source record: 189612

```
Atari UK tells me that they should be releasing Falcon specific
games at the end of April. Hopefully they'll make it to the states
soon after....
-scott tirrell
```

340. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:40:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnwMoA.6pv@cix.compulink.co.uk>
Source record: 189613

In message <1994Apr05.155205.18239@sco.com>, donaldp@scowpat said:
>
>Does anyone know if the Apple CD300 Rom will work with an ST?
>They are so cheap now that it is very tempting to get one!
>If they do work, what software do I need to use one? I am
>assuming that metados is enough, and that it will work with
>MiNT. Am I missing anything?

It works very well. You will need Extendos, Metados or MiNT to access it.

Ofir ogal@cix.compulink.co.uk

341. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:41:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnwMoC.6qM@cix.compulink.co.uk>
Source record: 189614

In message <01HAV13GE22A8WWIIL@SNYONEVA.CC.ONEONTA.EDU>, FELDAK79@SNYONEVA.CC.ONEONTA.EDU said:
>
>Sometime ago I saw some discussions regarding Atari developing a modem
>entirely in software via the powerful 56001 DSP chip in the Falcon.
>
>Does anyone know about this and what is the status of it?
>
>It is it vaporware as most Falcon specific apps are?
>
>I'd appreciate any info on this...

It is vaporware but that's not the case with 'most' Falcon apps. We have a real Cubase Audio available with a 16 track version coming soon. HiSoft Voice Mail system will be available shortly (I have it here working). There are many programs that make use of the DSP, the extra resolutions, etc.

Ofir ogal@cix.compulink.co.uk

342. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:42:22 UTC
From: djs@jet.uk
Message-ID: <1994Apr7.194222.7826@jet.uk>
Source record: 189615

In <Cnw2tD.KqJ@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>I was wondering which alternative desktops exist for the Atari ST. I know of
>Teradesk and KaosDesk which I own both. (I use TeraDesk mostly because
>Kaosdesk sometimes bombs on me...) Which others are available both
>PD/Shareware and commercially ?

NeoDesk is the best (IMO). I was mortified when it didn't run on my Falcon,
and I had to cope with the TOSsy desktop. I now have a Falcon version
of NeoDesk (v3.03).

3.04 is the latest, but that's justs 3.03 with a few patches to make it work
with Geneva. Version 4 has been RSN for some time...
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

343. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 19:42:41 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94097.154241STIRRE31@MAINE.MAINE.EDU>
Source record: 189616

I keep hearing about Gemini. Where is it available? Does it
run on the Falcon? And does it run with Geneva?
thanks,
scott tirrell

344. Latest gcc includes

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 20:05:12 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr7.200512.6197@beaver.cs.washington.edu>
Source record: 189617
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can somebody please send me the latest includes for gcc.

This includes AESBIND.H with all the commands for AES 3.4 and above.

Also, does gmlibo30.zoo contain GEM libraries for these commands as
well. Commands from AES 3.4 include objc_sysvar(), appl_getinfo(),
and others.

Thanks,

Stuart Denman

345. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 20:15:52 UTC
From: djs@jet.uk
Message-ID: <1994Apr7.201552.8133@jet.uk>
Source record: 189618

In <1994Apr7.093817@cs.man.ac.uk> oldcornd@cs.man.ac.uk (David Oldcorn) writes:

>There aren't many JPEG viewers for the ordinary ST out there for two reasons:
>1) an ST would be SO SLOW! at decompressing a JPEG (without the Falcon's 030,
> which has fast multiply and 16MHz op)
>2) JPEG's are inherently going to be real-world images. I know Photochrome can
> do an impressive job, but you would realistically be limited to greyscale.
>...
At the risk of repeating something earlier in this thread (I missed the
start of it), GemView (German shareware, docs/menus etc also supplied
in English) works on an ST. It decodes and displays multiple formats
(incl JPEG) and can save in many formats too (eg uncompress your JPEGs
to 24-bit colour TIFF, if you want, even on a mono ST). Of course,
it's not as fast as on the Falcon, where it will utilise the Brainstorm
DSP decoder if available, but it works. Registration is 18 quid (UK)
or something like 40DM (Germany). I think someone (Lexicor?) handles
registrations in the US. Free versions (with a few limitations) are
available at the usual sites.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

346. Re: Want to buy Migraph's Touch Up

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 21:01:48 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2o1sbs$nv5@mailer.fsu.edu>
Source record: 189620

wayne.a.booth (trek@cbnewse.cb.att.com) wrote:
> If you have a copy of Migraph's Touch Up that you would like
> to sell, send me details, please. Price, version and if you
> will give me a letter of transmittal. I need both documentation
> and original disks. Wayne Booth

The latest Purple Mountain Computers ad has two TouchUp's listed.
One says "TouchUp" for $12, the other "TouchUp 1.6" for $39. This is
a used software company, by the way.

Their number is: (206) 399-8700.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

347. Re: FAQ: GDOS drivers 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 21:04:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A65011@SL.maus.de>
Source record: 189621

In article CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:

Hi Gerd!

GC>From me -> Internet News or on the way from Internet -> MausNet?
I guess this has happened because I've set a limit to line length in my Maus (SL). There I've set it to 80characters, because I don't want to shock other Mausers with lines longer than this standard.
In German:
(In meiner Heimatmaus habe ich 80Zeichen/Zeile eingestellt, damit ich nicht andere Mauser mit Texten, die breiter als dieser Standard sind, schocke)

Did you - and the others in the InterNet - get the table as it should be?
(Sind die Tabellen bei Dir - und anderswo im InterNet - korrekt angekommen?)

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

348. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 21:04:30 UTC
From: terryh@maryment.Eng.Sun.COM
Message-ID: <2o1sgu$hbc@engnews2.Eng.Sun.COM>
Source record: 189622
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,misc.arts.anime,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article aep@hebron.connected.com, warrl@hebron.connected.com (Donald Edwards) writes:
}>LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
}>: <<chain mail bullshit deleted>>
}>
cliped
}>
}>Not necessary. Simply mail the message back to the source. You'll have
}>to type in the source's address, but that should be on the screen (and if
}>you are on a dial-in line with an intelligent terminal program, you might
}>be able to lift it off the screen and send it back.)

Here is an even easier way:
Just do a reply to poster / include
and add your favorite *I can't believe it* messge!!

So simple I usually do it more than once.
Well THEY started it ...

-Sandman

349. Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 21:37:24 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2o1uek$fvp@m.ehd.hwc.ca>
Source record: 189624

Does anyone know the range of serial numbers of the early STEs that were
affected with faulty DMA chip(s)?

Thanks

--

Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada
---

350. Calamus DTP Guide - where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 22:13:09 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Apr7.191309.22772@dal1>
Source record: 189625

As a recent purchaser of Calamus 1.09N, I'm looking for the 'Guide to Calamus Desktop Publishing'. DMC doesn't have any more supplies (and doesn't plan any more print runs) and Toad apparently hasn't had any in stock for several months. Any suggestions? TIA.

John

351. Falcon paint program: Rainbow!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 22:30:30 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cnwulu.258@freenet.carleton.ca>
Source record: 189626

Have any of the Falcon users out there seen the Falcon paint program called Rainbow? It looks GREAT! Even though it is quite limited in its features (it is only a demo version) it looks like it has a lot of promise. It works very well on both RGB and VGA monitors. On my SVGA I can even get 320x280. It reminds me a lot of Neochrome on the ST. The program is extremely small (written in assembly I believe) and uses hardware scrolling to move about a virtual screen (all the tools don't fit on screen at once).

Does anyone know if the authors are on the net? Is the final version complete? I am definately interested in getting this program. (I found it on ftp.tu-clausthal.de /pub/atari/falcon/graphics/painter)

If you have any information please post it here.

thanks

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

352. Calamus UPGRADE AND AMNESTY OFFER

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 23:07:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2o23n7$1ij@uqcspe.cs.uq.oz.au>
Source record: 189627

All North American DTP users, even pirates, read this:

UPGRADE AND AMNESTY OFFER

DMC will upgrade any other Atari DTP program to Calamus SL for US $200.00 or $260.00 CDN. (A pirate version of Calamus counts during this one-time offer. This amnesty will not be repeated).

Simply put, I am offering you the exact same upgrade price that I offered to my own Calamus 1.09N customers. I think you'll agree that I cannot do better than that. Please take advantage of our offer. You will not be sorry.

To order, send DMC a photocopy by mail or fax of your original DTP program disks from whichever program you are using, (a screen snap shot of your Calamus info screen located in the top left-hand corner of the program if you have a pirate version or just mail in the disk) your name, address, telephone number and a listing of the computer equipment that you own, plus the upgrade fee of US $200.00, or $260.00 CDN. and $10.00 for shipping and insurance in North America. Payment made be made by Visa, Mastercard or Money Order in Canadian or US dollars by telephone, fax or email.

DMC recognizes that you can become comfortable using a program. Further, we acknowledge that there are many excellent features in other DTP programs which may be of value to you. We do not ask you to trade in your original disks. Keep them. We're confident that once you learn Calamus SL you'll never look back! This offer, extended to all Atari computer owners in North America, will expire May 30, 1994 and will not be repeated.

//// Calamus SL

As was anticipated, the new modular design of Calamus SL has become the centre of a powerful and ever-expanding universe of desktop publishing tools.

The standard Calamus SL package contains:

[] A 600 page manual
[] Four program disks with 12 standard modules:
[] Clipboard Module
[] Page Module
[] Frame Module
[] Text Module

[] Text Style Module
[] Line Module
[] Raster Area Module
[] Document Converter Module
[] System Parameters Module
[] PKS-Write Module
[] Raster Generator Module
[] Focoltone Module
[] Printer Driver Generator Utility

The above, along with the main Calamus SL shell, contains over 1,000 features!

For those of you familiar with Calamus 1.09N, new features and powerful enhancements from Calamus 1.09N to Calamus SL include:

The ability to accept modules, internal or third party. The ability to process and pre-process large passages of text with speed and precision. Extended raster control with freely definable raster angles and widths. Intensity and contrast can now be corrected, while an integral histogram allows you to optimize an image for your output device. The PKS-Write Module provides standard word processing functions plus the ability to edit layout information. The addition of Cache and Virtual Memory speeds up and extends memory-dependent functions. Create hundreds of macros, each assigned to a definable key binding which can be saved and automatically installed in each work session.

[] Open up to seven documents at a time.
[] Cut & paste to our new scrolling clipboard.
[] Create and assign master pages (style sheets).
[] Create and save text style lists.
[] Expand, compress and skew text.
[] Rotate and mirror frames, including group frames.
[] Control frame placement and size to (7) seven decimal places.
[] Print parts of pages (tiling).
[] Define more than 16 million colours and save in colour lists.
[] Set units of measurement for pages, fonts and lines.
[] Choose write modes: transparent, opaque and inverse.
[] Align frames to other frames.
[] Define vertical alignment settings.

DMC brings "WYNIWYG" (What You Need Is What You Get) to desktop publishing. The modular concept means that you purchase exactly what you need today, with the knowledge that additional modules are available when you require them. Your choice is now easier and more economical, since you will be purchasing specialized modules, rather than entire packages.

Currently, more than a dozen modules and scores of drivers are available for use with Calamus SL. We will publicize the availability of new modules, drivers and upgrades through our normal Customer

Support channels, as well as through periodic mailings to our
registered users and press releases to all serious Atari publications.

Sincerely,

Nathan Potechin - President
DMC Publishing
2800 John Street, Unit #10
Markham, Ontario Canada L3R 0E2
GEnie: DMCPUBLISH Tel: (905) 479-1880
Delphi: DMCPUBLISH Fax: (905) 479-1882
Compuserve: 76004,2246
Internet:DMCPUBLISH@GENIE.GEIS.COM

You can't get much fairer than that. More companies should be so bold.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

353. HELP with decompression wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 23:23:53 UTC
From: hallvart@ifi.uio.no
Message-ID: <2o24m9$ehe@holmenkollen.ifi.uio.no>
Source record: 189628

I've been trying to decompress files using "DC Extract" which seems to work fine most of the time, but occasionaly it won't work with some software.
I got recommended to use "Lharc 2.99" and "STzip 2.4" which I've dowloaded together with a bunch of ARC and other ".TTP" programs.
I'm getting very confused as to what I need and can use. I've tried using the .TTP programs, but I've never made it work. I've tried using all sorts of different combinations of "code" to decompress files, but I just can't make anything work, so I've sort of given up the command line thing.
The .LZH and .ZIP programs seem to be taken care of with "Lharc 2.99" and "STzip 2.4", but what about .ZOO .LHA .ARC and .Z (UNIX style compress)?

I've downloaded the "Compress program" and "Gzip" too which are supposed to handle .Z files but they're both .TTP programs, and I can't find the right command to use to decompress.
I'd like to find GEM programs for the rest too, just like "DC Extract", "Lharc 2.99" and "STZip 2.4". Any suggestions to which program(s) I should use, and what to type in the command line for the .TTP programs?

My system compromises of a 520STE with 2MB RAM and TOS 2.06 I use a RAMdisk where I do the decompression. By the way, is it possible to get a RAMdisk that automatically loads up certain
programs? I have a "startup" disk with the RAMdisk, decompression software etc. and I always
have to copy over the decompression software to the RAMdisk first. Is it possible to make this
happen automatically?
Thanks.

Hallvard, Oslo, Norway

354. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 23:56:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2o26iu$ofr@golem.wcc.govt.nz>
Source record: 189629

In article <2nur5o$t2q@ohlone.kn.PacBell.COM>, mboldt@kn.pacbell.com (Marco Boldt) writes:
>I tried to connect to that FTp site (ftp.cs.tu-berlin.de) and it is
>painfully slow! it took me 3 minutes just to get the first directory!
>Does anybody else have these problems?
>
> Marco

Yes I think that Uni is part of the Old Berlin Under Ground railway, or has
water got into the cables..:-)

They must be because they are on some end of a long link of nodes...

We have that problem here...

Its a pity as its the best Archive site in Germany, and very well run...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

355. Re: Falcon games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-07 23:58:32 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr7.235832.25150@abo.fi>
Source record: 189630

In <01HAV5TUMQQA8WWQCF@SNYONEVA.CC.ONEONTA.EDU> FELDAK79@SNYONEVA.CC.ONEONTA.EDU writes:

> Simply put, ST games and Falcon games from major developers are a pipe dream
> in the era of PC clones and cheap MACs...
> Why? It's a matter of economics!
>
> In the US, there may be only 20,000 active Atari users still around against
> as many as 50 million PC owners!!!
>

In the world there are more than 3 million (!) Atari-users. That means lots of buying-power... I can't say you are wrong - but consider this anyway: in the PC -world all the software publishers have to compete very (I mean _very_) hard to get their share of the money. Why? First, there are so unbelievably many games (and other software..) existing that it's very difficult to sell enough some single game. In Atari-world, e.g MicroProse has told (in ST-Format mag.) that the ST-version of F1GP sold more than 50.000 copies. Notice: sold. I doubt they were very disappointed.. 50.000 games is much even in the PC-world!
In the same ST-Format many other sw-houses announced their ST-games selling figures. I can't remember exact numbers, but many games went well over the 30.000 point (e.g Civilization, Sensible Soccer, Dungeon Master).
I still think that it is very possible to make money with ST/Falcon-games - especially in the Europe. But these games have to be really good.

>
> After countless failures in the Atari market - many developers don't even
> bother to produce Atari stuff anymore. Could you blame them?
>
Yes, I could... Some have failed, but many have succeeded as well. One thing that software-houses have mostly not understood, is this: people don't buy quick-and-dirty, cheap conversions. Games that don't support STE, Falcon, hard-disks, etc. Well, not most of them (exception: F1GP..). Good games sell mostly well.

> 1) Atari barely supports their hardware
> 2) There are only two US Atari mags in print and a half-dozen on-line and
> disk mags to advertise products in. Compare this to the PC world where there
> are literally dozens of publications!
> 3) Software development on a commercial scale is costly. There are lots of
> costs and expenses involved. No developer wants to lose money on each
> product!
>
> 4) Atari hardware and Software (in the US) is only available from a couple
> of hundred dealers. Compare this to a couple of hundred locations for the
> PC in just one city like LA or New York!

>
> Now, I know the European market is more promising than it is in the US but
> the figures show that Commodore sold substantially more hardware than Atari
> did and PC clones are getting cheaper and more competitive.

European market is a totally different thing.. Very often, after reading an
American Atari-mag, one feels somewhat strange. Things seem(ed) pretty gloomy
there. But take a German mag, e.g ST-Computer =-) ! Wow..! Software, hardware,
new things... Even a porn-game by Teresa Orlowski for Falcon! ;-)
Here, in Finland, Atari's situation has always been quite the same as in the
USA - that is, quite hopeless. But still, Germany is near, and there Atari
lives pretty well. Let's hope that their new 68040-TT's blow some more fire to
their professional Atari-market.

> This is not to say that the Atari market is devoid of talent - quite the
> contrary! However, many potential Atari developers are simply turned off
> by the uncertain future of the platform and the fact that they will earn
> FAR LESS money on the Atari market than they could in the PC or even the
> Amiga markets for the same work and time, etc.
>
> I don't want to flame Atari but let's be honest with eachother and stop
> hoping for things which are unlikely to come!

It's kind of sad to hear that - because what will happen, is very strongly up
to us. If we don't believe in what we use - why should the others believe..?
One can "surrender", when the hope is lost. I don't believe that the hope is
lost at all. The PC-world will be in trouble soon, because DOS can't survive
much longer. That's what the professionals think, at least - and they should
(?) know. That means some kind of chaos, as means Apple's Power-PC circus. In
the middle of that chaos - especially, if C= dies away, as seems, there may
well be room for Atari in the computer world again. Of course, that needs new,
better computers, OS's, etc - but that's exactly what Atari-developers in
Germany, USA, France, ... are making. Medusa-040 e.g is a fine computer, don't
you agree?

> I would also like to buy some Falcon specific games!

We all want to. That's why we got to get our message through to the
game-makers.. ;-) ! They don't know we exist - but we do...!

356. Re: Atari Compendium : where ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 00:09:40 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Apr7.200940@helix.nih.gov>
Source record: 189631

In article <94095.154441STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU>
writes:
|> The only Atari area that I know of in the D.C. is Toad in
|> Maryland (and I don't know how far of a drive that is).
|> Call them at (800) 448-TOAD to order. Or maybe a bookstore
|> could order it if you have the book information?
|> -scott tirrell

Toad Computers is about an hour's drive (maybe a little less) from
Washington. D.C., not far from Anapolis, MD, and worth a visit if you're
an Atari aficionado and happen to be nearby...

--
___ O== ==O "It's deja vous all over again."
|__) ICK O== ==O [sic]
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

357. Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 00:31:24 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr8.003124.25871@abo.fi>
Source record: 189632

I don't think Id Software would necessarily make a silly decision, if (and if..) they decided to make Doom for Falcon. For one thing, I want one - and so do most of us, Falcon-owners, I believe.. Who _wouldn't_ want DOOM..? ;-)
So - it might help Falcon-sales, bring money to its maker - and maybe even create some good publicity at least in the Atari-world.

To everyone saying: "To make Atari-games is to lose money.." I throw this question: why do Silmarils Software make Falcon-only games (like Ishar 1, 2, 3, and Transarctica)..? Do they lose money? I doubt that - strongly.
They just have some courage that most software-houses don't have.
Maybe Id Software is small enough to have such courage, too...
Maybe not.

Civilization for the ST became reality, thanks to all those people in G.B writing to MicroProse, telling them: "We _want_ it!". So, finally they made it - and it sold very well..! Can we learn something from that?
Maybe one thing. If we don't act together, we won't get anything.

358. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 01:06:48 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Apr08.010648.127530@zeus.aix.calpoly.edu>
Source record: 189633
Body handling: HTML body converted to readable text

In article <2nhbpp$3ta@percy.cs.bham.ac.uk>,
Ian M Rae wrote:
>In article <2ngfgq$36m@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells)
writes:
>
>>
>>] -Anyone heard about a 8MB RAM-board for the Falcon?
>>
>> They handle 16meg without boards. And there are boards which let them
>> have over 100meg! (Rumored, I'm not sure if it exists). Confirmed boards
>> will give access to around 32Meg. The falcon at 16meg can only access
>> 14meg of it due to the system using 2meg for bits 'n' pieces.
>>
>
>Ah but the thing with this is that 4meg ain't enough for multi tasking and such
>like but 16meg costs far too much... I for one would love to get 8meg in my
>Falcon so that I can use MultiTOS for all development work.
>
>I have heard about some 8meg boards but they are apparently a bit of a hack and
>tend to be slower than accessing 4 or 16meg of RAM, I don't know why this should
>be. Perhaps someone has one and can comment ?

Not so. The 3rdparty boards that allow over 16MB of memory do so in
the same manner as for the TT - there is two memmory spaces - slow and fast
RAM - where the slow ram is the ram that has to contend with the video fetches
(ie the falcon ram that can only be expanded to 14MB) and the other ram space
that is only limited by the addressing hardware (4GB - 16MB - misc (I think)
). Therefore, if you got one of the 32MB memmory boards, not only would you
be able to put in an _additional_ 4MB (making 8MB) but it would be faster than
the present 4MB. The reason they are a "hack" (literally in that wires may
need to be cut/added) is because Atari did not give the Falcon a standard port
for accessing memory in the secondary memmory space, so the 3rd parties had to
find "creative" methods of getting that memmory in there.

BTW, the big chunk of those "bits and pieces" mentioned above is the
space set aside for the ROMs.

>Cheers
>
>Ian
>

-MikeB

359. Re: *.IMG -> UNIX

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 01:45:55 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2o2d0j$mv@elroy.jpl.nasa.gov>
Source record: 189634

In article <H.eg.K&i2BLyIK2s@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <CnIo2C.LME@mach1.wlu.ca>, bilinsky keith writes:
>>
>> I'm looking for a program that will allow me to print *.IMG files (saved
>> from notator) on my schools laser printers. I figure there should be
>> somthing small that could read and print this, how about a IMG ->
>> Postscript, does this exist?
>
>If NetPBM or PBMplus is installed, this should work:
>
>gemtopbm foo.img | p?mtops > foo.ps
>
>Then print foo.ps the normal way. I'm not sure if it's ppmtops,
>pnmtops, pgmtops, or pbmtops. You can find out like this (if you use
>csh or possibly bash; dunno what you'd do in /bin/sh or ksh or zsh):

pnmtops ought to work, that's the "any format" converter. (pbm=portable
bit map, pgm= portable grayscale map, pnm=portable aNy map...)

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

360. Query: ALADIN Mac emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 01:52:50 UTC
From: brian@mel.dit.csiro.au
Message-ID: <1994Apr8.015250.17783@mel.dit.csiro.au>
Source record: 189635
Cross-posted to: comp.sys.atari.st,coms.sys.atari.st.tech

Any users of this plug in Mac emulator out there. I'm having
problems with using the thing - installation is fine up to
the point of starting to use it, when the ST freezes up completely.

Email please,

thanks in advance,

brian@mel.dit.csiro.au

361. Re: RAYOIDS and the Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 02:18:00 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2o2eso$9pd@scapa.cs.ualberta.ca>
Source record: 189636

bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:

> Winglord is cool, perhaps, but I prefer the original Joust. Why supress eggs,
>which made 50% of the game interest ???

> MB.

Oh yeah, the eggs, I forgot about those... yeah those are cool- but I like
the sound better on winglords... ;)

At least he added missles... :)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

362. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 03:59:43 UTC
From: jhenders@vanbc.wimsey.com
Message-ID: <2o2krf$soj@wolfe.wimsey.com>
Source record: 189637

dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:

> Just to stir things up a litle. But sorry programming on the Jag and on
>the Falcon are not completely different. In Id's case it would be because of
>the direction the are coming into it from, but if you have extensive knowledge
>programming on the Atari 680x0 series you have a leg up on outsiders. In
>reality there is a lot of comparison between the Jag and the Falcon from an
>Atari programmers point of view. If you can make the Falcon jump through hoops
>then the jaguar just gives you more toys.

I don't know if anyone read Dave Taylor's article on the Jaguar,
but in it, he implied that he'd be using the Falcon just long enough to
port the development tools he wanted to his NeXT. PC Doom was done on
the NeXT as well.

Me, I'm waiting for Linux Doom. It's sad to say, but linux probably has
a larger installed base than the Falcon.

--
John Henders -- Wimsey Information Systems.
Vancouver's original internet service provider.
Dialup SL/IP and PPP for Mac, DOS and Windows
Voice: (604) 421-4741, FAX: (604) 937-7718

363. DECstation 3100 gcc cross bianaries

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 04:54:04 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Apr8.045404.23348@news.csuohio.edu>
Source record: 189638

I just built gcc 2.5.8 on a decstation 3100. It may have the
path /users/stay/llunch hardcoded, I don't particularly want to fuck
with it. I have it, along with the old object format as, ld etc., in
a zoo high compression archive. I haven't had any luck with the new
object format gcc and gdb on the atari, so I didn't bother to build
executables on my unix account. If you want executable, email me and
I will mail you back executables in a week or so.

Jason

364. Atari 20meg SUPRA HD For Sale $100

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 04:55:22 UTC
From: jhurwitz@access.digex.net
Message-ID: <2o2o3q$ebf@access3.digex.net>
Source record: 189639
Cross-posted to: dc.forsale,comp.sys.atari.st,comp.sys.atari.st.tech

I have an external Atari SUPRA 20meg Hard Drive to sell. I'd like to
get $100 for it. Buyer pays shipping, or pick up in DC area.

Send email if interested.
--

- jhurwitz@digex.net ---------- LINUX, the choice of a GNU generation -
---

365. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 06:32:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da5088a@secom.ct.se>
Source record: 189640

In a message of 07 Apr 94 17:21:23, Davidb wrote:

D> hy>bother with this route, 2 MB SIMMs are probably just doctored up
D> hy>from pairs of 1 MB SIMMs or somesuch. Not much use when the time
D> hy>comes to upgrade further...
D>
D> Couldn't just another 4 2MB SIMMs be added?
D>
D> This could be the solution, now all we need is for someone to make
D> such a board...

No .. 2Mb SIMM:s are almost as expensive as 4Mb SIMM:s ... it's not worth it
....

(I repeat: Why not use 8 1Mb SIMM:s and have logic deside which "bank" to use
depending on the address)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

366. Re: TCP/IP, SLIP or PPP connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 06:41:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CnxH94.8E9@cix.compulink.co.uk>
Source record: 189641

>to really jimmy it around to work at all on my Falcon under normal TOS. Anyo
>ne
>had any success with the New MiNT packages. That might be the route to go.

I've been playing with MiNT-Net (Sockets/Slip/Plip etc) for about 10 days
now. Its early days so far - but it looks very promising. There is already
a port of SUN RPC for it and apparently Sun NFS is on its way.

Definately *not* for beginners however.

:-)

Roland.

@CiX

367. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 06:43:01 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr8064301@hal.cerfacs.fr>
Source record: 189553

Also the latest release of mgif (version 4.2?) displays JPEG's on a
monochrome ST, and not too slow either.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

368. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 06:51:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2o2usm$r8d@golem.wcc.govt.nz>
Source record: 189642

In article <1994Apr6.215937.18789@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>There are some rumours going around concerning the version of DOOM for Atari
>Falcon. We all know that id Software developes the Jaguar Doom on Falcon-030.

No they did not, its all done on a PC, they threw the Falcon that was given to them out the window...

>The game would be possible to convert to F-030 - but the question is: WHY will
>they NOT do it..? Is it, because nobody seems to be interested? Or is it the

Why wast money on a Game that will not be sold, you need machines to run it on, there only a Few Falcons out there...

>I've been wondering, why nobody seems to be interested in new ST-games'
>Falcon-compatibility. In Atari-magazines, at least.. In ST-format, of ST-User,
>e.g you see game reviews - but seldom any comments about what's working on the
>Falcon-bird. No big wonder that the game-houses just laugh at us - if they even
>know that F-030 exists..!

If you don't sell machines you will not get Games for it, also the Falcon is way way over Priced...

The PC is the only way to go, Fact not fiction....

>In AEO magazine everybody's talking about the Jag. O.K - it is a nice console,
>and probably well worth buying - but: if Atari intends to make computers in the

Atari have stated that they have droped out of Computers...!!

>that extra power. Commodore and Apple have managed to do it..

Commodore is ready for the scrap yard, Chapter 11 they call it in the USA..

Try and live in the Real world, go buy a PC clone.....

As far as computers go they are dead, don't you read what has been going on here...!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

369. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 07:13:11 UTC
From: dud@u.washington.edu
Message-ID: <2o3067$hq3@news.u.washington.edu>
Source record: 189643

djs@jet.uk (David Stevenson) writes:

>In <Cnw2tD.KqJ@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>NeoDesk is the best (IMO). I was mortified when it didn't run on my Falcon,
>and I had to cope with the TOSsy desktop. I now have a Falcon version
>of NeoDesk (v3.03).

NeoDesk is nice, at least in comparison with the original TOS 1.0-1.62 desktop, but I don't see how it's any better than the built-in Falcon desktop... There are a few nifty things, like optimized file copying and ability to set TT RAM bits/Fastload bits in the Show Info dialog, that NewDesk doesn't have, but those are quite minor IMO. I'm forced to use it on my TT when I use Geneva (which I love & use nearly all the time), but I'd actually prefer to use the built-in TT desktop if there was such an option.

I am looking forward to NeoDesk 4 however. It should be a cut above anything else out there, especially when used with Geneva...

Dan Aylward
dud@u.washington.edu

370. User Defined Objects -- Help!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 07:29:47 UTC
From: ess@tibalt.supernet.ab.ca
Message-ID: <2o315c$cu5@tibalt.supernet.ab.ca>
Source record: 189644

Hi,

[It has been a few months since any of my posts have left my system. I just found out... Damn, huh?]

I am having a problem using user defined objects. It seems like such an easy thing to do, but I keep bombing the system. Could someone tell me how I am supposed to convince the system to call a function of my choosing when a user defined object needs to be redrawn? I am using a K&R style C compiler (that also accepts ANSI declarations).

A code fragment would put me in your debt forever...:)

--Michel Forget
Electric Storm Software

371. Flow control problem... Help!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 07:44:16 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg._kN3D1OUKmM@yonder.equinox.gen.nz>
Source record: 189645

This one is really weird! I've been using a high speed modem for
quite a while now... and everything has gone fine.
Recently i've developed a problem. I have the modular HSModem files
Drvin & MFP in the auto folder, and ZModem has worked fine, usually
around 1400cps for archived files, 1600 for text (v.32bis/v.42bis).
Now for some reason ZModem says 1800cps and keeps on repositioning,
eventually aborting.

I tried replacing the HSModem modules with Serial Fix V2, that
made no difference. I tried running an older version of Zmodem,
and again no difference.

Anyone got any clues as to what might be going wrong?

I've got a 2Meg STE, Mono screen, GVC Fax modem, ICD Host Adaptor.

BTW: Xmodem & UUCP work fine still.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

372. Lanix

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 08:01:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da51d7e@secom.ct.se>
Source record: 189646

All this talk about a new OS ... ;) .. I'd like to see Lazer develop the "Lanix" they have a preview of in their "Autowaschen Verboten" Falcon030 demo ... <GRIN>

(If you've seen the demo, you know what I mean ... if you haven't: Get a Falcon and get the demo!)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

373. Re: Any limit on size of Falcon SCSI discs?

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 08:56:07 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CnxnHK.H7z@hpbbrd.bbn.hp.com>
Source record: 189647

Peter Missel (Peter_Missel@m4.maus.de) wrote:
> >>Does the latest AHDI allow me to access disks of 2GB size? To partition
> >>and high-level format them correctly?
> > Most probably yes, but only with TT or Falcon machines
>
> Oops, I forgot to say why:
>
> The ACSI port only allows SCSI group 0 commands to be used. With these, access
> is limited to 2^21 sectors, which is 2^30 bytes AKA 1 GB.

This is valid when using physical sectors of 512 bytes size. Quite a
few drives can be told to use larger sectors, at least of 1024 bytes
size, so the limit increases to 2 GB. You need special driver software
for this, though. I don't know of any other driver than my own which
runs on such a configuration.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

374. Cross compiling. What do I need ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 10:09:17 UTC
From: v892307@gomperts.si.hhs.nl
Message-ID: <CnxqvI.5pH@si.hhs.nl>
Source record: 189648

Hi,

I'd like to do some cross-compiling for the ST using a Sun. Unfortunately I don't know where to get the source of the GNU compiler for the Atari. Anyone ?

Thanks!
Ronald

--
==============================+==
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+==

375. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 10:12:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cnxr1H.G15@cix.compulink.co.uk>
Source record: 189649

In message <94097.154241STIRRE31@MAINE.MAINE.EDU>, STIRRE31@MAINE.MAINE.EDU said:
>
>I keep hearing about Gemini. Where is it available? Does it
>run on the Falcon? And does it run with Geneva?

Gemini is on most ftp sites. It runs on the Falcon and is MTOS and Mag!X
compatible. It doesn't work with Geneva, because Geneva messes up the
environment (at least that's what it looks like).

Ofir ogal@cix.compulink.co.uk

376. Re: HELP with decompression wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 10:12:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cnxr1L.G1v@cix.compulink.co.uk>
Source record: 189650

In message <2o24m9$ehe@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no said:
>
>My system compromises of a 520STE with 2MB RAM and TOS 2.06 I use a
>RAMdisk where I do the decompression. By the way, is it possible to get a
>RAMdisk that automatically loads up certain programs? I have a "startup"
>disk with the RAMdisk, decompression software etc. and I always have to
>copy over the decompression software to the RAMdisk first. Is it possible
>to make this happen automatically? Thanks.

Yes RDE v5 which is available from atari.archive. It is very good and will
do exactly what you want and more.

Ofir ogal@cix.compulink.co.uk

377. "SHOW" TOS 4.04 bugs

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 11:47:50 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr8.114750.2644@bay.cc.kcl.ac.uk>
Source record: 189551

```
--
} >On 20 Mar 94, Simon Gornall wrote:
} > > 1. Is it just me or does anyone else think the OS is now a bit more
} > > flaky than the STe OS ?
}
} >This sounds strange. I have never in one year had any such problems. Actually,
} >I've found TOS 4 to be very stable and crash resistant. Are you sure it isn't
} >some other resident program that cause this to happen?
}
} I've never seen this problem before either, with ROM TOS 4.01 or RAM TOS
} 4.04.

Thanks for everyone who's replied to me about this (some 25 or so people now),
all of you telling me you'd never seen it happen... I had to do it one more time
just to convince myself it does :-)

It appears the desktop has problems showing files when the pixel height of the
screen is not evenly divisible by 16. (This was gleaned from the BLOWUP manual).
Of course I was running on a TV (res = 320x200) so I was bitten...

Amazing (NOT!!) that *everyone* with a Falcon seems to have a monitor. I suppose
this is a good sign. I've just got myself a 15" SVGA, and I'm now much happier
with the performance.

Roll 0n the '040 card with fast mem and a PCI video slot, that's what I say!
--
Simon.
```

378. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 12:06:32 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDIMEAVX@jimmy.sta.sub.org>
Source record: 189570

In <Cnw2tD.KqJ@cs.vu.nl> Ivo van Poorten wrote :

>I was wondering which alternative desktops exist for the Atari ST. I know of
>Teradesk and KaosDesk which I own both. (I use TeraDesk mostly because
>Kaosdesk sometimes bombs on me...) Which others are available both
>PD/Shareware and commercially ?

I know NeoDesk (commercial) and GEMINI (shareware).

--
bye, Jimmy

379. Games to clean out of my garage

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 13:13:19 UTC
From: "Randall G. McKee" <mckeerg@Texaco.com>
Message-ID: <1994Apr8.131319.7690@texhrc.uucp>
Source record: 189552

I had a friend give me an Atari ST 1040, but it had a flaky power supply and I finally gave up on it and gave it away. However, I kept the games because I had some vague hope I could figure out a way to play Leisure Suit Larry and Zack McKracken on my Mac LC III.

Well, I don't know of a way (does anyone out there?) So, I have this box of 53 or so games in my garage that my wife would dearly like me to dispose of. Anyone want them? What are they worth to you. I have all the original boxes (albeit some of them
are a bit smooshed by my kids), but to the best of my knowledge all the games work
and all the disks, manuals, whatever are there.

I'm really not looking to sell these one at a time or make a lot of money here - so
someone make me an offer if you want these games. I was thinking of asking $100 and I'd cover shipping and packaging (less than $2 a game), but I'm willing to negotiate. The important thing is to get them out of my garage and into the hands of someone who might use them. I'm just not willing to lose money on this deal.

Of course, if there's a way to run them on the Mac LC III, maybe I'll sneak Zack McKracken out of the box!

Anyway, here's a list - let me know if you're interested:

Sierra Police Quest 2 - The Vengeance
Broderbund Sim City
Sierra Manhunter - New York
LucasFilm Zack McKracken and the Alien Mindbenders
Epyx Dive Bomber
Electronic Arts Populous
Rainbird Carrier Command
First Row Prime Time - TV Network Game
Datasoft The Hunt for Red October
Mindscape Balance of Power
Spectrum Holobyte Falcon
Epyx Temple of Apshai Trilogy
Psychosis Deep Space
TDC Distributors Midway Battles
Datasoft Global Commander
Telarium Nine Princes in Amber
Royal Software Great Battles
Sierra Leisure Suit Larry 3 - Passionate Patti in the
Rainbird Starglider II
MichTron Major Motion

Omnitron Software Universe II
Rainbird Corruption
Sierra Leisure Larry in the Land of the Lounge Lizards
Sierra Leisure Larry Goes Looking for Love in Several

Wrong Places
Sierra Police Quest - The Sarien Encounter
Microdeal Tangle Wood
Starsoft Space Conquest - A Galactic Odyssey
Mindscape Sinbad and the Throne of the Falcon
Simon and Schuster Star Trek - The Rebel Universe
Broderbund Sky Chase
Mindscape S.D.I.
Sierra Space Quest III - The Pirates of Pestulon
Starsoft Pirates of the Barbary Coast
FTL Dungeon Master Expansion Set 1 - Chaos Strikes

Back
Microprose Sid Meier!s Pirates
Mindscape Captain Blood
Atari Star Raiders
Spectrum Holobyte Gato
ARC Battlescapes Armada
SSI Red Lightning
Scorpion Overlord - The Invasion of 6th June 1944
Cinemaware Rocket Ranger
CDS Tank Attack
SSI Dungeon Master
Microprose Kennedy Approach
Mindscape Willow
Mindscape Shadowgate
Domark Trivial Pursuit - A New Beginning
Interstel Empire - Wargame of the Century
FTL Sundog - Frozen Legacy
Cinemaware The King of Chicago
Sierra Manhunter 2 - San Francisco

380. help please !

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 14:00:22 UTC
From: mvera@inf.utfsm.cl
Message-ID: <Cny1Mq.H6C@inf.utfsm.cl>
Source record: 189554

I'd really need to someone who can explain to me the conversion system
uucode-uencode (I don't know if I spell very well). How can get
those programs, all that you know about them.
Thank you very much for your time.
Marcos Vera Yanez
mvera@inf.utfsm.cl

381. Re: Falcon games - we want 'em!...

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 14:17:52 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAXF1JU4LE8WWGFH@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189555

Tommi:

To some extent I agree with you. Most of what I said concerning the Atari market was in reference to the dismal situation in the US, where I have some personal experience in commercial software development (namely games).

Yes, I have heard numerous quotes that there are approx. 2-3 million ST's in Europe. However, a substantial number of these machines are "low end" systems (i.e. floppy based, 512kb STFs, STFMs, and STes). Given the advances in game development - these systems make it rather difficult for major developers to port versions of their software over to the ST as they will usually have to make too many compromises.

Unlike PC clone makers, Atari rested on its laurels too long and made ST system upgrades like RAM and HD expansion difficult until the STe/TT series.

I also agree with you that there have been some simply aweful game ports to the ST - these were so bad that the companies that released these products often experienced poor/slow sales. Does anybody remember the ST version of the following:

Outrun
Tetris
Jet
Wizball
1943

The list can go on...

Sure, if you release crappy software then you should expect to suffer poor sales!

However, remember this - the average PC game will sell 10,000 copies (even if itsucks) while in the US, an ST game is lucky to sell 200 copies and in Europe maybe 2,000-3,000.

Again, I make my point that many developers are put off by the fact that they can make substantially more money doing PC and MAC versions of their software. Also, game development is cheaper as the same basic VGA game for a PC can be ported with little problem to a color MAC or a 5/6/or 8bit planed Amiga system. The graphics will port clean while on the ST you have tomake alot of changes.

Then, you have to consider the distrubtion centers available to the platform. PCs and MACs are sold everywhere. Ataris are not. Any place that sells PC or Mac books, accessories, and hardware will also sell the software.

And, again, as Atari won't supply actual hardware sales figures, it makes the task of projecting sales for the average developer very hard. Just becauser

there are 3 million ST owners doesn't mean that 3 million people will buy a game. There are consumer trends involved that are far easier to obtain on the PC and Mac market then on the Atari market.

After all of this, this is not to say that an Atari developer can't make money as there are several that still do. However, you will notice the general shift in the Aatri market from games to application and utility development by many developers.

And, finally, on top of al of this - Atari itself has more or less dropped the computer line! Many developers won't even consider supporting a machine if they think it will be orphaned. Orphaned machines don't sell and often the cost of maintaining the investment is outweighed by the atteactivenss of newer, cheaper, and better supported systems.

Now, technologically - especially the TT and Falcon - Atari machines are often technologically superior tot heir PC and Mac counterparts. They are inherently better suited for games right out of the box with their hardware scrolling, local bus video, and sound hardware, etc. Unfortunately, innovation and technical superiority never was a guarentee for success - marketing, advertising, support, and captial are. If you don't believe just look how Windows became a defacto OS and the longevity of the Apple II family.

I think I've made my point clear...

Ari

"Come. We will smoke from the pipe and there will be no lies between us."

- Thunder Heart - starring Val Kilmer, Graham Green & Chief Dan George?

382. Re: Mega keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 14:41:04 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2o3qeh$94v@ornews.intel.com>
Source record: 189556

mm68@unix.brighton.ac.uk (Allanon) writes:

>If all else fails you could always use those rubber cup things that you put
>under all the keys to get a better 'feel'. Most mag reviews I read rated them
>quite highly.

>Michael

>--
>"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
>*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****
Another alternative would be to replace all the keyswitches with
Cherry keyswitches. They are higher quality and produce a firmer
tactile feel. If you've ever used a Wyse terminal, the keyswitches in
the keyboard are Cherry.

Michael

--
=-=-=-

383. Re: Atari customer service (was MiNT stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 15:16:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94098.111651STIRRE31@MAINE.MAINE.EDU>
Source record: 189557

ATARI@CIX.COMPULINK.CO.UK is Atari UK's email address. Someone
suggested that I should email them regarding the release dates
of Atari Falcon-specific games and they replied the very next
day. (Atari's own games will be out at the end of this month!).
I wonder why they don't post on Netnews....
-scott tirrell

384. Re: HELP with decompression wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 15:19:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2o3sm7$rhu@mailer.fsu.edu>
Source record: 189558

```
Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> In message <2o24m9$ehe@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no said:
> >
> >My system compromises of a 520STE with 2MB RAM and TOS 2.06 I use a
> >RAMdisk where I do the decompression. By the way, is it possible to get a
> >RAMdisk that automatically loads up certain programs? I have a "startup"
> >disk with the RAMdisk, decompression software etc. and I always have to
> >copy over the decompression software to the RAMdisk first. Is it possible
> >to make this happen automatically? Thanks.
>
> Yes RDE v5 which is available from atari.archive. It is very good and will
> do exactly what you want and more.

Another program that will do this is tport. It will copy anything to
anything, including RAM disks.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

385. Re: Flow control problem... Help!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 15:24:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2o3sum$rhu@mailer.fsu.edu>
Source record: 189559

Craig Shore (craig@yonder.equinox.gen.nz) wrote:
> This one is really weird! I've been using a high speed modem for
> quite a while now... and everything has gone fine.
> Recently i've developed a problem. I have the modular HSModem files
> Drvin & MFP in the auto folder, and ZModem has worked fine, usually
> around 1400cps for archived files, 1600 for text (v.32bis/v.42bis).
> Now for some reason ZModem says 1800cps and keeps on repositioning,
> eventually aborting.

On an 8mHz ST, I was getting about 1600 CPS for archived files, using
hsmoda02, Uniterm, and GSZRZ 2.28. Connect's internal Zmodem gave me
about the same performance. So, I suggest you try GSZRZ 2.28. It is
much nicer and faster than xzy.ttp (if that is what you are using).

> I tried replacing the HSModem modules with Serial Fix V2, that
> made no difference. I tried running an older version of Zmodem,
> and again no difference.

Serial Fix is slower than hsmoda02, but it should work as well. Do you
have a long modem cable? Have you moved your cables around recently?
I once had a weird problem go away when I shuffled cables around (probably
had a serial line parallel to a power cable, so noise jumped from one to
the other). Try to get as short an RS232 cable as possible.

> I've got a 2Meg STE, Mono screen, GVC Fax modem, ICD Host Adaptor.

Which port are you using, and what software?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

386. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 15:26:36 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94098.112636STIRRE31@MAINE.MAINE.EDU>
Source record: 189560

Can the Falcon handle Doom? I have heard some people question this. I would be quite happy with a perfect conversion of Wolfenstein 3D for the Falcon. I think that that would be very possible. Does anyone know ID's e-mail address? Let's bombard them with requests to release a game for the Falcon. They have a Falcon for Jag development and if they could port Wolf 3D for the Jag in "15 CDs" then they could probably port it to the Falcon.
-scott tirrell

387. Re: help please !

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 15:31:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2o3tbl$rhu@mailer.fsu.edu>
Source record: 189561

Marcos Vera (mvera@inf.utfsm.cl) wrote:
> I'd really need to someone who can explain to me the conversion system
> uucode-uencode (I don't know if I spell very well). How can get
> those programs, all that you know about them.

These programs are historically part of the UNIX UUCP package. They are designed to allow reliable transfer of binary files via email. IBM mail gateways use the EBCDIC (sp?) character standard, everything else uses ASCII. There is no proper mapping between the two for non-visible characters. Thus, if a file contained binary data (which could easily be equivalent to non-visible characters), it would be corrupted when going through such a gateway. UUencoding solves this by encoding a binary file using only visible characters. The file is typically a bit larger after this occurs, but will survive being email'ed through weird machines. As they are just plain text files, you can also cut them up into pieced and pasted them together with a simple text editor (handy for big files that won't fit on a single floppy, if a bit cumbersome).

You can find Atari versions of uuencode/uudecode on atari.archive.umich.edu. Also, any UNIX machine should have these utilities.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

388. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 15:32:18 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94098.113218STIRRE31@MAINE.MAINE.EDU>
Source record: 189562

Yes, there is a small user base for the Falcon right now. But ID
did commit to taking on the Jaguar project before the Jag was even
shipping! ID pretty much said that they wanted to do it for fun.
Maybe they'll port it to the Falcon for fun :-). Besides, although
the money that can be made in the Falcon is less than on the PC
(quite obviously) ID would certainly make money on it. After all
Doom is shareware so there is certainly not too much risk in it.
The worst case scenario: they waste their time....
-scott tirrell

389. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 16:53:21 UTC
From: djs@jet.uk
Message-ID: <1994Apr8.165321.12614@jet.uk>
Source record: 189563

In <1994Apr7.201552.8133@jet.uk> I wrote:

(Re GemView)
> I think someone (Lexicor?) handles registrations in the US....
^^^^^^^
Ooops, they don't, apparently!
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

390. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 17:58:38 UTC
From: crazykid@lakes.trenton.sc.us
Message-ID: <EjPfjWZfC4$2057yn@lakes.trenton.sc.us>
Source record: 189564
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
>
> It was an April Fools joke. "Melvin Purvis", the signee on the FBI
> letter was the agent that shot John Dillinger, and is long since deceased.
Yes, however, this Dave Rhodes chain letter crap is still illegal. At least,
in the US it is... (it's hard to believe that someone was actually named
Melvin Purvis - glad it's not MY name! :))

+----------------------+---+
|Michael Yount | -Internet- |
|Aiken, South Carolina | crazykid@lakes.trenton.sc.us |
+----------------------+---+
| "Mom and Dad drive me crazy. They don't understand ME and I don't|
| understand THEM. It's hopeless! I'm related to people I don't |
| relate to." |
| --Calvin, Calvin & Hobbes |
+---+

391. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 18:23:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da5af4a@secom.ct.se>
Source record: 189565

In a message of 07 Apr 94 21:41:00, Ofir Gal wrote:

OG> It is vaporware but that's not the case with 'most' Falcon apps. We have a
OG> real Cubase Audio available with a 16 track version coming soon. HiSoft
OG> Voice Mail system will be available shortly (I have it here working).
OG> There are many programs that make use of the DSP, the extra resolutions,
OG> etc.

ATARI's DSP modem may be vaporware, but NOT the "DSP-modem" ... several people
are doing them, the PROBLEM being the EXTREME cost of selling them legally ..
that is, get the permit for connecting them to the line ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

392. Falcon paint program: Rainbow!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 18:26:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da5afe0@secom.ct.se>
Source record: 189566

In a message of 08 Apr 94 00:30:30, Jack Kitowicz wrote:

JK> Does anyone know if the authors are on the net? Is the final
JK> version complete? I am definately interested in getting this program.
JK> (I found it on ftp.tu-clausthal.de /pub/atari/falcon/graphics/painter)

You can reach the author at "mandus_soderberg@secom.ct.se" although I'm not sure if he knows about that himself .. ;) ... (and I am not at the moment able to check if he spells it "soderberg" or "s|derberg" .. swedish letter ..)

Anyway, v1.0 is currently sold by C-Tek (read the manual .. ;) ... and includes a free upgrade to v2.0 ... the newest demoversion is always available on SECOM, and if someone wants to, I can upload it to some FTP sites if it isn't there already.

Hope this helps ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

393. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 18:29:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da5b0a8@secom.ct.se>
Source record: 189567

In a message of 08 Apr 94 08:51:02, Roger Sheppard. wrote:

RS> The PC is the only way to go, Fact not fiction....

Typo?

I'm sure you meant to write "PPC", everyone knows the "Intel-clones" are on the
way out in the cold.

RS> Atari have stated that they have droped out of Computers...!!

Sorry? You have read something I have missed even though I read all the
official docs?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

394. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 18:50:46 UTC
From: djs@jet.uk
Message-ID: <1994Apr8.185046.13501@jet.uk>
Source record: 189568

In <2o3067$hq3@news.u.washington.edu> dud@u.washington.edu (Dan Aylward) writes:

>NeoDesk is nice, at least in comparison with the original TOS 1.0-1.62
>desktop, but I don't see how it's any better than the built-in Falcon
>desktop... There are a few nifty things, like optimized file copying and
>ability to set TT RAM bits/Fastload bits in the Show Info dialog, that
>NewDesk doesn't have, but those are quite minor IMO. I'm forced to use it
>on my TT when I use Geneva (which I love & use nearly all the time), but
>I'd actually prefer to use the built-in TT desktop if there was such an
>option...
There are many things that make NeoDesk better than the Falcon
desktop (NewDesk). It's so much quicker/better to move and copy files; to get
to the directory of one of your program icons; to set up environment
variables; to edit icons; to reorder directories; to duplicate a directory
window; to split a directory window; etc; etc.

Two things are prefer about NewDesk: Icons can be more than two colours.
This makes them much prettier, but, of course, does not affect functionality.
You need NewDesk to change screen resolution, there is no such option in
NeoDesk.

NewDesk is a reasonable attempt at copying NeoDesk2, but NeoDesk has moved
a long way since then...
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

395. Minix/MDK

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 18:58:49 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <YhdOZdC00VoqEC=UQn@andrew.cmu.edu>
Source record: 189569

I want to set up Mint/Minix on my TT (Tos 2.06). I was planning to set up the Minix file system on a 54M partition. I wanted to start everything up using the Mint Distribution Kit from a.a. but it doesn't seem to have the latest version of Minix that supports the larger partition size. What would be the best way for me to install the system? In case it matters, I'm using AHDI 5.0.

David Watson
Carnegie Mellon University

396. Re: Falcon paint program: Rainbow!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 20:11:00 UTC
From: niels.simonsen@p3.secom.ct.se
Message-ID: <2da5cc80@p3.secom.ct.se>
Source record: 189571

From: niels_simonsen@p3.secom.ct.se (Niels Simonsen)

08 Apr 94, Jack Kitowicz wrote something like this to All :

> From: ac382@FreeNet.Carleton.CA (Jack Kitowicz)
>
>
>
> Have any of the Falcon users out there seen the Falcon paint program
> called Rainbow? It looks GREAT! Even though it is quite limited in
> its features (it is only a demo version) it looks like it has a lot
> of promise. It works very well on both RGB and VGA monitors. On my SVGA
> I can even get 320x280. It reminds me a lot of Neochrome on the ST. The
> program is extremely small (written in assembly I believe) and uses
> hardware scrolling to move about a virtual screen (all the tools don't
> fit on screen at once).
>
> Does anyone know if the authors are on the net? Is the final
> version complete? I am definately interested in getting this program.
> (I found it on ftp.tu-clausthal.de
> /pub/atari/falcon/graphics/painter)
> If you have any information please post it here.

I bought Rainbow 0.5, got a free upgrade to V1.0 and registred it to get a free upgrade to V2.0 :-)

I agree it is a superb program and they are even promising Multimedia abilities such as graphichs and sound for V2.0 :)

I can give you (and all other interested) the phonenumber and adress to the Swedish (and only) distributor:

C-TEK
BOX 2056
280 20 VITTSJO (SWEDEN)

TEL/FAX (& Swedish answermachine) +46-451-24088

I dont think they are on the net (yet).

BTW the price for Rainbow is 395Skr = about 50US$

Niels Simonsen

397. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 21:04:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2o4gtb$2n1@golem.wcc.govt.nz>
Source record: 189572

] There are some rumours going around concerning the version of DOOM for Atar
] Falcon. We all know that id Software developes the Jaguar Doom on Falcon-03
] The game would be possible to convert to F-030 - but the question is: WHY w
] they NOT do it..? Is it, because nobody seems to be interested? Or is it t
] common policy just to ignore all Atari computer user's needs..? I've been

Doom on the Jag' is finished, The Falcon version _could_ be done, but it'd
be a strain on a 16Mhz system!

] And... Where is MP Formula One Grand Prix for Falcon..? They could convert
] existing, very good PC-version VERY quickly and easily. And almost every

Would that be the one that's been available on the st for over 2 years?

398. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 21:07:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2o4h25$2n1@golem.wcc.govt.nz>
Source record: 189573

] >There are some rumours going around concerning the version of DOOM for Ata
] >Falcon. We all know that id Software developes the Jaguar Doom on Falcon-0
]
]
] No they did not, its all done on a PC, they threw the Falcon that was given
] them out the window...

Yes they did, they had little choice!

] Why wast money on a Game that will not be sold, you need machines to run it
] there only a Few Falcons out there...

When was the last time you saw any numbers published?

] If you don't sell machines you will not get Games for it, also the Falcon
] is way way over Priced...

For what it does - it's cheap, for what people _want_ it's espensive!

] Atari have stated that they have droped out of Computers...!!

When/Where?

] Try and live in the Real world, go buy a PC clone.....

So why haven't you?

399. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 21:10:22 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2o4h7u$2n1@golem.wcc.govt.nz>
Source record: 189574

```
] >P.P.S. What has Minix to do with the speed of MultiTOS
]
] MultiTOS allows new filesystems to be loaded.
]
] TOS is a slow filesystem (unavoidably so, since it is DOS-compatible).
]
] Minix is a fast file system (since it follows the Unix FastFileSystem model

But can you run standard GEM applications under Minix? Which is what
M-TOS is essentially for! :)
```

400. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 21:12:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2o4hco$2n1@golem.wcc.govt.nz>
Source record: 189575

```
] Yes, but the OS is compatible across a wide range of machines.....PC,MAC,Am
]
] Think about it.....Open Systems.....
]
] Computing will become a nicer hobby, and less backstabbing/flaming other
] computer users.
]
] Software available for the ST, can be used o the other computers.
]

I can see it now, PC 640*480*256 programs running in ST-Low! :)
```

401. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 22:49:52 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2o4n2g$3b6@uqcspe.cs.uq.oz.au>
Source record: 189576

In <chris-m.41.000D5F79@pz-oekosys.uni-kiel.d400.de> chris-m@pz-oekosys.uni-kiel.d400.de writes:

>Hello!

>>I tried to connect to that FTp site (ftp.cs.tu-berlin.de) and it is
>>painfully slow! it took me 3 minutes just to get the first directory!
>>Does anybody else have these problems?
>I have the same problem! Does anybody know why?

>chriSTian
So do I!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

402. Write On

Newsgroup: comp.sys.atari.st
Date: 1994-04-08 23:32:00 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <765858292.0@mettav.royle>
Source record: 189577

Has anybody managed to get Write On v1.0x to print on their Atari Falcon?
Whenever I try to print, to disk or to the printer, the program hangs
with a bus error.
Robert Cooper

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

403. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 00:55:36 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr9.005536.986@abo.fi>
Source record: 189578

In <2o2usm$r8d@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> In article <1994Apr6.215937.18789@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
> >There are some rumours going around concerning the version of DOOM for Atari
> >Falcon. We all know that id Software developes the Jaguar Doom on Falcon-030.
>
> No they did not, its all done on a PC, they threw the Falcon that was given to
> them out the window...

Very easy to understand, whether true or not. Falcon can't rival NeXT as a developing machine, nor can PC or Mac.

> Why wast money on a Game that will not be sold, you need machines to run it on,
> there only a Few Falcons out there...

Maybe _there_ - not here... In my country, Atari has always been a minor player - and well hated by the media... ;-(Still, Falcon-sales have really risen due to new, lower prices. The result is following: I can quickly count 10 Falcons, 5 Mega-ST's, 4 ST's, 3 TT's, 1 Mega-STE and 1 STE, owned by people I know. So - here, in my neighbourhood, the bird is clearly the most common Atari.
And more and more people are planning to buy one...
In Finland, that's not just strange - it's sensational.
The same might happen anywhere - in the U.S.A too.

> If you don't sell machines you will not get Games for it, also the Falcon
> is way way over Priced...

I agree on that.

> The PC is the only way to go, Fact not fiction....

If I had wanted a PC - I would have bought one. That's simple.
There's one thing wondering me all the time.. For some people it seems all the same, what computer one has - what is the OS, and so on.. Those people seem to buy only computers that are common enough, cheap enough, and generally accepted. Would you buy any car - that is "standard", common, etc..?
Why on Earth should _any_ Atarian change to a DOS-machine just because some other people have done so..? This may sound rather proud, but think about it: a computer is always your _personal_ tool. You work with it - and it's never sensible to work with tools that don't please you. I believe Atari is very strongly an alternative to PC's or Macs - and many of us, including me, use it because it feels "good" in our hands. Some things have that "something" !
IF - and if - we really "surrendered", and learned to think that: "O.K - world is not fair, DOS/Windoze rules, maybe even The Great Pumpkin exists.." - then we might as well all use Toyota cars (no insult!), drink Coke, and use similar clothes. There _may_ not be room for really personal computers like Atari these

days, because that damned "business" makes it impossible. But we don't have to accept is, do we? As long as me, and 3 million other "fools" use and buy Atari computer's - well... There is, and will be a market, money, everything.
It's up to us.

> Atari have stated that they have droped out of Computers...!!

When? A short time ago, they officially announced that Atari _will_ be in computer business also in the future.

> Try and live in the Real world, go buy a PC clone.....

If I had some masochistic tendencies... Maybe ;-) ! But no, thanks.
If that "real world" means Dos, Windows and such things - I'd rather live in my nice, little, very unreal Atari-world..! =-)
World needs different thoughts, and different kinds of computers - don't you agree..? I can do business with PC's at work - but when I come home, it's nice to have something friendly - like Falcon - on my desk.

Many people will never understand what I mean - but I believe, many of you do.

404. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 01:51:30 UTC
From: Chris.Richards@crypt.dswhq.omahug.org
Message-ID: <106_9404082030@dswhq.omahug.org>
Source record: 189579

In a message of <04 Apr 94 12:51:00>, Rickard Troedsson (1:286/2) writes:

RT> Then construct a board that accepts 8 1 Mb SIMM.s .. and use logic to
RT> switch between the upper/lower 4 Mb depending on what address (even
RT> longwords?) which
RT> is accessed.

Ummmm.....first question that comes to mind is:

Where would you put 8 SIMMs? The current design BARELY has room to accomodate 4 SIMMS, and if you require that people remove their internal drive to install the board, then VERY few people will buy it.

Second question is:

Will the system even allow you to run 8 meg? If you configure to 4 meg and try to access memory beyond that, the system bus errors. If you configure to 16 meg, then the system may not come up at all, or worse, may try to use memory that doesn't exist. Don't forget that the memory restrictions are imposed by the Falcon hardware itself, NOT the RAM Gizmo, or any of the derivative products on the market from other companies, such as the Falcon Wing.

Later,
Gizmo

405. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 02:21:05 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2o53ehEfg1@uni-erlangen.de>
Source record: 189580

magic@mtu.edu (Kevin C. Ezernieks) writes:

>Does anyone here know of a package for the falcon to sample/edit/replay
>stereo samples...doesn't have to be anything fancy (i.e. a tracker)
>any info would be appreciated...

Take WinRec to produce the samples and WinCut to put them together as you
want, and play around with all kinds of DSP effects in realtime. Both
programs are available as Shareware and soon in an enhanced commercial
version.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

406. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 04:06:42 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2o59ki$3hi@terminator.rs.itd.umich.edu>
Source record: 189581
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 6223 Apr 6 09:18 ./Applications/0index
-rw-r--r-- molin 51456 Apr 2 09:51 ./Applications/Databases/audio_b.lzh
-rw-rw-r-- entropy 11301 Apr 6 15:50 ./Diskutils/0index
-rw-r--r-- entropy 12331 Apr 6 09:22 ./Graphics/0index
-rw-r--r-- molin 25984 Apr 3 19:19 ./Graphics/Gemview/gvw_nm06.tos
-rw-r--r-- molin 337664 Apr 3 19:19 ./Graphics/Gemview/gvw_v303.pax
-rw-r--r-- molin 102292 Apr 5 20:15 ./Magazines/Aeo/aeo_0306.zip
-rw-r--r-- entropy 151987 Apr 7 17:56 ./Gnustuff/Tos/Gnulib/libolb98.zoo
-rw-r--r-- entropy 357707 Apr 7 17:25 ./Gnustuff/Tos/Gnulib/libsrc98.zoo
-rw-r--r-- entropy 12161 Apr 7 18:56 ./Gnustuff/Tos/0index
-rw-r--r-- entropy 90493 Apr 7 19:02 ./0ls-lR.Z
-rw-r--r-- entropy 90339 Apr 7 19:05 ./0ls-lRc.Z
-rw-r--r-- entropy 108691 Apr 7 19:00 ./0compind.Z
-rw-r--r-- entropy 234405 Apr 7 19:00 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

407. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 05:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A16980@MS.maus.de>
Source record: 189582

In article <1994Apr05.155205.18239@sco.com>, Donald Page
(donaldp@scowpat.UUCP) wrote:
>Does anyone know if the Apple CD300 Rom will work with an ST?
>They are so cheap now that it is very tempting to get one!
>If they do work, what software do I need to use one? I am
>assuming that metados is enough, and that it will work with
>MiNT. Am I missing anything?

Yes. Atari's MetaDOS drivers do not support drives connected to the ACSI port, and MetaDOS won't work properly with MiNT. For a solution for the first problem, you'll probably have to get a third-party driver (ICD's or Hard&Soft's come to mind).

408. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 06:17:28 UTC
From: dtoews@outb.wimsey.bc.ca
Message-ID: <dtoews.1b1k@outb.wimsey.bc.ca>
Source record: 189583

My understanding is that Clarity 16 will do all your sampling needs.. and bonus's will come with the midi keyboard emulator (or whatever its called) comes out..

stereo 16bit in memory or d2d recording AND editting.. if there is something PD or shareware, I'd like to know as well

409. Re: MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 06:49:56 UTC
From: abarbiero@delphi.com
Message-ID: <BC8N6C0.abarbiero@delphi.com>
Source record: 189584

Just a silly thought... you are looking for stereo sound, are the
connections (adaptors) stereo? Some microphone jacks are mono, so
if your RCA connectors are going into a mono headphone jack, there will
be no stereo. I ran my old 520STe through a box that had RCA inputs
for a 'line in'. Other than that, running the line into the microphone
jack may not be a good idea it is not really designed for input to
the speakers like this.

My TT030 has a pair of active speakers hooked up to it from the same
RCA connectors as the STe... sounds GREAT!

Andreas@AEO

410. Re: Atari customer service (was MiNT stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 06:54:43 UTC
From: abarbiero@delphi.com
Message-ID: <Ji1M6wz.abarbiero@delphi.com>
Source record: 189585

Schizoid <a-aulick@ux4.cso.uiuc.edu> writes:

>How does one reach this magical tech department? What's the number?
>Do they do e-mail?
>
>(Speaking of which, how come no one from Atari is ever on this newsgroup?
>Or am I just not noticing their posts?)
>
> ~Adam

Back when Atari Explorer was a print magazine, I filled in for
Atari as a rep on Delphi. I still have the ear of people over there,
and while I do not get paid, I have free accounts on GEnie and Delphi
in order to answer questions for the people there.

Call Atari at 1-408-745-2000 That is the front desk, and from there
you can get wherever you need to. Hey... Atari still has help for
the 2600 online there, so go to it!

Don Thomas is the head of the group over there, and they have some
of the old hands there as well as some great new people working there.

Andreas@AEO

411. MAGiX

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 06:56:22 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <765858292.1@mettav.royle>
Source record: 189586

It was none other than Rickard Troedsson that wrote on 04 Apr 94 that ,
RT> Long time since I saw anything about an English MAGiX, or more
RT> important, MAGiX

I have it on order and last week was told that the only thing waiting to be completed is the Manual's and of course it'll be RSN !

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

412. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 07:32:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da66808@secom.ct.se>
Source record: 189587

In a message of 08 Apr 94 17:26:36, <stirre31@maine.Maine.Edu> wrote:

<> Can the Falcon handle Doom? I have heard some people question
<> this. I would be quite happy with a perfect conversion of
<> Wolfenstein 3D for the Falcon. I think that that would be
<> very possible. Does anyone know ID's e-mail address? Let's
<> bombard them with requests to release a game for the Falcon.
<> They have a Falcon for Jag development and if they could port
<> Wolf 3D for the Jag in "15 CDs" then they could probably port
<> it to the Falcon.

The Falcon can handle DOOM, yes, but they will have to optimize their routines quite a bit.

Was DOOM originally developed on a NeXT or under NeXT Step/PC? .. If it was on a NeXT (68030+56001) they should have most of the code already.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

413. Re: GCC libraries won't build

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 07:45:13 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CnzEvE.DCH@freenet.carleton.ca>
Source record: 189588

In a previous article, entropy@gnu.ai.mit.edu (maximum entropy) says:
+In article <CnrxEF.Kyw@freenet.carleton.ca> am136@FreeNet.Carleton.CA (Stephen Mulrine)
writes:
+>The only way around this seems to be to cross-compile on a platform without
+>the 8+3 filename limit, or to indulge in some major hacking (renaming files,
+>changing source code, and taking a binary editor to the resultant library).
+You need to build the library either on a properly configured minixfs
+setup (while running MiNT) or on a TOS filesystem using UNIXMODE. See
+UNIXMODE.DOC in the library source distribution.

Found it, although it's a bit short on examples. setenv UNIXMODE "/._LAdrD"
seems to set things up the way I want them (after a bit of trial and error).

+Be forewarned that there's an error in JRB's last update, that will
+cause the make process to destroy 2 source files. The version I'll
+post soon has a correctred 'mincl' that won't do that.

That explains why only the source appeared and never any actual binaries..

Thanks,
Stephen

414. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 10:12:19 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2o5v23$ska@elroy.jpl.nasa.gov>
Source record: 189589

In article <2o4h7u$2n1@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>] >P.P.S. What has Minix to do with the speed of MultiTOS

>] MultiTOS allows new filesystems to be loaded.

>] TOS is a slow filesystem (unavoidably so, since it is DOS-compatible).

>] Minix is a fast file system (since it follows the Unix FastFileSystem model

>But can you run standard GEM applications under Minix? Which is what
>M-TOS is essentially for! :)

I think you missed something... He's not talking about the complete Minix
operating system, just the Minix filesystem. You can use a Minix filesystem
driver with MiNT/MultiTOS and all file accesses to the MinixFS drives will
be several times faster than to regular TOS FS drives. Regular GEM apps can
be installed on MinixFS partitions and run just fine under MultiTOS.

Or did *I* miss the point you were trying to make? (What a confusing thread...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

415. Apple CD 300 & CD audio player

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 11:47:16 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <2o64k4$chr@cri.ens-lyon.fr>
Source record: 189590

I've just bought an Apple CD 300.
Does anyone have a CD audio player which works with the Apple CD 300 AND the
Falcon ?

Vincent Lefevre

416. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 12:27:11 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <765894431snz@filesys.demon.co.uk>
Source record: 189591

In article <2da437f9@kockens.ct.se> jesper.kock@kockens.ct.se writes:

>In a strange ;-) little msg Ivo wrote:
>
> Iv> jesper.kock@kockens.ct.se (Jesper Kock) writes:
> Iv>
> >> Another thing with Teradesk that i cant get to work is the viewer
> >> program that was included in the Teradesk 1.38 packet.
> Iv>
> Iv> Version 1.38? Is it on the archive? I use v1.36 with great pleasure, no
> Iv> troubles at all. (except for the bug the original desktop also has...
> Iv> it bombs quite often when sectors or tracks are unreadable...)
> Iv> What has been changed in v1.38 compared to v1.36 ?
>
>There is a viewer program to view .IMG and Degas pictures directly from the
>desktop by just clicking on them.Unfortually it doesnt work :-/.

You could try using the 'Revenge Doc Displayer' (RDD3) it should be on
atari.archive.umich.edu by now (RDD320.ZIP).... but then again I would
say that 'cause I wrote it...! It works well with Terradesk, I use it
with 1.36 and experience no problems.

Regards,

Stu...!

--
```
==========================================================================
\\\\\\\-----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==========================================================================
```

417. Re: Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 13:16:36 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2o69rk$s0@percy.cs.bham.ac.uk>
Source record: 189592

In article <2o1uek$fvp@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN) writes:
> Does anyone know the range of serial numbers of the early STEs that were
> affected with faulty DMA chip(s)?
>
> Thanks
>

Apparantly (or so someone posted a few weeks back) Atari reckon all of the STEs with the dodgy DMA chip have been repaired, so it's very unlikely that you have one. Mind you that might just have applied to the UK...

Ian

418. Re: Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 14:07:59 UTC
From: ant@mks.com
Message-ID: <1994Apr9.140759.7980@mks.com>
Source record: 189593

I was looking for Empire II as well a few years ago. Frankly, Civilisation is so much like Empire in terms of combat, military units, fog of war, provides far more variety of play, that one could consider it a re-vamped Empire. It is so similar I'm suprised that there was no "patrol" or "wander" commands in Civ.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

419. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 14:11:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.58DSZSw8F&2@semprini.waterloo-rdp.on.ca>
Source record: 189594

In <1994Apr6.215937.18789@abo.fi>, Tommi Hietavuo TKKK writes:
> There are some rumours going around concerning the version of DOOM for Atari
> Falcon. We all know that id Software developes the Jaguar Doom on Falcon-030.
> The game would be possible to convert to F-030 - but the question is: WHY will
> they NOT do it..? Is it, because nobody seems to be interested? Or is it the
> common policy just to ignore all Atari computer user's needs..? I've been
> wondering, whether the Amoeba-users are more clever than us - by making more
> NOISE about what they want..?

1) The Falcon doesn't have enough CPU power to do it well, even if they
use the DSP for something.

2) They hate the Falcon development environment. DOOM was developed
under NEXTSTEP, so I can see their point. The posts I've seen from
the id Software developer working on the Jaguar port have been
gushing about how neat the Jag is, and how much the Falcon stinks,
and how he wants to port the Jag development tools to NEXTSTEP as
soon as possible (which IMHO would be awesome, since that would
instantly become the 2nd Jaguar development platform).

3) Very, very few Falcons have been sold.

There is a program _like_ DOOM being developed specifically for the
Falcon, it's called "Of Lasers and Men", and from he posts I've seen,
it's quite good. I've got an ST though, so download it yourself and
see!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

420. popup menus

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 14:19:38 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Apr9.141938.9524@news.csuohio.edu>
Source record: 189595

Looking at gemlib's prototypes for the new aes menu calls, I
can make some guesses as to how they work, but I still have questions:
__EXTERN int menu_attach __PROTO((int me_flag, OBJECT *me_tree, int me_item,
MENU_T *me_mdata));
So, me_item is the index of the object in me_tree that this
submenu will be associated with. the aes will do
me_tree[me_item].ob_flags|=SUBMENU, and me_mdata is saved in some
structer that can be found when me_tree and me_item are known. A
submenu can be attachted to any object. Does anything happen if a
submenu is attachted to a dialog button and the user pushes that
button? gemfast.h does not contain any defines for me_flag. What are
they?

__EXTERN int menu_istart __PROTO((int me_flag, OBJECT *me_tree,
int me_imenu, int me_item));
Here are the tree and index of the object associated with the
submenu, plus the index of the starting object within the submenu. If
I had to guess, I would say that me_item is the starting object.

__EXTERN int menu_settings __PROTO((int me_flag, MN_SET *me_values));
So, an application can only have 1 set of settings, rather
than doing it on a per menu basis.

Is there any freely avaiable library that has bindings and
defines for all the aes 3.3 and multitos calls?

thanks,
Jason

421. Re: Hooking up a 1.44 floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 14:34:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xtafAApsh5s@semprini.waterloo-rdp.on.ca>
Source record: 189596

In <2ntb28$deg@mack.eng.sc.rolm.com>, Steven Lee writes:
> Awhile back, a company called DreamPark Development produced a kit that allowed
> you to hook up a 1.44 floppy drive to any ST computer. The problem is the
> documentation is missing but all the parts seem to be there. It contains the
> floppy drive, a board with a floppy controller, a ribbon cable, and a jumper.
> Does anyone have any info on how to do this?

I have one installed in my ST, works fairly well... The documentation
is fairly complex...

DreamPark is out of business.

I suppose I could scan the pages and email them to you or something.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

422. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 14:50:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.0v0M_vlgQBw@semprini.waterloo-rdp.on.ca>
Source record: 189597

In <CnKys2.8Jv@cbnewse.cb.att.com>, wayne.a.booth writes:
> So now you see why the tentative answer to the "yes, you could put
> TOS on a ppc machine, probably, along with DOS etc - but I wouldn't
> do it on the DOS machine, I'd want to put their OSs on an Atari
> PPC. I have more faith in the Atari Hardware designers that they
> will provide me with a hardware architecture that will outlive the
> DOS one.

You're making one very wrong assumption; that IBM's PowerPC-based
desktop machines will be just DOS clones with a different CPU.

PowerPC is seen as a fresh start for the PC (ie personal computer, not
IBM PC) community; IBM's desktop machines will use PCMCIA as their bus
architecture, others will use PCI (an architecture that goes at the
speed of your CPU/motherboard, and is 32- or 64-bits wide).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

423. Selectric

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 15:01:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2o6g01$7lo@golem.wcc.govt.nz>
Source record: 189598

Hi can any tell me the latest version of Selecric, the file selector..

Also what site is it held on.....

Thanks.............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

424. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 16:33:17 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2o6lcd$ja@charm.magnus.acs.ohio-state.edu>
Source record: 189599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

They are also about ready to release a "Link II", not certain about the stats but the press release should be forthcoming.

Dan Ackerman
ackerman.29@osu.edu

425. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 16:45:32 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Co03vx.84H@cix.compulink.co.uk>
Source record: 189600

>You could try using the 'Revenge Doc Displayer' (RDD3) it should be on
>atari.archive.umich.edu by now (RDD320.ZIP).... but then again I would
>say that 'cause I wrote it...! It works well with Terradesk, I use it
>with 1.36 and experience no problems.

Stu, any chance that in the next revision you could do a bit of work on
the scrolling options menu. I for one think the command grouping could
be improved a little. Things like having all the Save options together,
maybe splitting direct operational commands out, and having the things
listed in alphabetical order?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

426. Falcon Art packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 16:48:55 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAYZDDS8JM8WX13T@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189501

Hi all.

I do contract graphics work for games and the like and I'm curious about what Falcon specific (and compatible) art/painting packages are currently available.

I know about Prism Paint 2 and I am strongly considering it for my purposes. But, I would like to know about others that might fit my needs.

Please note: I have no need for animation and high-end touch-up packages (yet). Rather, I'm interested in straight forward graphics packages in the class of Deluxe Paint and True paint,etc.

Basically, I would like the graphics package to support the following:

* GIF, IFF/LBM, PCX, TIFF image import/export
* 16, 256, and TC modes (if possible)
* Support 320x200, 640x200, VGA res, etc but not require a VGA monitor!
* Multiple screen buffers
* Multiple zoom modes
* Extensive Block manipulations
* Undoable UNDO
* Palette blending
* Special brush effects (smearing, tinting, bluring, anti-alias, etc.)
* To cost under $100 US if possible! (I'm not rich!)

DOes anybody know of such a beast? Whatever happened to all of those paint packages promised in the Atari Falcon Developer's literature?

What's the status of:

Chranach Paint
Eclipse Paint
Merridean
Chagall
Synthetic Arts

Currently, I use Deluxe Paint and True Paint and I need more power! I know about GEMVIEW for file conversions but I'd also like a more stream-lined process (to be able to save a file directly in the format I need, etc.)

Thanks for any and all help!!!

Ari

427. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 16:55:52 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2o6mmo$10u@charm.magnus.acs.ohio-state.edu>
Source record: 189502

>the direction the are coming into it from, but if you have extensive knowledg
e
>>programming on the Atari 680x0 series you have a leg up on outsiders. In
>>reality there is a lot of comparison between the Jag and the Falcon from an
>>Atari programmers point of view. If you can make the Falcon jump through hoo
ps
>>then the jaguar just gives you more toys.
>

No I haven't read his article. I'm just going on personal experience as a
registered Atari TOS developer and a registered Atari Jaguar Developer.
And from a programers point of view the Jaguar has a lot of the tools I'm used
to using. Both development tools and how the hardware actually works.

>but in it, he implied that he'd be using the Falcon just long enough to
>port the development tools he wanted to his NeXT. PC Doom was done on

Can't blame him have you ever tried programming in a Windblows enviroment.

> Me, I'm waiting for Linux Doom. It's sad to say, but linux probably has
>a larger installed base than the Falcon.

Not suprising to me considering it's cost and availability on the Intel
platform.

>
>--
> John Henders -- Wimsey Information Systems.
> Vancouver's original internet service provider.
> Dialup SL/IP and PPP for Mac, DOS and Windows
> Voice: (604) 421-4741, FAX: (604) 937-7718

Dan Ackerman
ackerman.29@Osu.edu

428. Bitmap Brother's Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 16:56:16 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <2o6mng$otc@taiwan.informatik.uni-rostock.de>
Source record: 189503

There are Magic Pockets left, too.

Bye
Holger Janz
hjanz@informatik.uni-rostock.de

429. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 16:59:10 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2o6msu$114@charm.magnus.acs.ohio-state.edu>
Source record: 189504

I did read in one mag how they expect Atari to ship over 500,000 Jag's and that was why they went with it over the 3do.

And if the game is as good as the screen shots I've seen, I can imagine an awful lot of people who got addicted to it on a Dos box going out and getting a Jag just to run it.

Dan Ackerman
ackerman.29@osu.edu

430. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 17:08:24 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2o6ne8$11m@charm.magnus.acs.ohio-state.edu>
Source record: 189505

I think the best hope to getting Doom on the Falcon would be to (a) find a programming team with the time and inclination and (b) start a campaign to raise the money to liscense the Falcon port from id. There is going to be a 3do version done by someone that paid for the right to do it so maybe they would take pity on us and let someone do it for a small price.

Dan Ackerman
ackerman.29

431. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 18:37:11 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr9.183711.2206@abo.fi>
Source record: 189506

In <94098.112636STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

> Can the Falcon handle Doom? I have heard some people question
> this. I would be quite happy with a perfect conversion of
> Wolfenstein 3D for the Falcon. I think that that would be
> very possible. Does anyone know ID's e-mail address? Let's
> bombard them with requests to release a game for the Falcon.
> They have a Falcon for Jag development and if they could port
> Wolf 3D for the Jag in "15 CDs" then they could probably port
> it to the Falcon.
> -scott tirrell

I think it can. Haven't you seen that Wolfenstein-clone "Lasers & Men" from France..? It uses DSP, 16-bit sound, and Falcon True Color (16-bit) mode..! And works very well, I think! All Falcon-users should immediately download it (it's shareware), to judge it themselves. I think it could be found from cnam.cnam.fr (if I don't remember that wrong..). Great place that, anyway! Your idea about "attacking" Id with Atari-ideas is a _good_ one! Let's try it, if somebody works out their address.

I'n pretty certain that Doom _can_ be ported to Falcon. The problems are elsewhere. Mostly in peoples (including us?) attitudes: "it can't be done..".

432. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 18:45:05 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr9.184505.2357@abo.fi>
Source record: 189507

In <94098.113218STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

> Yes, there is a small user base for the Falcon right now. But ID
> did commit to taking on the Jaguar project before the Jag was even
> shipping! ID pretty much said that they wanted to do it for fun.
> Maybe they'll port it to the Falcon for fun :-). Besides, although
> the money that can be made in the Falcon is less than on the PC
> (quite obviously) ID would certainly make money on it. After all
> Doom is shareware so there is certainly not too much risk in it.
> The worst case scenario: they waste their time....
> -scott tirrell

I think you're absolutely right..! =-) And it's nice to read one positive response instead of those "Why even dream about it..? PC is God, and we're nothing but a bunch of fools that haven't seen the light.." - styled writings. World may be PC-orientered right now - but it doesn't have to be that forever. Let's not give up.

433. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 18:55:42 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr9.185542.2517@abo.fi>
Source record: 189508

In <2o4gtb$2n1@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz writes:

> Doom on the Jag' is finished, The Falcon version _could_ be done, but it'd
> be a strain on a 16Mhz system!

Not necessarily! Falcon has a fast Blitter, DSP, and quite enough power to match a 486-33 (at least, so have some programmers from England claimed..) when we speak about games. Wolfenstein-3D clone "Lasers & Men" runs in 65.000 color mode on Falcon, uses DSP - and works very well..!

>] And... Where is MP Formula One Grand Prix for Falcon..? They could convert
>] existing, very good PC-version VERY quickly and easily. And almost every
>
> Would that be the one that's been available on the st for over 2 years?

Exactly that. I may be a Formula-freak ;-) - but that game is something almost worth dying.. And how easy it'd be to get those 256-color PC-graphics to Falcon, even if they didn't bother using the DSP, or Blitter at all..!
I will personally be very disappointed, if MicroProse won't convert their best game for Falcon. And I think I'm not alone with these thoughts.. ;-) !

434. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 18:58:14 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2o6ts6$4q6@percy.cs.bham.ac.uk>
Source record: 189509

In article <2da66808@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

> The Falcon can handle DOOM, yes, but they will have to optimize their routines
> quite a bit.
>
> Was DOOM originally developed on a NeXT or under NeXT Step/PC? .. If it was on
> a NeXT (68030+56001) they should have most of the code already.
>

Hmmm... but just cos they wrote it under NeXTstep doesn't mean it was written to be run under NeXTstep. My guess is they used NeXTstep cos it's a neat environment but used a cross compiler to get the PC code...

Still I hope you're right and that it _did_ originally run on 68030+56001...

Ian

435. Re: Flow control problem... Help!

Newsgroup: comp.sys.atari.st
Date: 1994-04-09 20:03:19 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCo0D1J.8yI@netcom.com>
Source record: 189510

```
Craig Shore (craig@yonder.equinox.gen.nz) wrote:
: This one is really weird! I've been using a high speed modem for
: quite a while now... and everything has gone fine.
: Recently i've developed a problem. I have the modular HSModem files
: Drvin & MFP in the auto folder, and ZModem has worked fine, usually
: around 1400cps for archived files, 1600 for text (v.32bis/v.42bis).
: Now for some reason ZModem says 1800cps and keeps on repositioning,
: eventually aborting.

: I tried replacing the HSModem modules with Serial Fix V2, that
: made no difference. I tried running an older version of Zmodem,
: and again no difference.

I never had any luck with either of these patches and I tested them with
an analyser on my line. Only three software packages I tested handled the
HW flow control lines correctly. Connect, Uniterm, and Flash II v2.2 beta.
Of the programs I liked Flash II best on a standard ST. Uniterm was also
Nice. Connect would be REAL nice if you had a TT or Falcon.

If you want more details send me email.

John
--
+-------------------------------------------------------------------------+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+-------------------------------------------------------------------------+
```

436. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 00:21:27 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Co0ozt.3BH@cbnewse.cb.att.com>
Source record: 189511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've gotten the ICD Pro Utilities version 6.4.3 up and running on my Falcon. Appears to be in good shape - just as you would expect.

I've also spoken with ICD the other day. They will be coming out with a CD-ROM reader that will work on the Falcon very shortly.

If you are trying to call ICD, you should realize that technical support for Atari is only provided Mon, Wed, and Fri from 10am - 2pm CDT (Central Daylight Time). When you reach them and talk with them, you will find Howd Peters very knowledgable. Wayne

437. Re: Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 00:22:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2o7gro$9n5@golem.wcc.govt.nz>
Source record: 189512

In article <2o69rk$s0@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
>Apparantly (or so someone posted a few weeks back) Atari reckon all of the STEs
>with the dodgy DMA chip have been repaired, so it's very unlikely that you have
>one. Mind you that might just have applied to the UK...
>
>Ian

This is UTTER ROT, Atari never recalled these machines at all, there must
be plenty of machines that users have not fitted HardDrives to...

The same has happened here, there are users here that now wish to fit hard
drives to there STE's only to find that they have the Fauty DMA chip, but here
there is no one to turn to.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

438. Re: TCP/IP, SLIP or PPP connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 01:01:58 UTC
From: theo@mailmak.ping.de
Message-ID: <2da7dfd65f7d@mailmak.ping.de>
Source record: 189513

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:

>
> I also had problems with the tuw_tcp, forget using it under MTOS and I had
>to really jimmy it around to work at all on my Falcon under normal TOS. Anyone
>had any success with the New MiNT packages. That might be the route to go.

I just compiled FSP (V 2.7 and the "fspclient-package") for MiNT.
Together with Kay Roemer's 0.3 Version of Mint-Net, it seem's to work ok.
As soon as i'm sure about the functionality of this tools, I probably
will upload them to a.a.u.e

cheerio Theo

--
_____________________________Theo Janssen _____________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
---------------------Don't force it, use a bigger hammer !----------------------

439. Re: Selectric

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 01:52:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co0t6x.M5K@cix.compulink.co.uk>
Source record: 189514

In message <2o6g01$7lo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>Hi can any tell me the latest version of Selecric, the file
>selector..
>
>Also what site is it held on.....

It's v1.10 and there is an English version. If you can't find it mail me.

Ofir ogal@cix.compulink.co.uk

440. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 02:56:19 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2o7psj$ng2@aggedor.rmit.EDU.AU>
Source record: 189515

chris-m@pz-oekosys.uni-kiel.d400.de wrote:
: Hello!

: >I tried to connect to that FTp site (ftp.cs.tu-berlin.de) and it is
: >painfully slow! it took me 3 minutes just to get the first directory!
: >Does anybody else have these problems?
: I have the same problem! Does anybody know why?

: chriSTian

: **
: * Christian Mittendorf Phone: +49 - (0)431 - 338838 *
: * Manrade 41 eMail: christian_mittendorf@ki.maus.de *
: * 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
: **

Gee, it's kinda nice to see that .de users have this problem too...

Here I was beginning to think that the entire *.de domain was connected to
the world by a sole 1200baud modem..

My average FTP data retrievel rate from any german ftp site is around the 300
to 600 baud mark.

:)

--

Rob. (roba@nutmeg.ntu.edu.au)

441. Dupicate Files..

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 03:13:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2o7qte$aga@golem.wcc.govt.nz>
Source record: 189516
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help..

DUPLICATE FILES....

Is there a program for finding Duplicate files..??

I have one DUPFIND but its Buged..

I need to tidy up my hard drive, and I have to many copies of things
lying around....

DUPFIND could do the job but it comes up with a error after some time..

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

442. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 06:59:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da7b1fe@secom.ct.se>
Source record: 189517

In a message of 09 Apr 94 16:11:22, Chris Herborth wrote:

CH> 1) The Falcon doesn't have enough CPU power to do it well, even if they
CH> use the DSP for something.
CH>
You're wrong as always Chris, when you don't know what you're talking about ...
DOOM is *NOT* very optimised on the PC, and it COULD be done on the Falcon if
you optimised every single piece of code.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

443. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 07:00:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da7b234@secom.ct.se>
Source record: 189518

In a message of 09 Apr 94 16:50:30, Chris Herborth wrote:

CH> You're making one very wrong assumption; that IBM's PowerPC-based
CH> desktop machines will be just DOS clones with a different CPU.
CH>
CH> PowerPC is seen as a fresh start for the PC (ie personal computer, not
CH> IBM PC) community; IBM's desktop machines will use PCMCIA as their bus
CH> architecture, others will use PCI (an architecture that goes at the
CH> speed of your CPU/motherboard, and is 32- or 64-bits wide).

I suggest you learn the meaning of "PReP", and then cancel the above article.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

444. UPLOAD: MasterBrowse 4.0 (Smaller!)

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 07:02:18 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.yCum9VcLH&U@elfhaven.ersys.edmonton.ab.ca>
Source record: 189519

April 16, 1994

M a s t e r B r o w s e 4 . 0
"""""""""""""""""""""""""""""""

Copyright 1993, 1994, Michel Forget
Electric Storm Software

There is a new version of MasterBrowse available!

Using FTP, you can get the new version of MasterBrowse (when it is validated) from either of the following addresses:

atari.archive.umich.edu (/atari/Newitems/mb40_bin.lzh)
ftp.tu-clausthal.de (/pub/atari/Newitems/mb40_bin.lzh)

Both of the FTP sites mentioned above can be accessed using a mail server, for those who do not have FTP access. The file will also appear soon (with the name MB40_BIN.LZH) on GEnie, Delphi, and CompuServe. In addition, the new version of MasterBrowse has been submitted to comp.binaries.atari.st for distribution.

For those who have never used MasterBrowse before, a detailed description of the program will follow the list of new features and bug fixes.

~ ~

The new version of MasterBrowse was compiled with Sozobon C 2.00 (extended by Jerry G. Geiger). This results in a smaller executable, which operates faster and uses far less memory than previous versions of MasterBrowse.

BUG FIX: MasterBrowse now handles TAB expansion correctly.

NEW FEATURE: MasterBrowse now allows wildcards in search strings. The following UNIX wildcard characters are accepted:

[] - Entering "b[ai]rd" would cause MasterBrowse to stop searching on the strings "bard" and "bird".

Entering "[a-h]og" would cause MasterBrowse to stop searching on the strings "bog", "dog", "fog", and "hog". MasterBrowse would not stop searching on "log", though, because the first letter of that word is not within the accepted range.

* - Entering "work*" would cause MasterBrowse to stop searching on the strings "work", "worker", "working", "worked", and others.

? - Entering "wor?" would cause MasterBrowse to stop
searching on the strings "word", "work", "worm", and
others.

! - This is the refusal operator! Entering "[!a-k]og" would
cause MasterBrowse to stop searching on the word "log",
but ignore the words "bog", "dog", "fog", and "hog".

NEW FEATURE: MasterBrowse now uses round radio buttons and checkboxes with
crosses.

BUG FIX: MasterBrowse will no longer crash while printing. (This only
happened in certain situations.)

REMOVAL: In an effort to reduce the size of MasterBrowse, the use of
compressed text files is no longer supported; this reduces
the overall size of MasterBrowse 17K and reduces memory
consumption by 92K (most of which is due to the new
compiler).

NEW FEATURE: The "Save Options", "Save Options As...", and "Load Options..."
options are no longer found in the varous "options" dialog
boxes. They are now menu entries found under the "Window"
menu.

BUG FIX: MasterBrowse will no longer cause problems if your colour
index settings are higher than the maximum number of colours
available in the current resolution. If this happens,
MasterBrowse will simply use default colours.

NEW FEATURE: MasterBrowse now allows you to control dialog boxes with the
keyboard; hold down the Alternate key and press the key
corresponding to the underlined letter in the button you want
to select.

BUG FIX: MasterBrowse will no longer crash if you select "Save Document
Batch..." while progress displays are enabled.

BUG FIX: MasterBrowse will no longer skip files when saving a document
batch. (This only happened if the document batch contained
two files.)

BUG FIX: MasterBrowse now handles iconification in medium resolution
correctly.

~ ~

Everyone who owns a computer has, at one time or another, needed
to view the contents of a text file. The text file viewer supplied
with Atari computers will allow you to do this, but it is lacking in
many respects.

MasterBrowse is a replacement text file viewer for any Atari computer,
in any resolution except low (though this restriction is not enforced). It
offers many features that the Atari text file viewer does not:

o MasterBrowse has a friendly, easy-to-use, 100% GEM automated installation program.

o MasterBrowse has an extremely fast GEM user interface, which makes use of raster copy screen updates, GDOS/SpeedoGDOS fonts, pull-down menus, windows, windowed dialog boxes, colour, round radio buttons, checkboxes, keyboard shortcuts in dialog boxes, and more.

o MasterBrowse works with MultiTOS, MultiGEM, Mag!X, and Geneva. With MultiTOS or Geneva, MasterBrowse can ensure that only one copy of MasterBrowse is in memory at a time. If another copy of MasterBrowse is launched, the copy of MasterBrowse already in memory will be instructed to display the files. The utility that makes this possible (the "client-program") can be configured to call an alternate viewer for special types of files, such as pictures or sound files.

MasterBrowse also understands the MultiTOS Drag & Drop Protocol.

With Mag!X, MasterBrowse can communicate with the desktop to ensure that only one copy of MasterBrowse is in memory at a time, as with Geneva and MultiTOS.

o MasterBrowse can use the command line to open documents (or to open a document batch). The ARGV, xArg, and standard command line formats are supported.

o MasterBrowse supports the View Protocol, by Peter Seitz, which allows other programs to instruct MasterBrowse to display a file instead of using their own default viewers. Currently, the following programs support (or soon will support) the View Protocol: STZip, Lharc Shell, ShowImage, GemView, and DiskList.

o MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of available windows and the amount of free memory.

o MasterBrowse provides keyboard shortcuts for every menu entry. If you do not like the default keyboard shortcuts for menu entries, you can change them to suit your needs!

o MasterBrowse provides you with a Quick Document Access feature found in no other program. With this feature, you can instantly load any of the last seven files that have been opened (in case you need a document again after closing it).

o MasterBrowse allows you to (optionally) save your configuration automatically when you exit the program, or even save a document batch that will automatically be loaded the next time you use MasterBrowse.

o MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or even the space bar and the return key.

o MasterBrowse allows you to move in any direction inside a
document, as you would expect. What you might not expect is that
you can tell MasterBrowse how far it should move when the movement
keys are pressed. How about moving two lines down instead of one?
Or perhaps three lines suits you better?

Do you still want more power? Keep reading.

-You can jump to a specific line, a specific page, the start of
a block, the end of a block, or any of ten personal "bookmarks"
that MasterBrowse supplies for each text window.

o MasterBrowse allows you to move through a document (by lines or pages)
using a special Quick Scroll Mode. It uses the shift, control, and
alternate keys so that the scrolling speed is not limited by the key
repeat rate.

o MasterBrowse offers unparalled power when it comes to searching!

In addition to the ability to search for up to three strings at
the same time, starting at the top of the document or at the
current position within the document, MasterBrowse allows the
use of Unix (TM) regular expression matching (wildcards).

A search may be conducted in reverse mode or forward mode. If you
desire, you can specify which of the three search strings will be
case sensitive and which will not.

o MasterBrowse also has powerful block operations. You can mark a
block and then save it to disk, print it, or write it to the
clipboard. You can control how the block is marked on the
screen. MasterBrowse can also be configured to remove the block
markers after a block operation is completed or to leave the
markers unchanged. Blocks are marked using the -MOUSE-, exactly
as they are marked with text editors. More? A block can even be
extracted from a larger document and placed inside a MasterBrowse
window with a single keypress! In addition, MasterBrowse can append
blocks (or entire documents) to already existing files.

o MasterBrowse is a master printer. It can print a document (or a
block) with page headings, page numbers, line numbers, a description
of the file or block, a synopsis, or any combination of the five.
MasterBrowse can even print an identification string for those
people who share a printer between more than one computer. You can
also save a block or an entire document to disk (or the clipboard),
with all of the same options available. MasterBrowse can even be
configured to use the special features of your printer, such as
bolding, italics, underlining, colour, and specialized fonts.

You want even more power? MasterBrowse can print on both sides of
the printer page, and indent your text.

o MasterBrowse gives you complete control over your windows. You
can cycle through them, change their titles, shrink them, close

one, close them all, or get information about them all using the keyboard (or the mouse). MasterBrowse also allows you to remove the vertical window scroll bar, the horizontal window scroll bar, or both scroll bars (since a window that has no scroll bars can scroll more than twice as fast as a window that does have scroll bars). In addition, each MasterBrowse window can have different scroll bar settings. The size of a window can be changed by clicking in the bottom right-hand corner of the window, even if the window does not have a "sizer" gadget.

o MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

o MasterBrowse saves the positions of the first seven windows (if you want it to), so you have complete control over where your documents appear and how your screen looks.

o MasterBrowse allows you to load and save bookmark lists.

o Every window has a set of block markers and a set of ten bookmarks to itself.

o MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without formatting) or the clipboard can be read into a MasterBrowse window.

The features listed above -barely- scratch the surface of MasterBrowse!

-Michel Forget
Electric Storm Software
April 16, 1994

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

445. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 07:05:26 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.gf_jnWKm4zo@elfhaven.ersys.edmonton.ab.ca>
Source record: 189520

In <CoDLFt.8oB@cix.compulink.co.uk>, "Roland Givan" writes:

[> No offense to the authors intended, but what market were thay addressing
[> when they chose to write OMEn? Who is going to write software for an OS
[> which isn't standard on *any* machine. The fact that it runs on other more
[> popular machines does not help in making programs more portable. PC and
[> MAC owners for a start just aren't going to be bothered.

I thought that any computer that had OMEN could use any application
written for OMEN, so long as the source code was available. This is
somewhat like Unix.

Is this wrong?

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

446. Re: Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 10:08:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2o8j7a$c6o@golem.wcc.govt.nz>
Source record: 189521

In article <2o1uek$fvp@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN) writes:
>Does anyone know the range of serial numbers of the early STEs that were
>affected with faulty DMA chip(s)?
>
>Thanks
>
>--

>Blair Dean | aa728@freenet.carleton.ca | |||

There were no Faulty DMA Chips, the Chips that caused a problem are the same
that is fitted to a ST and Mega, but there was a problem, these DMA chips
did not like the new PCB lay out of the STE, it was noise that caused
the Problem...

I don't think there was ever any serial numbers, just the DMA chip part
number..

If your chip has C025913-38 then you have problems....

I did get 6 DMA chips from Atari OZZ for FREE, with C398739-001A as the part
number....

I have also seen other part numbers for DMA chips....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

447. Re: faulty DMA chips

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 13:37:18 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <10APR94.09371822@cc4.crl.aecl.ca>
Source record: 189522

As a former Atari dealer, I can tell you that Atari Canada never issued any type of recall and never even notified me there was a problem. When clients added hard drives they noticed the problem - then I had the aggrivation of dealing with Atari to get parts. The hardest part of selling Atari stuff was having to deal with Atari (both Atari Canada and Atari USA). Have never dealt with such user-unfriendly staff in my whole career as a re-seller.

Finally gave up trying to run a SLM laser off of an STE. With the new DMA chips the laser did not work at all and with the old chips there was noise and what appeared as faint shadowing of printouts. Eventually returned to my MegaST-SLM combo and totally gave up using the STE with the SLM laser.

448. Re: MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 13:59:17 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <2o90nl$hvj@percy.cs.bham.ac.uk>
Source record: 189523

Ur, you're putting your STe's input through a mike socket? I think that's
asking for trouble! It should really go in through a DIN socket pair same
as the CD player or (possibly) record deck. (LINE IN and such). If you
put the sound though the MIC socket the hifi will probably do auto record level
adjusing and all sorts of things will happen....

I might be wrong...

Regards

David.

--
David Oakley, ASTRAsoft shareware producers for the ST //_ //|
6 Watlands Rd | || || |
Bignall End | proposer of comp.sys.atari.advocacy || || /_
Stoke On Trent | _/|| ||_/ |

449. Re: MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 14:12:50 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2o91h2$i41@percy.cs.bham.ac.uk>
Source record: 189524

In article <2o90nl$hvj@percy.cs.bham.ac.uk>, D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
> Ur, you're putting your STe's input through a mike socket? I think that's
> asking for trouble! It should really go in through a DIN socket pair same
> as the CD player or (possibly) record deck.

Really Dave, you should know better! The phone input for the record deck will have equalisation to compensate for the weird response on cartiridges. RIAA or something like that... Best bet is slap it in the AUX or CD input ar get some nice little active speakers for it...

> (LINE IN and such). If you
> put the sound though the MIC socket the hifi will probably do auto record level
> adjusing and all sorts of things will happen....
>
> I might be wrong...
>
> Regards
>
> David.
>

Cheers

Ian

450. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 14:55:31 UTC
From: davidb@sterbbs.nl
Message-ID: <028253UCCWHWPKKKGAVO@sterbbs.nl>
Source record: 189525

```
ST>I keep hearing about Gemini. Where is it available? Does it
ST>run on the Falcon? And does it run with Geneva?

Yes it is wonderfull. It is shareware, and widely available on disk
from many pd/sh.w. services in Germany/Holland. Maybee is is available
from one of the German ftp-sites.
I don't have a Falcon or Geneva, but I wouldn't know why it would not
work with those. Try it.

-davidb@sterbbs.nl

|[From]==============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

451. New Atari Magazine!

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 15:06:53 UTC
From: pdirect@news.delphi.com
Message-ID: <2o94md$bq0@news.delphi.com>
Source record: 189526

Being my first USENET posting, I'm not terribly certain of the rules regarding product announcements...however since this is probably of interest to many readers out there, I've decided to risk it. <grin>

This is the ASCII version of our announcement that TWP's new magazine is now available. It is fairly short although it contains quite a bit of information about the magazine.

If things like this aren't supposed to be put here, please email me as such and I will not do so in the future.

-BEGIN------------

PROCESSOR DIRECT IS HERE!

Public Announcement
on April 5, 1994
by Two Worlds Publishing

We're here! Two Worlds Publishing is proud to present to the Atari community our first issue, containing articles by a variety of authors on a wide array of topics from telecommunications to programming, and much more.

__
/_/ Just what is Processor Direct?
`-`------------------------------
Processor Direct is a magazine for nearly all Atari computer users, containing information valuable to users of the original 520ST up to users of the Falcon030. Processor Direct is also helpful to the new user or even the seasoned expert -- odds are most everyone will find the information they've been looking for.

We currently print in a large format (page size is 11.5 inches wide by 13.5 inches tall) with full color covers and black and white internal pages. Each issue's cover is printed on 80 pound gloss paper, with the internal pages on quality 80 pound matte paper.

__
/_/ What is in Processor Direct?
`-`----------------------------
We offer a variety of columns on topics including Graphics, Music, and Programming, along with reviews of hardware and software of both commercial and shareware nature. We've also got the latest news items on topics like new software and hardware in the Newswire and Recent Developments sections.

In the first issue we also have a survey which asks a variety of questions so we can get to know our readers better. The survey itself is 8.5x11 inches so it can be easily photocopied and mailed to us.

__
/_/ What won't I find in Processor Direct?
`-`--------------------------------------
You won't find long boring articles on topics that no one cares about, and you also won't get page upon page of unbroken dull text on cheap newsprint paper. You're going to be stuck with interesting articles printed on quality paper...we're terribly sorry! <grin>

__
/_/ Why not just read messages on-line?
`-`----------------------------------
Reading messages from USENET newsgroups and from the national on-line services is incredibly time consuming, often costly, and some times the accuracy of the information in the form of news can be doubtful. These networks are excellent to find the answers to your questions and to talk to knowledgeable people, but if you've ever read any of the USENET newsgroups, you know that contradictions and rumor run rampant. We obtain our news directly from the source, with no one to interpret or twist it. Not to mention, with each information packed issue (at only $3.50) you get easy to understand information that would normally take hours to read and compile from one day, forget a whole month.

__
/_/ When and where can I get my copy?
`-`---------------------------------
Processor Direct is available now for direct order for $3.50 ($4.00 in Canada) each from TWP, and also through a variety of Atari dealers. You can also subscribe to Processor Direct for just $25.00 (US$33 in Canada) for 12 issues.

__
/_/ Dealers: Want to carry Processor Direct?
`-`---------------------------------------
If you are a dealer and would like to obtain copies for newsstand sales, just contact us and request information.

__
/_/ How can I advertise in Processor Direct?
`-`---------------------------------------
We have advertising in a wide variety of sizes, with the option of creating your own custom sizes. Effective for both shareware and commercial developers (as well as dealers and many others) Processor Direct may be one of the best ways to tell the community about your product! For more information, contact us and request our Media Package, which contains the guidelines as well as hints and tips on making your ad look best.

__
/_/ Want to be published?

`-`----------------------
Are you an aspiring writer? Always wanted to be published? Here is your chance! Whether you are a seasoned veteran writer with years of experience or just enjoy it as a hobby, we're always looking for new articles on fresh topics and interesting viewpoints. If you'd like to know more, contact us and request our Submission Guidelines Booklet.

__
/_/ On-line and ready to serve you!
`-`--------------------------------
If you are a member of an on-line service we are incredibly easy to contact. We have accounts on GEnie and Delphi, as well as two Internet addresses. If you have a few questions, or just want to say hello, drop us a message! Have a question about an article? We'll forward your mail directly to the writer. Also "Letters to the Editor" can be mailed electronically.

__
/_/ For more info:
`-`---------------
If you've got questions or want more information, just contact us via one of the addresses below.

US Mail:
Two Worlds Publishing
3837 Northdale Blvd. #225
Tampa, FL 33624

E-Mail:
GEnie: P-DIRECT (P-DIRECT2 for article submissions)
Delphi: pdirect
Internet: p-direct@genie.geis.com
pdirect@delphi.com

The Media Package and Submissions Guidelines Booklet are provided free of charge, and will be mailed when completed.

__
/_/ Copyrights
`-`-----------
Contents of this file are Copyright =1994 Two Worlds Publishing, Inc.
This release may be freely distributed.

-END--------------

452. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 16:14:54 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <Co1x4v.35I@ecf.toronto.edu>
Source record: 189527

In article <1994Apr9.183711.2206@abo.fi>,
Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> wrote:
>In <94098.112636STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>cnam.cnam.fr (if I don't remember that wrong..). Great place that, anyway!
>Your idea about "attacking" Id with Atari-ideas is a _good_ one! Let's try it,
>if somebody works out their address.
>I'n pretty certain that Doom _can_ be ported to Falcon. The problems are
>elsewhere. Mostly in peoples (including us?) attitudes: "it can't be done..".

It shouldn't be difficult to port Doom to the Falcon, if you're willing to play it in 8bit (256colours) and 320x200 mode (Heck, I don't mind it in this mode, I play it everyday like this!! :) "Of Lasers and Men" is a great game, but a _little_ slow...but that's cause it's running in a 16bit colour mode! (At least I think so!) Which is probably how the Jag version is also going to be in... IMHO, Id could make a killing if they released Doom on the Falcon scene... I mean, with all us rabid-starved-for-games users, who _wouldn't_ buy it??! :) :)

BTW, you might want to mail the chief executive officer of Id:
Jay@idsoftware.com
BUT! I STRONGLY recommend that we all put our names on a list and sending him the list with an attached message, rather than mailing him one by one and pissing him off. I don't want this idea to die before it even has a chance to come true!! Okay, so who wants to compile a list?? (I can't, I've got finals in a week!!!)

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

453. I am back!

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 16:15:08 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr10.101508.25716@cobra.uni.edu>
Source record: 189528

[No readable article body recovered]

454. Re: Supercharger PC emul???

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 16:35:34 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1994Apr10.163534.64825@yuma>
Source record: 189529

One of the great things about the Supercharger, is that under the
ICD hard disk utilities you can set it up to be ignored, so that
you have a ramdisk that is ST-cold-boot proof. Turn the computer off.
If you haven't turned the Supercharger off, you can come back after
coffee and still find your data on its ram disk.

Bob Komives

455. Re: Latest gcc includes

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 16:35:59 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Apr10.163559.3118@news.csuohio.edu>
Source record: 189530
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <1994Apr10.011154.25886@news.csuohio.edu> llunch@knuth.cba.csuohio.edu (Jason
Baker) writes:
> e_gem includes an appl_getinfo function for pure C, and it is
>easy enough to use this to write 1 for gemlib. I'm including a shar
>containing this function and gemlib pl30 common.h.simply compile
>appl_geti.c (This is supposed to be 8+3, don't I count well?) with or
>without -mshort and add it to gem.olb or gem16.olb as appropriately.
>Now, ap_gtype=0 returns info on the primary font and ap_gtype=1
>returns info on the small font, does ap_gtype have other settings?
>For the exact info returned with ap_gtype = 0 or 1, I refer you to
>e_gem135 and the file dial.c.
My last post had two mistakes in it. I should have said
#include "common.h" not <common.h>. Also, the opcode for appl_getinfo
is 0x82 not 82. appl_getinfo is NOT morally equivalent to scrp_clear!
>
> Jason
>PS Is there anything I have to do before rn can automatically extract
>this?
----------begin----------------
#!/bin/sh
# to extract, remove the header and type "sh filename"
if `test ! -s ./appl_geti.c`
then
echo "writing ./appl_geti.c"
cat > ./appl_geti.c << '\End\Of\Shar\'
#include <stddef.h>
#include "common.h"

int appl_getinfo(int ap_gtype, int *ap_gout1, int *ap_gout2, int *ap_gout3,
int *ap_gout4)
{
int r;

_int_in[0]=ap_gtype;
r= __aes__(AES_CONTROL_ENCODE(130, 1, 5, 0));
*ap_gout1=_int_out[1];
*ap_gout2=_int_out[2];
*ap_gout3=_int_out[3];
*ap_gout4=_int_out[4];
return r;
}
\End\Of\Shar\
else
echo "will not over write ./appl_geti.c"
```

```
fi
if `test ! -s ./common.h`
then
echo "writing ./common.h"
cat > ./common.h << '\End\Of\Shar\'
/*
* gemlib bindings library visible commons only
*
* ++jrb bammi@cadence.com
*
* modified: mj -- ntomczak@vm.ucs.ualberta.ca
*/
#ifndef _COMMON_H
#define _COMMON_H

/* Array sizes in vdi control block */

#define CNTRLMAX 12 /* It seems that 11 is enough - max reached
for vex_* functions */
#define INTINMAX 255 /* This library will allow strings up to this
size in v_gtext and vr[qm]_string */
#define INTOUTMAX 45 /* A limit for number of elements in _intout
for usual functions - reached for v_opnwk */
#define PTSINMAX 1024 /* Max number of points in _ptsin - 2 shorts
for a point. Value raised to accomodate
TT and fsmgdos printer drivers */
#define PTSOUTMAX 6 /* Max number of points in _ptsout - 2 shorts
for a point. Max reached in v_opnwk */

/* Size for _global in aes control block - most other stuff overlapped
with arrays for vdi - sizes needed for _control, _int_in, _int_out,
respectively are 5, 16 and 7 shorts and 2 and 1 longs for
_addrin and addrout */

#define GLOBMAX 15

#define _control (&_contrl[0])
#define _int_in (&_intin[0])
#define _int_out (&_intout[0])
#define _addrin ((void **)(&_ptsin[0]))
#define _addrout ((void **)(&_ptsout[0]))

/* code up _control[] elements for __aes__() calls
* (evaluated at compile time, no runtime overhead)
* see common.c for encoding semantics.
*/
#define AES_CONTROL_ENCODE(A, B, C, D) (unsigned long) \
( \
(((unsigned long)A) << 24) | \
(((unsigned long)B) << 16) | \
(((unsigned long)C) << 8) | \
(((unsigned long)D) ) \
```

```
)

/*
* code up _contrl[] elements for __vdi__() calls
* (note with gcc hardly any runtime overhead, most of the uses
* end up getting evaluated at compile time)
* see common.c for encoding semantics.
*/
/*
* WARNING!! - this coding will accomodate vdi calls with
* opcodes (A) in range 0 - 255
* _ptsin size (B) up to 2047 = 0x7ff nodes (up to 1024 currently used)
* _intin size (C) up to 255 = 0xff shorts
* and subcodes (D) in range 0 - 31
* Any function for which parameters "stick out" has to be coded
* without using this macro. Failure to comply may cause very
* funny results.
*/
#define VDI_CONTRL_ENCODE(A, B, C, D) (unsigned long) \
( \
(((unsigned long)D) << 27) | \
(((unsigned long)B) << 16) | \
(((unsigned long)C) << 8) | \
(((unsigned long)A) ) \
)

/* binding arrays */
/* takes care of ptsin containing upto PTSINMAX vertices
* (tt and fsmgdos require this value to be not smaller than 1024)
*/
#ifndef __IN_COMMON_C__
extern short _intin[INTINMAX], _intout[INTOUTMAX];
extern short _ptsin[2 * PTSINMAX], _ptsout[2 * PTSOUTMAX];
extern unsigned short _contrl[CNTRLMAX], _global[GLOBMAX];
extern int gl_apid, gl_ap_version;
extern void *_vdiparams[];
#endif

/* aes trap interface func */
int __aes__(unsigned long coded_control);

/* vdi trap interface func */
void __vdi__(unsigned long coded_contrl, int handle);
void vdi(void);

#endif /* _COMMON_H */
ion for which parameters "stick out" has to be coded
* without using this macro. Failure to comply may cause very
* funny results.
*/
#define VDI_CONTRL_ENCODE(A, B, C, D) (unsigned long) \
( \
```

```
(((unsigned long)D) << 27) | \
(((unsigned long)B) << 16) | \
(((unsigned long)C) << 8) | \
(((unsigned long)A) ) \
)

/* binding arrays */
/* takes care of ptsin containing upto PTSINMAX vertices
* (tt and fsmgdos require this value to be not smaller than 1024)
*/
#ifndef __IN_COMMON_C__
extern short _intin[INTINMAX], _intout[INTOUTMAX];
extern short _ptsin[2 * PTSINMAX], _ptsout[2 * PTSOUTMAX];
extern unsigned short _contrl[CNTRLMAX], _global[GLOBMAX];
extern int gl_apid, gl_ap_version;
extern void *_vdiparams[];
#endif

/* aes trap interface func */
int __aes__(unsigned long coded_control);

/* vdi trap interface func *
Oh boy, weird xmodem problems */
#endif /* _COMMON_H */
\End\Of\Shar\
else
echo "will not over write ./common.h"
fi
echo "Finished archive 1 of 1"
exit
```

456. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 19:34:02 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2da857741e1b6e@traveller.freiburg.sub.org>
Source record: 189531

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

>] ip>I was wondering which alternative desktops exist for the Atari ST.
>Teradesk v1.38

Very nice, this one...

>[..]

I like CoCom, the Compo Commander very much (commercial). A pity it doesn't work at all with MultiTOS... (They told me they're working on a MultiTOS compatible version, but I doubt it will ever appear.) And, it handles things quite different than other shells...

/\|ex.

--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101 * VNet 46:9490/231 * KultNet 23:550/5 * Fido 2:2476/803
Traveller-Box +49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

457. RE: QWK for BBS express

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 20:11:16 UTC
From: "CALARCO,PASCAL VINCENT,MR" <FPCA000@MUSICB.MCGILL.CA>
Message-ID: <10APR94.16403004.0251@VM1.MCGILL.CA>
Source record: 189532

In article <2o18mh$d02@insosf1.infonet.net> carl@picard.infonet.net (Carl Lafferty)
writes:
>
>I was wondering if there is a QWK compatible door for BBS express 1.87(I
>think). This is for a friend who does not have access to the net but
>wanted me to check for him.
>
I'm an Express sysop here in Montreal, Canada and I've been looking for
a qwk door for Express as well. One could probably write a script routin
to use Purple Mountain's QWK door, but I haven't really worked with the
scripts so much that I'd know whether it would be an easy or formidable
task. His best bet might be to call up C&R BBS (Express HQ).

Pascal Calarco

oOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoO
Pascal V. Calarco InterNet: fpca@musicb.mcgill.ca
Grad. School of pcalarco@binkley.cs.mcgill.cs
Library & Info. Studies RadioCityZen BBS: (514)842-7126
McGill University GEnie: P.CALARCO
Montreal, PQ
oOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOo
"Do what thou wilt shall be the whole of the law." - A.Crowley
----

458. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 20:45:16 UTC
From: abarbiero@delphi.com
Message-ID: <JG3PCFM.abarbiero@delphi.com>
Source record: 189533

wayne.a.booth <trek@cbnewse.cb.att.com> writes:

>I've also spoken with ICD the other day. They will be coming out
>with a CD-ROM reader that will work on the Falcon very shortly.

Is that a CD-ROM driver, or front end software to read non Atari CDROMs?

Andreas@AEO

459. REQUEST: FOREM.OPT (for SEE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 20:51:04 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2o9oro$otf@freenet.hut.fi>
Source record: 189534

Could someone please E-mail FOREM.OPT to me? I can't get Space Empire Elite to work without it... surely, someone here has FoReM? Or a BBS that creates FOREM.OPT?

--

_____

Matti Koskimies ☮ I thought there was no hell... ☮
mkosk@freenet.hut.fi ☮ Then I saw Windows! ☮
matti.koskimies@mpoli.fi ☮_____☮

460. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 21:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2da8774e@kockens.ct.se>
Source record: 189535

In a strange ;-) little msg Stuart Coates wrote:

>> There is a viewer program to view .IMG and Degas pictures directly from
>> the desktop by just clicking on them.Unfortually it doesnt work :-/.
SC>
SC> You could try using the 'Revenge Doc Displayer' (RDD3) it should be on
SC> atari.archive.umich.edu by now (RDD320.ZIP).... but then again I would
SC> say that 'cause I wrote it...! It works well with Terradesk, I use it
SC> with 1.36 and experience no problems.
SC>
Ok! I will.
I have it on my BBS so i will test it right away.. Thanx for the info mate!

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

461. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 21:07:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A17105@MS.maus.de>
Source record: 189426

in article <1994Apr6.102432.998@cathy.ijs.si>, Grabnar Matija
(matija@sirius.ijs.si) wrote:
>Does Mag!x work on the Falcon? I have considered gatting it, but a guy on a
>local BBS claimed it just messes up the screen on his Falcon and doesn't do
>anything useful.

No, you'll have to wait for the next release.

462. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 21:21:33 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr10.212133.23265@abo.fi>
Source record: 189536

In <Co1x4v.35I@ecf.toronto.edu> alrashi@ecf.toronto.edu writes:

> BTW, you might want to mail the chief executive officer of Id:
> Jay@idsoftware.com
> BUT! I STRONGLY recommend that we all put our names on a list and sending
> him the list with an attached message, rather than mailing him one by one and
> pissing him off. I don't want this idea to die before it even has a chance
> to come true!! Okay, so who wants to compile a list?? (I can't, I've got
> finals in a week!!!)

Thanks for that mail-address! You're right; it's no use writing messages as
single persons to Id. But we can collect names in our neighbourhood, and
send Id _many lists_ of those who support this idea..! For example, I might
send them a list containing 20 Finnish Doom-for-Falcon enthusiasts, and our
explanations why the thing should be done. You others, everywhere, could do the
same - with your own ideas and different names. The point? I think it would be
much more spectacular (?) to give them not just one list ("made by some lone
maniac.."), but many, clearly different messages. Made by clearly many
different people. That, combined with MANY names (all our friends.. ;-) should
prove that we're serious. If anything.. But there'll have to be _lots_ of us
doing this! Everybody is needed now. In England, people succeeded to get
Civilization for ST by doing this. If this works, we could try the same again
- e.g towards MicroProse (who promised Falcon-games, but...).
Let's start - and see what'll happen! There's nothing to lose..

463. SLM804 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 23:23:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <17515.1288.uupcb@nezuld.com>
Source record: 189537

Here's some stuff that is just taking up space in my house. If you
are interested in any of this stuff please reply here or better
via e-mail at dirk.vandenheuvel@nezuld.com (and any REASONABLE offers
will be considered). Stuff I'm looking for in trade include 14.4 pocket
modem, ethernet cards (combos preferred), double-speed external
CD-ROM drives, 15" + monitors and laser printers.

Atari ST stuff:
SLM804 Laser Printer w/DMA Switch Box $300.
Magic Sac Mac emulator cart "complete" $40.
Supercharger IBM XT emulator box w/power supply $100.
Timeworks Publisher v.1 $25. VIP Professional Spreadsheet $15.
MultiGem Plus w/utils v.1 (doesn't work on STE) $20.
Populus (doesn't work on STE) $10. Kult $5.
World Class LeaderBoard Golf $5.
Atari (orig) joystick $3.

Misc. stuff:
Epson Action Printer 3250 24 pin printer w/tractor feed add-on
$100. Mint condition, still under warranty.
Commodore 1950 Multi-Scan Color Monitor. $375.

Buyer pays shipping and COD (unless pre-paid). All software is
original and comes with orig manuals, but no boxes (I threw 'em
away). No manual for the Supercharger, but lots of text files on
disk.

. CmpQwk #UNREG. UNREGISTERED EVALUATION COPY

464. Re: faulty DMA chips

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 23:48:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2oa389$hhi@golem.wcc.govt.nz>
Source record: 189538

In article <10APR94.09371822@cc4.crl.aecl.ca>, csullogg@cc4.crl.aecl.ca writes:
>As a former Atari dealer, I can tell you that Atari Canada never issued
>any type of recall and never even notified me there was a problem. When
>clients added hard drives they noticed the problem - then I had the
>aggrivation of dealing with Atari to get parts. The hardest part of
>selling Atari stuff was having to deal with Atari (both Atari Canada
>and Atari USA). Have never dealt with such user-unfriendly staff in
>my whole career as a re-seller.
>

I had the same problem with Atari OZZ, I ended up making 12 Toll
calls to them, they just kept pissing me around..

Atari OZZ even tried to call me collect..!!!

I did get 6 chips in the end, but at the phone costs, plus there was
a dud DMA chip...

A well know dealer here had a big clear out of Atari products, but they never
sold hard drives, when I rang them to tell them about this DMA problem,
they denied knowing any thing about it, this was the Dealer, not Atari...

Never ever buy any thing from this Dealer, there support is dismal..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

465. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-10 23:54:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2oa3ki$hhi@golem.wcc.govt.nz>
Source record: 189539

In article <A16980@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>In article <1994Apr05.155205.18239@sco.com>, Donald Page
>(donaldp@scowpat.UUCP) wrote:
>
>Yes. Atari's MetaDOS drivers do not support drives connected to the ACSI
>port, and MetaDOS won't work properly with MiNT. For a solution for the
>first problem, you'll probably have to get a third-party driver (ICD's or
>Hard&Soft's come to mind).

Julian, a friend of mine was a early developer with the first Atari CD Rom,
from memory that came with MetaDOS version 1.0..

This CD ROM connected to the ACSI port..??

Are you saying that this is no longer supported..??

P.S..they gave up on the project as the CD Rom was far to slow....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

466. Re: I am back!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 00:29:00 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2oa5kc$5va@charm.magnus.acs.ohio-state.edu>
Source record: 189540

In article <1994Apr10.101508.25716@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>
>
>
So! Where you going to say something or just waste more bandwidth.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

BTW, Does your Mother, know you do this?

467. Re: Dupicate Files..

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 00:39:06 UTC
From: hallvart@ifi.uio.no
Message-ID: <2oa67a$gri@yrsa.ifi.uio.no>
Source record: 189541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2o7qte$aga@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> Help..
>
> DUPLICATE FILES....
>
> Is there a program for finding Duplicate files..??
>
>
> I have one DUPFIND but its Buged..
>
> I need to tidy up my hard drive, and I have to many copies of things
> lying around....
>
> DUPFIND could do the job but it comes up with a error after some time..
>
>
> Thanks....
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

Try out "mfd.zoo" on: info2.rus.uni-stuttgart.de /pub/systems/atari/util/disk/

Hallvard, Oslo, Norway

468. Re: MJUZAKK! was: Sample Sequencer for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 02:46:20 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EDLDBIVZ@tecnozid.mubo.saar.de>
Source record: 189403

In <dtoews.14bu@outb.wimsey.bc.ca> David Toews wrote :

>one thing I'd be interested to see is MOD format or even MIDI format
>importing.. allowing current songs to be used and replaced by 16bit samples

I don't know when we will realize this. If we do it, maybe we will only do
it in TRAKCOM, the commertial version of MJUZAKK, sold by Compo Software.

Bye

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

Atari is not dead! It only smells funny! (Rock 'n' Roll)

469. Minixfs test version pl10

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 02:52:11 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Apr11.025211.6634@mnemosyne.cs.du.edu>
Source record: 189542

As I mentioned a while ago Minixfs can crash on Falcons. I still don't know for sure why. However I've made an educated guess at a solution and sent out a pre-release pl10 Minixfs to atari.archive . This is the XFS binary only, sources will come with the full release. Its filename is mfs10tst.zoo .

If you have a Falcon that crashed previously and doesn't
with this let me know. If it still crashes let me know as well. You can also use the GCC fixstk utility to increase the update stack, see if that changes the crash frequency too.
Steve.

470. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 04:23:58 UTC
From: diehl@ionews.io.org
Message-ID: <2oajcv$ok0@ionews.io.org>
Source record: 189543

RE: JPEG VIEWER

Perhaps you don't actually _need_ to make a viewer, just a convert to convert the JPGs into GIF (or other) format. Then Photochrome could view them more or less as they were meant to be viewed. It would produce the best results, at any rate. Converters wouldn't necessarily need a lot of RAM (they could be done in portions, saving to disk as it goes) and while it'd be slow, once they're converted, that's that.

Just my two cents, anyway.

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

471. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 04:29:27 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.766038567@gold>
Source record: 189544

In <1994Apr9.185542.2517@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>> Doom on the Jag' is finished, The Falcon version _could_ be done, but it'd
>> be a strain on a 16Mhz system!

>Not necessarily! Falcon has a fast Blitter, DSP, and quite enough power to
>match a 486-33 (at least, so have some programmers from England claimed..) when
>we speak about games. Wolfenstein-3D clone "Lasers & Men" runs in 65.000 color
>mode on Falcon, uses DSP - and works very well..!

The blitter is a slow piece of crap. It is still faster to write 68030
code to do graphics stuff. Using 65,000 colors on the Falcon is much
easier than the god-awful 256 Falcon mode. With the true color modes you
don't have to deal with the plane interleave. It would be nice and fast
if the 256 col mode was just straight non-interleaved 8-bit blocks.

472. Re: SCSI controlers

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 04:59:32 UTC
From: stchip@delphi.com
Message-ID: <RExsyTM.stchip@delphi.com>
Source record: 189545

Peter Missel <Peter_Missel@m4.maus.de> writes:

>> If I buy a TOPLINK adapter, can I use ICD Pro utilities ?
>
>Yes. ICD Pro utilities don't care about what hardware you use. The GE TOPLINK

>comes with (rater poor) software, I used ICD, SCSI-Tool and Atari software with
>it successfully.

Then why is it I could get my Supra host to see my partitions after I tried and
formatted my 340 Maxtor into 6 50 meg and one 30 meg and one 5 meg partitions?

Jon O:}
STCHIP@delphi.com

473. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 05:31:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <A20889@BI.maus.de>
Source record: 189546

hello Patrick,

p> i'm writing an application for GEM (with PureC and RCS 2.9). For that i need
p> dialogboxes which stay on the screen (in german: "modale dialoge"), p.ex.
like
p> the dialogs in papyrus,winrec,...

How about Enhanced-GEM from Chris Grunenberg? A new version (v1.35) of
this powerfull toll (including it's sources in C; compatibel to PureC,
LatticeC and GNU-C) is availiable for several days.

cu Oliver

474. Spectre 3.1 and GBS news

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 05:37:58 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1994Apr10.233758.1@fnalo.fnal.gov>
Source record: 189547

Per Dave's request, here is recent GBS and Spectre 3.1 news from Genie.

Topic 33 Thu Mar 24, 1994
DAVESMALL [Dave] at 01:28 EST
Sub: Spectre 3.1 is DONE! (yeah!)

Hey, folks, 3.1 is done. Whew!
12 message(s) total.
****

Category 1, Topic 33
Message 1 Thu Mar 24, 1994
DAVESMALL [Dave] at 01:49 EST

"It's been such a long time..." -- Boston, Album 1

Spectre 3.1 is done.

We'll be posting more details *quite* shortly about how to get your hands on it and what it does. Let me give you a brief overview of where I've been (and why).

In mid-November, 1993, I got a mild taste of what Eric got with a car. This time, it was Man's Best Friend, our Dog "DimWit NumbSkull". German Shepherd, regrettably overweight. I was sitting in the vet's office, had her on the leash, she was bouncing all over the place. I had my left foot on my right knee -- you know how ya can sit? Well, D.N. Dog jumped towards me, wrapped her leash around my left ankle neatly.

Well, I was just untangling it when the door opens, and another dog comes in.

ZOOM! DimWit NumbSkull races to check out the other dog. Leash snaps really taught (call her 100 lbs.) and my foot got yanked out, knee snapped forward. The ABSOLUTE WORST thing you can do to a knee is to move it in or out with your foot turned in, or out. (That's one way they check for knee damage. Try it. Don't press if it hurts, back off.) Wow, did it hurt. I hope her annual shots hurt. I mean, I'm a dog person, but for heaven's sakes...

So, it swelled up and all, went into ER, looks like knee cartilage torn. Go see a specialist.

Went to see same exact guy who worked on Eric (put rod in his leg). He said, "absolutlely classic cartilage tear. Let's fix it." We tried for before Christmas, but the insurance people moved too slow. It was then delayed for vacations and such, and they "did" me in mid February.

I got a "Welcome Daddy" hug from Jamie (5) who didn't know my knee was bad, which accelerated it coming apart, about two weeks before the operation. I was actually glad when the day arrived.

Hey, WOW is it fun to have someone stick a needle into your knee under your kneecap! It got better several years later, as the painkiller started to work, but it was no fun at all. They do this three places. Then they start water (or saline or whatever) running through the joint to flush out junk.

They have this TINY probe with a fiber optic light and camera hookup and "nibbler". The "nibbler" looks like the baby alien in "Alien". No kidding. They hooked it up, and in full living color, S-Video (spiffy!) was my knee!

Of course, there was some horse leaning IN on my knee from the left, and some mule pushing OUT on my leg, bending the knee sideways, so the surgeon could get a clear look at the tear. It was far back. He said "absolutely classic". They took pictures, said it was perfect for a book he was writing! (I'm not kidding). Meantime, the anesthesia guy was asking me up and down how to buy, connect, and run a CD drive on his Mac LC-III (I think). Not enough RAM type problems. (Surgeon grumbled to my wife "I talked all through the operation!").

Another amazing thing is the refrigeration in those operating rooms. Waaay cold.

Anyway, it's all fixed now, I have some scars to compete with Sandy's, and the knee works better than it has since before college. (Really). Lots of stuff in there came out that needed to and a lot of rough surfaces got smoothed down. And Gee, I got to see it all on S-Video! (This is a higher quality video than like NTSC, the normal.)

The video was odd -- it looked like Jacques Cousteau movies precisely -- all underwater -- some Alien thing nibbling at the cartilage tear, smoothing it down so everything would work smoothly again. It did the trick. But it was weird, I tell ya. (The swelling is just finally going down, here in late March. THAT is how hard HORSE and MULE were leaning on my knee. Ouch.)

Anyway. From November on I found it a bit hard to work, what with this knee brace and all, and the the pills they feed ya. They do improve your mood, but your focus and concentration just fly away ... the brace is LOTS of fun, about 700 feet of velcro and many steel rods you wrap around the knee to ensure it doesn't bend. Trouble is, steel rods work their way up and out into a "sensitive" anatomy region (shall we be delicate about it) especially at night. Never did find a solution to that.

Okay, next note will talk about 3.1. The knee is back, I'm going to be back online a lot more since I need to be, and the limited time I can work won't all be focused on 3.1.

I also needed a bit of a break to get my perspective back. I understand people need 3.1's capabilities, but when it just plain crashes, it just plain crashes. I can't ship that! I got 8 faxes from someone with "3.1" in HUGE letters covering the page. (Maybe I should have just shipped it to him and said, "look, it don't work yet?)

-- thanks, Dave Small / VP etc Gadgets by Small

Category 1, Topic 33
Message 2 Thu Mar 24, 1994
DAVESMALL [Dave] at 02:13 EST

OK. Here's 3.1's status.

As you know, we looked at System 7.0 when it came out. It crashes with an "out of memory" error. We traced that to an IPL (Interrupt Priority Level) test, which was simple: If you were running IPL 0, you passed; if not, you crashed, with the error selected as "Out of Memory". Since Ataris MUST run at least 2-3 to avoid horizontal blank interrupts (and dreadful slow speed), I could almost believe this is an attempt at an emulator killer. I don't know. I DO know it took an all-night trace, the trace running 9600 baud into a fast PC clone that stored it in a disk file (ever tried to find a telecomm program that can do SUSTAINED 9600?) and waited until it crashed NEXT MORNING. At the end of this huge file (ever tried to EDIT a really big PC file? WordStar finally did it.) I found the IPL crash. WEIRD. They also had unhooked the 128K ROMS from everything ... serial interrupts, mouse interrupts, Line A, Bus Error, Vertical Blank, One Second tick, and so on. I really don't know how much or little of the ROMs they even use on 7.1.

3.1 gradually became stable. There were the usual bugs in development, because we added and changed a lot in preparation for what's coming (Spectre does NOT stop at 3.1!!!) The CONFIG file would not save SCSI status. You could not select a boot drive more than the first drive displayed. Things like that -- annoying, and all in "C", a language I'm real expert in (hoot! *haw!*) But found and fixed.

There are now two menu entries, ACSI and SCSI. If you don't have SCSI (e.g., not TT) then SCSI is greyed. Each has 12 or 16 partitions (can't remember, it's midnight) displayable. You can turn on/off/format into OOP partitions either ACSI or TT SCSI drives.

Then, basically, you can use your TT SCSI drives as Spectre drives. It sounds simple, it was really BAD to implement. I had to finally bring in a SCSI whiz to help me debug it. Simple: SCSI problems on the motherboard. (1st production run TT). We had a "newer" TT, that fixed it, essentially.

We also did our best to de-timing-loop the machine, so you can set your TT or SST or whatever to warp drive. As far as we know, you're safe up to whoever knows Mhz. Maybe that 64 Mhz 040 board would fail, I don't know. (Like to try!). But this should get rid of the annoying "turn off caches" stuff. It seems very solid; I used it a lot while debugging 7.1.

So, in 3.1, you have the boatload of little fixes we've been adding from bug reports since Jan. 1991 (3.0's release date!), a machine independence for speed (although 8 Mhz cruises along just nicely), TT-SCSI support (and in general, that sort of speed support). I know several people who would chew my arm off for TT-SCSI drive support, and others that want to turn up their accelerators, and I can dig it ... I like it too. That's why the Camaro.

As it happens, we "froze" the code in January, and I went after 7.1 when I was, errr, mentally able. (quit smirking, you!) I believe the problem is the CLASSIC MultiFumbler zero-READ (not write), which does not cause a bus error. It is not reading 0, it's like reading 2 or 4 or 6, the ROM locations. Bad data, etc, crash. I have to sic the Zax on this one to find and fix it. Good news is we FIXED this stuff before -- this was what crashed Microsoft Word 3.02 (remember that war?) and MultiFinder 6.x.x.

So rather than hold you up any longer on 3.1, I'm going to "shoot the engineers" (old saying: "Somewhere in the life of a project, you're going to have to shoot the engineers and actually ship.") and ship this thing out of here.

3.2 will follow on with the 7.1 with MultiFumbler fix. (Remember, when they went to 7, MultiFumbler became mandatory... no more Finder.)

About TT Memory --

I've done some really tricky experiments (in terms of getting them to run) in swapping TT memory around to speed up performance. I have to do several BIG changes to Spectre before this can be fully done and you have like a 12 meg machine. (Caution: Not all programs will tolerate 12 meg of freespace. A common bad MacHabit is to request 8 megs of memory, knowing it will fail "because of course a Plus has 4 megs only", and that causes a memory compaction in the Heap. Well, if you have 12 megs and it works, that program may flop. 8 Megs appears more stable, and is a more "supported" Mac size, whatever that means -- programs are more willing to "see it").

I have solved the problem of getting TT memory to be ST memory, which one Pundit has been telling folks is impossible. However, there are such big changes required, like a whole new buffer setup, that I am not comfortable putting them into this code. I think it is a far far better thing to get the TT users and high Mhz users up and solid than to crash them on an untested RAM scheme. I have a 12 meg TT, I understand you want it, but hang in there a bit longer.

The memory menu thus goes to 14 Meg (Falcon, remember), but above 4 meg will probably be greyed, since the 3.1 is frozen and I'm working on 3.2 now. You never change a frozen version except for bug fixes, and then you line up various ST versions and test. So far, so good. Even the Mega STE no longer has the 4 meg bug, where non 4-meg Mega STE's would crash (a cache conflict).

--> con't

Category 1, Topic 33
Message 3 Thu Mar 24, 1994
DAVESMALL [Dave] at 02:42 EST

The Falcon030 is not yet supported. It's just greatest good for greatest number; System 7.1 is needed by more people.

Color Quickdraw I won't comment on, because of all the work I've done. Enough said.

For now, there isn't much point in Revving the manual, since it will change in 3.2, when other things come up. (For example, you will see menu options to enable or disable ST and TT RAM, to do it YOUR way.) But they're not going to let you select all TT RAM yet; not until people run the new buffer scheme and I'm sure it works. MMU stuff can be mighty tricky, and persuading a 24-bit machine (e.g., Mac) to allow me to swap in 32-bit memory (where TT RAM is is "past the end" of 24-bit memory, past 16 Megs; it starts at 16 megs) was most entertaining. Jeeze, I can feel the knee brace still digging into my, errrr, ankle.

I would recommend the bug fixes to anyone. We found a couple lulus that should not have gone out in 3.0. Ooops... well, it worked well. 3.0 was a VERY good release.

I believe the "disk hiccups" and "keyboard freezes" some users have reported will stop with 3.1. The disk routines are TOTALLY REWRITTEN (again!) with an eye for machine speed independence. This is really not easy; there is no easy way to force a given time on the machine, when you can't easily find out what sort of machine you're running on, if there is an accelerator, and so forth. For you programmers, just TRY doing a tst.b on MFP bit 5 (GPIP) to slow you down. Everyone SAID that would cause an 8 Mhz cycle. On a ST, it does. On a TT in cache, it runs twice as fast. Without cache, 1.5 times as fast. I don't know why, I just measured it on the scope instead of taking it on faith.

The timing-independence was difficult but the TT seems steady now, been using it for months (on 3.1, of course). But I'll head back to the Zax now, and that's 68000 only, on one of the Megas.

The next two goals are to finish stomping 7.1 into the ground, and to bring online the extra TT RAM. Most of the code is there, the menu options are there (greyed sometimes), but I know there are borderline situations I am going to HAVE to test. (Border conditions between ST and TT RAM are especially tricky, and they positively will happen).

All the goodies like tailorable menus remain the same.

On XGM (Atari's past 4 partitions formatters since AHDI 3) WE NOW SUPPORT XGM PARTITIONS. We can handle 14 per drive, since Atari more or less set that limit. (Actually we could go higher, but good heavens, 16 icons on your desktop?!?) We have an adjustable total of 16 partitions mountable; I can increase that if someone needs it. (What, running a 5 gig hard disk?)

XGM partitions required a plane trip up to Oregon and seeing an old pal again. Hint: He's helped me before a lot with "C" stuff.

The SCSI stuff required bringing in a pro and logic probes and stuff, until we figured out the out-of-sync condition was the machine (which we could regularly lock up as it got hot). Welp, that's how ya learn.

GCR code was already pretty time independent, since it slams on the cartridge port so much. This just gives it more overhead to work with than on 8 Mhz machines.

So. With XGM, we're current with Atari's disk drivers. With SCSI, we're current with TT. With high Mhz independence, we can handle various accelerators, even one called SST at 40 Mhz. That is trans-warp drive, folks.

And the bug fixes are ever-welcome.

So. That's the delay, what we have NOW, and what is coming soon.

I no longer walk the dog with a leash; I never want to get shots under the kneecap again. Whooooooo.

We'll post some details about how you can get your hands on this as soon as the literature is complete (I'm writing, I'm writing!). Sandy just got a pack of 1500 fonts and is dying to use them, too, to format this.

Tell you what. There are a LOT of people not on GEnie who would like to know that Gadgets is still alive and 3.1 is done. If you feel like it, could you repost these as necessary to the Net? My Visa/MC just ran out (of course) and my Internet access is closed until the new card "wakes up". (I have the card; Visa/MC does not have it in their blasted computer yet, nor given me the PIN code.) Probably comp.sys.atari.st would be a nice place to put this; it goes to a great number of Spectre customers.

(Let's not have 15 posts of it, though, ok?)

Thus, for reposting, while these notes on 3.1 are copyright, you are free to reproduce them as long as you do so completely, so the next person gets the news same as you did.

Questions I won't answer: What was the stupidest thing you did programming while taking weird stuff a week before your operation?

(Fortunately, I can't remember a lot of them.)

Anyway. I'll try to be online more now that the intense war for 3.1 is behind, and if any bugs show up, we'll catch them in 3.2. I don't think it will take long to show up (knock wood) because we spent so much time researching how to find and kill zero-reads...

We have had someone answering our Gadgets line (or at worst, returning calls) for quite some time now.

PLEASE DON'T BUG HER ABOUT 3.1 EVEN IF YOU NEED IT YESTERDAY. Until we have something to ship, we don't want to say "Go!", ok? It takes time to get disks duped and CHECKED (we have been loused up so many times we must check them!), and I kinda wanta do a new PD disk if time allows.

Naturally, when it's "Go" time (which is a LOT sooner than "Real Soon Now"), feel free to call.

I'm sure I've forgotten some things in 3.1, but the point is, we're moving and have a definite direction. And yes, we think a lot about Spectre 4.0 on the horizon, with all those neat color cards out there. I wonder how hard it really is to program a Tseng Labs ET-4000 chip?

It's good to be back.

Thanks for being patient with us, folks. Wow, have we had our share of fun.

Enjoy 3.1.

-- thank you, Dave Small / bottle washer, coder, VP / Gadgets by Small

---

475. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 06:29:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da8fc3e@secom.ct.se>
Source record: 189548

In a message of 10 Apr 94 18:14:54, Al Rashid Shahir wrote:

AR> It shouldn't be difficult to port Doom to the Falcon, if you're willing to
AR> play it in 8bit (256colours) and 320x200 mode (Heck, I don't mind it in

Umm .. since the 8 bit mode consists of bitplanes, and the 16 bit mode does
not, it's FASTER to use the 16 bit mode ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

476. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 08:06:12 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.xXcC8AbW2sM@elfhaven.ersys.edmonton.ab.ca>
Source record: 189549

In <2os2dh$66g@news.u.washington.edu>, Jeff Beeghly writes:

[> Where is the 'EGEM' package located? What are the files called? I'm new
[> here so I was not aware of EGEM, but it sounds interesting.

Try ftp.cs.tu-berlin (or the mail-server). That site usually gets new
versions of EGEM very quickly. You could also try ftp.tu-clausthal.de
as well. The filename is usually EGEM_135.LZH but there is now a 1.40
version available, so try looking for EGEM_140.LZH.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

477. Re: Selectric

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 08:09:16 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.121.766051756@rog1.rog.rwth-aachen.de>
Source record: 189445

```
In article <Co0t6x.M5K@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>From: ogal@cix.compulink.co.uk ("Ofir Gal")
>In message <2o6g01$7lo@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
said:>>
>>Hi can any tell me the latest version of Selecric, the file
>>selector..
>>
>>Also what site is it held on.....
>
>It's v1.10 and there is an English version. If you can't find it mail me.

It's on ftp.uni-muenster.de.

GRTX Juergen

------------------------------------------------------------------------
Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de
------------------------------------------------------------------------
```

478. Re: Upload in comp.binaries|sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 08:14:38 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.94dIdLtcgzo@elfhaven.ersys.edmonton.ab.ca>
Source record: 189550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Up-EDQKBGYD@jimmy.sta.sub.org>, Achim Wilhelm writes:

[> Could someone be so kind and tell me how I con manage to upload files to
[> comp.binaries.atari.st and to comp.sources.atari.st?

To upload a file to comp.binaries.atari.st or comp.sources.atari.st you
should send your submission to avg@cwi.nl where the moderator will look
at it, make sure it works, and post it. I think the archive needs to be
a ZOO archive, though, and the UUEncoded pieces should be no larger than
45K.

If any of this is wrong, I'm sure someone will correct me.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

479. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 08:59:38 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2ob3hqE80o@uni-erlangen.de>
Source record: 189401

The discussion about cd rom drives on the Atari gives me the opportunity
to add another question matching this subject:
What programms are there to control the cd rom drives in order to
play audio tracks?
I had some programms (sorry, i do not remember the names) but the all
failed to work with my Apple CD 150 which is - yes, i know - a somehow
outdated drive...
Is there a programm that reads a config file where one might specify
what commands are passed to the drive?
Any help is apreciated...

Regards
Thomas Kuenneth, Germany
---
tskuenne@cip.informatik.uni-erlangen.de

480. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 09:35:37 UTC
From: djs@jet.uk
Message-ID: <1994Apr11.093537.25316@jet.uk>
Source record: 189402

In <2ntae8$71i@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>...
>BTW, I have heard one bad report from an Apple user about the CD300.
>They said it was slow, but all CD-ROMs are slow, IMO.
Seeks tend to be especially slow because of the need to change CD rotation speed as you cross tracks.

In Computer Shopper (UK mag) the CD300 came out tops; faster than some triple speed drives. Depends on what you do in your benchmarks of course. They tested it with Mac (obviously) but also with a PC (+ SCSI card).

The CD300 is advertised at 155 quid (but by a company that doesn't have any in stock!) Anyone know anything about the Toshiba 4401 (not 3401) which is advertised at less than 150 pounds? It's internal, SCSI-2, dbl speed, that's all I know.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

481. For Sale (UK): 105MB Hard Disk for Atari ST (etc)

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 09:56:13 UTC
From: djs@jet.uk
Message-ID: <1994Apr11.095613.25569@jet.uk>
Source record: 189404
Cross-posted to: comp.sys.atari.st,uk.misc

Due to upgrade to Falcon, I have an ST hard drive for sale. (By detaching
the interface card, it is compatible with the Falcon too, but I now
have a different drive for my new machine).

Summary:
105MB drive, including case, interface and cables: 250 GBP
70MB slower drive, uncased: Free, with above
Includes UK carriage. If within what I consider to be
a reasonable distance of Reading or Abingdon, I can deliver,
and give assistance setting up.

Details:
It is a Quantum LPS105 105MB fast SCSI drive, in a largish box (designed to
sit under the monitor). The box contains the power supply, the adaptor to
translate from the Atari DMA port to standard SCSI, and the drive. There is
room for one more 1/2 height 3.5inch SCSI drive, if you wanted to expand
later. The box has DMA in and out sockets (the latter for adding another
external drive, or an Atari laser printer, or whatever), and a standard SCSI
port (I used this to attach a tape backup unit). It comes complete with the
necessary cables, ie one that attaches the drive to the computer, and one that
supplies the mains. The DMA to SCSI adaptor is the ICD adSCSI+, which is
better than the ICD Link which most dealers sell now, and includes the
best hard disk drivers available for the Atari. It includes a battery-backed
clock to automatically set the correct date/time in the Atari when rebooted.

I will also give away with the above drive, a second hard disk. This is
70MB, is slow, and won't fit in the same box as the main drive. Basically,
if you can make use of it by getting another case and power supply, then
it may be useful. Otherwise, give it away yourself or sell it.

Contacts:
E-mail: djs@jet.uk (Some mailers prefer 'djs%jet.uk@uknet.ac.uk')
Phone (day): 0235 465028
Phone (home): 0734 351783
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

482. Re: Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 10:01:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Apr11.110102.1@gst-soft.demon.co.uk>
Source record: 189405

TITLE: Re: Faulty DMA chips on early STEs

> Apparantly (or so someone posted a few weeks back) Atari reckon all of the STEs
> with the dodgy DMA chip have been repaired, so it's very unlikely that you have
> one. Mind you that might just have applied to the UK...

I can tell you that it can't be true, because I haven't had
mine fixed, and it's one of the buggers, also got SIPP
sockets instead of SIMM's...suppose I better get it sorted
one day!

Chris Wood.
cwood@gst-soft.demon.co.uk

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

483. Lazer_1 and _2

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 10:20:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1699@usdtsg.DaytonOH.NCR.COM>
Source record: 189406

Sorry for the wasted bandwidth, but...

Can anyone tell me if the laxer_1 and lazer_2 files at atari.archive
are for the Falcon only, or are they for regular ST's as well?
I FTP'd them already, but am wondering whether to save the disk space for
these files or not. Email or post a reply. Thanks in advance...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

484. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 10:36:27 UTC
From: andrew@minster.york.ac.uk
Message-ID: <766060587.34256@minster.york.ac.uk>
Source record: 189407

Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
: In a message of 07 Apr 94 21:41:00, Ofir Gal wrote:

: ATARI's DSP modem may be vaporware, but NOT the "DSP-modem" ... several people
: are doing them, the PROBLEM being the EXTREME cost of selling them legally ..
: that is, get the permit for connecting them to the line ..

I was thinking about this legallity problem. Why don't ATARI produce
some kind of hardware buffer from the DSP port to a phone connector and
DSP thruport? With this standard we could have many phone-line applications
and only ATARI would need to foot the bill for a little green circle.
(A little green circle means legal to connect to BT phonelines in the UK.)
This bit of hardware could ensure that no stray signals make it down the
phone and with the right software protocols auto-answer, hangup and so on.

Does the hardware on HiSoft's VOICEMAIL have BT approval?

If ATARI won't do it then I'm sure a third party could corner the market
on that single piece of generic hardware that anyone can develop
phone applications for.

--
Andrew Hague -- Researching Methods for Motivating Learners with CAI
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

485. rusmv1.rus.uni-stuttgart.de

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 10:49:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ob9va$1di@golem.wcc.govt.nz>
Source record: 189408

Hi can any one help with this FTP site, were are the Atari files now
as its been changed to a mail FTP remote server..??

Also what is the correct Gopher name for this site....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

486. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 10:59:03 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2obahn$q5f@irz401.inf.tu-dresden.de>
Source record: 189409

In article <2o7psj$ng2@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>My average FTP data retrievel rate from any german ftp site is around the 300
>to 600 baud mark.
I usually get from .au-sites 0.3k/sec or more,that is 2400baud or more.
Best connection was at 4k/sec,that is 32000 Baud! Do you have a slow connection
to the outer world?

Matthias
--
.----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > Luthien 3058:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`--'

487. MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 11:00:45 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1700@usdtsg.DaytonOH.NCR.COM>
Source record: 189410

I've been noticing the uploads (and slight discussion) about the
various networking-type utils that are being ported to the Atari under
MiNT, in particular Sockets, etc. I was wondering if someone could
explain for a network-neophyte (i.e. me) what exactly this allows
you to do. I mean, if I wanted to FTP *directly* from my Atari
to an FTP site, would this allow me to do so? If so, how would I need
to be connected into the net in the first place?

Any explanation would be appreciated. Thanks in advance...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

488. Re: I am back!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 11:07:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2obb14$1di@golem.wcc.govt.nz>
Source record: 189411

In article <2oa5kc$5va@charm.magnus.acs.ohio-state.edu>,
rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>In article <1994Apr10.101508.25716@cobra.uni.edu>,
> <sinclap2954@cobra.uni.edu> wrote:
>>
>So! Where you going to say something or just waste more bandwidth.
>
>Raymond Collins

>BTW, Does your Mother, know you do this?

May be he never had a Mother...:-)

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

489. Fax-software for Suprafax

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 11:13:38 UTC
From: jornand@sci.kun.nl
Message-ID: <Co3Dus.7Et@sci.kun.nl>
Source record: 189412

Hi,

Does anybody know anything about pd software to use the
SupraFax v32 bis Faxmodem as a Fax. Uniterm works fine
for terminal emulation, but since the modem has fax capabilaty,
I sure would like to try it out!

Thanx for the info...

Jornand

--

Jornand Runneboom
email : jornand@sci.kun.nl

490. Converter Signum <-> ASCII wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 11:18:38 UTC
From: dirk@dynamik.rwth-aachen.de
Message-ID: <dirk.63.000B4FE2@dynamik.rwth-aachen.de>
Source record: 189353

Hi there,

I', looking for a tool, which can convert documents written with Signum into Plain ASCII-Format, PC-readable. Or, even better, into RTF (Rich Text Format) or WordPerfect 6.0.

Does anybody know such a tool?

I would be even satisfied with a raw description of the Signum *.SDO-Format to write my own converter!

Thanks a lot

Tschoe
Dirk :-) :-)

Dirk Wissmann Maus: AC3 dirk@pool.informatik.rwth-achen.de
Pley 39 Fido: 2:2452/151.25 dirk@dynamik.rwth-aachen.de
52146 Wuerselen Lehrstuhl fuer Dynamik der Flugkoerper/ILR

491. FTP.UNI-STUTTGART.DE

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 11:18:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2obbmu$1i8@golem.wcc.govt.nz>
Source record: 189413
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There have been some changes to this site, the mail-server
works like a remote FTP server..

BUT THIS BIG PROBLEM IS WERE ARE THE ATARI FILE...???

Also some one mentioned a DUP File finder called
MFD.ZOO, as I can't get this from Stuttgart, were else
can I get this file from..

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

492. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 12:46:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co3I68.6KI@barclays.co.uk>
Source record: 189414

```
In article <1700@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|> I mean, if I wanted to FTP *directly* from my Atari
|> to an FTP site, would this allow me to do so? If so, how would I need
|> to be connected into the net in the first place?
The ST port of KA9Q would allow you to FTP, read news etc. by modem.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

493. I'm BASHing my head on the wall!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 12:58:54 UTC
From: swhatley@blkbox.COM
Message-ID: <2obhie$kes@blkbox.blkbox.COM>
Source record: 189415

I am having trouble running BASH. I do not have MiNT. I am unable to get it tu run the /etc/profile and ny $HOME/bash.sh file. I have tried many combinations of parameters. I can get it to work without any profiles or it locks up if I get any of them to execute. Any help will be appreciated.

Thanks,
Steven Whatley

494. Re: Falcon games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 14:12:05 UTC
From: davidb@sterbbs.nl
Message-ID: <09995ARAEXTFNGRGPCT@sterbbs.nl>
Source record: 189416

```
TH>> I don't want to flame Atari but let's be honest with eachother
TH>and stop > hoping for things which are unlikely to come!
TH>
TH>It's kind of sad to hear that - because what will happen, is very
TH>strongly up to us. If we don't believe in what we use - why should
TH>the others believe..?

It's not only up to us, it's also up to atari. I believe in what i
use, atari appears not to believe in what they make. There is hardly
any evidence that they do, anyway.

-david

|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

495. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 14:12:05 UTC
From: davidb@sterbbs.nl
Message-ID: <09988ARAEXTFNGRGPCT@sterbbs.nl>
Source record: 189417

```
ri>No .. 2Mb SIMM:s are almost as expensive as 4Mb SIMM:s ... it's
ri>not worth it ....

Ah, right.

ri>(I repeat: Why not use 8 1Mb SIMM:s and have logic deside which
ri>"bank" to use depending on the address)

Well, but someone has to make the board, and this 'bank-switching'
would slow down things, or would it not?

-davidb@sterbbs.nl

|[From]================================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

496. Re: FTP.UNI-STUTTGART.DE

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 14:25:56 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2obmlk$1b6h@info2.rus.uni-stuttgart.de>
Source record: 189418

In <2obbmu$1i8@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:

> There have been some changes to this site, the mail-server
> works like a remote FTP server..
> BUT THIS BIG PROBLEM IS WERE ARE THE ATARI FILE...???
/pub/systems/atari/

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

497. Of lasers and men (was: Re: Doom for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:11:15 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2obpaj$qh7@vishnu.jussieu.fr>
Source record: 189419

This game is slow for two main reasons:
- the TC mode, yes, but it's not the major point.
- the way of coding: A. Linz uses REAL 3D bitmapping, which means that if he wanted to, he could make you turn along every axis, walk on the walls, and so on...He also manages light with 32 levels of intensity.

I spoke a bit with him, and he told me that Rickard Troedsson (from Sync) explained it how to speed things. However, it's a lot of work, and he hasn't got a lot of time.

MB.

498. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:15:46 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.766077346@cent.gla.ac.uk>
Source record: 189420

In <CnwMoA.6pv@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <1994Apr05.155205.18239@sco.com>, donaldp@scowpat said:
>>
>>Does anyone know if the Apple CD300 Rom will work with an ST?

>It works very well. You will need Extendos, Metados or MiNT to access it.

I know somebody who's just got a CD drive for his Falcon, and he's wondering
why it only works when MiNT is on. Does anyone know why this is?

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

499. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:20:16 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.766077616@cent.gla.ac.uk>
Source record: 189421

In <1994Apr6.215937.18789@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>There are some rumours going around concerning the version of DOOM for Atari
>Falcon. We all know that id Software developes the Jaguar Doom on Falcon-030.

I thought it was on a NEXT-step machine. (I don't blame 'em, it's a nice
machine!)

>The game would be possible to convert to F-030 - but the question is: WHY will
>they NOT do it..?

Well, I suppose it is a bit of work to convert. I mean, at least the Jaguar has
all the custom chips to make the texture mapping routines a bit easier to
handle. The same hardcore 3D routs would have to be developed from scratch on
the Falcon. I personally don't think it's as hard some people make out- after
all if the routines can be developed in PC assembler, then it can't be too hard
in comparision for similar routs in 68030 on a true-colour screen.

>And... Where is MP Formula One Grand Prix for Falcon..? They could convert the
>existing, very good PC-version VERY quickly and easily.

Er, same problem here I think. Converting the basic code isn't that much of a
hassle, but converting the actual routines for sound and graphics would be much
harder, and a bit more of an undertaking for a software company. (Again, not
as hard as some people make out.)

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

500. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:30:20 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.766078220@cent.gla.ac.uk>
Source record: 189422

In <2o4gtb$2n1@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>Doom on the Jag' is finished, The Falcon version _could_ be done, but it'd
>be a strain on a 16Mhz system!

I don't think that's really comparable with a 16Mhz PC system though- the 68030 chip has got quite a few advantages over the 8086 series, particularly the cache.

>] And... Where is MP Formula One Grand Prix for Falcon..? They could convert
>] existing, very good PC-version VERY quickly and easily. And almost every

>Would that be the one that's been available on the st for over 2 years?

If so, it should be much easier to convert to a Falcon 256 colour versh with nice sound effects!

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

501. Re: Fax-software for Suprafax

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:34:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2obqms$3dm@golem.wcc.govt.nz>
Source record: 189423

In article <Co3Dus.7Et@sci.kun.nl>, jornand@sci.kun.nl (Jornand Runneboom) writes:
>Hi,
>
>Does anybody know anything about pd software to use the
>SupraFax v32 bis Faxmodem as a Fax. Uniterm works fine
>for terminal emulation, but since the modem has fax capabilaty,
>I sure would like to try it out!
>
>Thanx for the info...
>
>Jornand

Yes get COMA 180, its crippleware and COMA 190 should also be out RSN..

But I think it will cost you some 80dm to register it, it only prints
500 lines in its demo state, thats about 30mm of Fax paper....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

502. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:36:46 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.766078606@cent.gla.ac.uk>
Source record: 189424

In <2o1ebc$puv@maxwell5.ee> magic@mtu.edu (Kevin C. Ezernieks) writes:

>Does anyone here know of a package for the falcon to sample/edit/replay
>stereo samples...doesn't have to be anything fancy (i.e. a tracker)
>any info would be appreciated...

Well, there's a Falcon-fixed version of Protracker on umich and uni-kl, but
the sampler seciton is a bit piss-poor.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

503. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:41:39 UTC
From: randyh@sr.hp.com
Message-ID: <Co3q9G.83G@srgenprp.sr.hp.com>
Source record: 189425

OK, I just tried to compile mint with the stuff azog@world posted. Before I began I needed to compile byacc (I know now that byacc.ttp isn't needed) and the loader or linker complained of an unknown symbol "___main" in main.o. So I took a binary editor and changed the symbol to "__main" and the loader/ linker was happy. But when I tried running byacc.ttp I got an error. Same thing happened when compiling genmagic.ttp.

So, why is gcc creating this symbol "___main" that the linker doesn't like?

I was really hopefull that I could compile mint. Btw, it took my 520ST better than 4 hours to compile all the .c files for mint. I'll do it before I go to bed next time.

Thanks, Randy
--
/----------------------------/---------------------------/
// Randy Hosler 707-577-3677 // /> /| /| / |\ |/ /_/ //
// randyh@hpsadqa.sr.hp.com // /| /^| / || || / . / / //
/----------------------------/---------------------------/

504. Re: Spectre 3.1 and GBS news

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 15:46:30 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1994Apr11.094630.1@fnalo.fnal.gov>
Source record: 189427

In article <1994Apr10.233758.1@fnalo.fnal.gov>, kreymer@fnalo.fnal.gov writes:
> Per Dave's request, here is recent GBS and Spectre 3.1 news from Genie.
> --
...
very sorry for the triple posting of this item. My news readers indicated
quite clearly that none of these had been accepted, and none showed up in
the newsgroups until this morning. I've canceled the second and third copies.
(Well, Dave did ask that we not post it 15 times, and 3 is less than 15.)
sorry again for the waste of bandwidth.

505. Re: Geneva Wars

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 16:16:18 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2obt4i$9dp@charm.magnus.acs.ohio-state.edu>
Source record: 189428

In article <CnCMn1.12y@sdf.lonestar.org>,
Evan K. Langlois <ekl@sdf.lonestar.org> wrote:

}The main issue is what the standards are. MultiTOS is the standard. MultiTOS
}also provides a much better environment for developers. For these two
}reasons I suspect you will find more MultiTOS specific programs than GENEVA
}specific programs.

From what I understand, any well written program "for MultiTOS" should work fine under Geneva... I think speaking of "standards" in the Atari world is almost ridiculous! I'm not trying to be argumentative, but aren't we all Atari users because we are not afraid to say that the standards suck!-) Personally, I'm *vastly* more impressed with Geneva than I am with MultiTos. IMHO, it will be a shame if Geneva does not become more widely used than MultiTOS. Also, if we are Atari users because we refuse to compromise and use standards that we feel are inferior, then why should we use an inferior OS on our machines?

}I think GENEVA is a good product if you have an ancient system and need to
}run a few programs at once. I wouldn't expect any REAL multitasking from
}it though, and forget any new features such as drag-n-drop. If you are
}buying a new machine - get MultiTOS and install the Minix.xfs. The speed
}gain of Minix.xfs combined with the new MultiTOS should smoke any third
}party OSs.

GENEVA multitasks just fine. I don't know what standard you are using to define "REAL" multitasking. I've run multiple copies of ST-ZIP (compressing large amounts of data) while a small line-drawing program was running (also multiple times in ram) while Petra/Paula was playing (and loading) Random .MOD files, while GEMView loaded .gif files in the background. All of this worked fine on a 25mhz 68000 (original Mega4 with a T25) on a completely non-accelerated graphics card running 1024x768x16 colors. Background processes worked just fine except while ST-ZIP was running, then they got a little slow (which is understandable)! If I really stress the system out like this, I *will* occasionally get a system error, but this is surprisingly seldom.

}MultiTOS a slow dog? Well, its an emerging OS. Geneva fast? No, it just
}doesn't multitask and doesn't poll during program execution. The polling
}during program execution will be gone from MultiTOS soon, and then you will
}likely owe the net an apology because I'm getting SICK of Gribnif!

If what I described above is multitasking, GENEVA does this just fine. I agree though, that some of Gribnif's advertising may have been a little misleading. Still, I think they have reason to be somewhat egotistical about the whole thing. Geneva is a *damn fine* product!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

506. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 17:21:23 UTC
From: rkildal@outb.wimsey.bc.ca
Message-ID: <rkildal.1djw@outb.wimsey.bc.ca>
Source record: 189429

Oregon Research distributes a package called Falcon Clarity which allows you to sample and edit/sequence replay samples, they want about 160 dollars or so.

507. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 17:25:28 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Co3v2v.4zv@cbnewse.cb.att.com>
Source record: 189430

In article <JG3PCFM.abarbiero@delphi.com> abarbiero@delphi.com writes:
>wayne.a.booth <trek@cbnewse.cb.att.com> writes:
>
>>I've also spoken with ICD the other day. They will be coming out
>>with a CD-ROM reader that will work on the Falcon very shortly.
>
>Is that a CD-ROM driver, or front end software to read non Atari CDROMs?
>
>Andreas@AEO

A CD-ROM driver. I am not sure what you mean by front end software to read non-Atari CDROMs. If you mean any CDROM (like the ones that have game software in them - you would need an emulator of some sort. If you just mean CDROMs that don't say Atari on them but have a lot of file formats that you can access (like source code, gifs, wavs, etc) then yes, the driver is sufficient to give you access to the CDROM and your software then plays the wav or views the gif or edits the source. Does that help? Wayne

508. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 18:10:45 UTC
From: linz@int-evry.fr
Message-ID: <2oc3r5$2ju@reseau.cict.fr>
Source record: 189433

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
: In <94098.112636STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:

: > Can the Falcon handle Doom? I have heard some people question

: I think it can. Haven't you seen that Wolfenstein-clone "Lasers & Men" from
: France..? It uses DSP, 16-bit sound, and Falcon True Color (16-bit) mode..! And
: works very well, I think! All Falcon-users should immediately download it
: (it's shareware), to judge it themselves. I think it could be found from

Thanks for your free publicity ! But my game is rather slow - because
it is not fully optimized yet and because I didn't use the same system as ID
(but theirs is faster - thanks Rickard). It is not wide-spread on the internet
because I am still waiting for these %&#@ graphisms my #$%^ of graphic-man
should send me.
Anyway, that's a real good Idea to ask ID a Falcon-version. I'll try to send
them a list.

Arnaud Linz.
(in the USA : linz@cmr.ncsl.nist.gov)

509. Re: I'm BASHing my head on the wall!

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 18:15:40 UTC
From: laurent@brasil.frmug.fr.net
Message-ID: <2oc44d$om@brasil.fr.mugnet.org>
Source record: 189434

Steven Whatley (swhatley@blkbox.COM) wrote:
: I am having trouble running BASH. I do not have MiNT. I am unable to get
: it tu run the /etc/profile and ny $HOME/bash.sh file. I have tried many
: combinations of parameters. I can get it to work without any profiles
: or it locks up if I get any of them to execute. Any help will be
: appreciated.

: Thanks,
: Steven Whatley

--

I made some changes in the last non-MiNT version I've found on the net (it was bash1.12) to make it works the way it works on my Linux-box. It's fine now, and some people here at Brainstorm uses it every day. I also cross-compiled and installed all the Gnu software in it, except gdb that could'nt run without MiNT. Everything works fine and I want to make my complete installation available as a package for those who dont want to do all that job by themselves. I will someday.

Unfortunately I've lost my Internet access some time ago :-(so I just cannot put it on an ftp site right now. I have to wait until some generous people can give me a dialup internet access here in Paris (dreams) and then it will be uploaded on ftp.cnam.fr:/pub/Atari/

Please tell me if it's something urgent, then I'll put it on my BBS for you can download it using a modem and a long-distance call :-)

Laurent Chemla @ Brainstorm

--
Laurent Chemla : chemla@cnam.cnam.fr or laurent@brasil.frmug.fr.net
Brasil BBS - +33 1 44 67 08 44 - Atari France developpers support

510. Re: Of lasers and men (was: Re: Doom for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 18:23:09 UTC
From: linz@int-evry.fr
Message-ID: <2oc4id$2ju@reseau.cict.fr>
Source record: 189435

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: This game is slow for two main reasons:
: - the TC mode, yes, but it's not the major point.
: - the way of coding: A. Linz uses REAL 3D bitmapping, which means that if he wanted to,
: he could make you turn along every axis, walk on the walls, and so on...He also manages

(Thank you, Marc -) But that's wrong : walls MUST be vertical to be rendered
properly. But I first handle vectors - and then map the polygons. I can
optimize my vector routines and parts of the display routine again. But it
won't be as fast as doom, since they are surely using a different and faster
system. (Fore more info, have a look in comp.sys.amiga.programmer)
Arnaud.
(linz@cmr.ncsl.nist.gov)

511. Re: Calamus UPGRADE AND AMNESTY OF

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 18:37:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A65170@SL.maus.de>
Source record: 189436

In article warwick@cs.uq.oz.au (Warwick Allison) writes:

WA>More companies should be so bold.
... But not (almost) totally concentrate on Calamus NT nowadays ...

I did upgrade my (legal, because bought) Calamus 1.09N and I'm really happy with it using it on my Falcon. Only odd thing is the missing Canon BJC600 driver (but DMC will code this as soon as they get one of those).

I recommend everybody to do the same, CSL is IMO one of the strongest DTP-packages which makes even MACiacs (like Peter Sinc.) get tears in their faces :-)

Bye
Stefan

ps: I'm not writing this for profit, just from the bottom of my heart.

_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

512. RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 18:56:39 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Apr11.185639.43684@urz.unibas.ch>
Source record: 189431

Hi, on mac machines there is a software programme
which doubles the RAM. is there anything like that
on the atari?

513. Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 18:58:50 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Apr11.185850.43685@urz.unibas.ch>
Source record: 189432

Is CANNON FODDER (the game) available for our
beloved Atari? or is it one of those prgs which will
never come out for our machine?

514. Re: Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 19:49:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2da9bbd6@daggskim.ct.se>
Source record: 189437

Roger Sheppard. wrote using recycled electrons on 10 Apr 94 (to All)...
> In article <2o1uek$fvp@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN)
> writes:
>> Does anyone know the range of serial numbers of the early STEs that
>> were affected with faulty DMA chip(s)?
>> [...]
>
> There were no Faulty DMA Chips, the Chips that caused a problem are the
> same that is fitted to a ST and Mega, but there was a problem, these DMA
> chips did not like the new PCB lay out of the STE, it was noise that
> caused the Problem...
>
> I don't think there was ever any serial numbers, just the DMA chip
> part number..

Atari was never very forthcoming on this subject, and received quite a bit of flak from dealers because of this. My understanding in this part of the world was that there were a number of unreleated problems with early STEs.

One concerned a foul-up by a production manager which resulted in the specified buffer circuit on the STE DMA (a 74LS...) being replaced with a version with incompatible signal level (a 74HS... part number). This fault was I think the main one which could be identified by unit serial numbers, since it had only occurred on certain production runs. It was the one that was most irritating at the time, since it would have been easy to alert retailers to the numbers affected. In fact a general recall would have been in order, as the fault only makes itself dramatically obvious when using certain harddisks (not all). There are almost certainly early STEs still in use where the owner is unaware of this potential source of grief, either because a harddisk has not yet been connected (and written to), or because the normal range of signal tolerences has allowed a particular combination of STE and harddisk to function apparently with little or no problems. Then some day a new harddisk is attached, and &%$#"!!!

> If your chip has C025913-38 then you have problems....

DMA chips have historically always shown problems in certain production runs, partly early design faults, partly production not up to specs.

> I did get 6 DMA chips from Atari OZZ for FREE, with C398739-001A as the
> part number....

Local reps have occasionally shown real helpfulness :)

> I have also seen other part numbers for DMA chips....

Show me your part numbers and I'll show you mine ;))

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

515. Info wanted: Any ST magazines in U.S.?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 20:01:22 UTC
From: stellmack@earvax.waisman.wisc.edu
Message-ID: <11APR94.20012211@earvax.waisman.wisc.edu>
Source record: 189438

I have an Atari 1040 STe, and I used to try to keep up-to-date on new software and gear until STart magazine folded and took off with my money and Atari Explorer began arriving less frequently and then not at all. I used to count on the magazines for information on new products and for ads from mail order software dealers. I occasionally pick up one of the British ST magazines, but they don't do me much good in terms of finding dealers in the U.S. Are there any magazines currently published in the U.S. that are along the lines of STart/Atari Explorer? Getting a different computer is not an option for various reasons. Thanks in advance for any information you can provide.

Mark Stellmack
University of Wisconsin - Madison

516. Re: Falcon games - we want 'em!...

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 20:52:20 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <2ocda4$ee1@vixen.cc.bellcore.com>
Source record: 189439

I bought (and play) Wizball for the Atari ST. I paid
$15 and I thought it a great deal. Is the game very
different on other platforms? It seems like a good
implementation on the Atari ST (thought difficult - I
never get farther than three levels). I agree about
Jet: terrible.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com
--
Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

517. Re: FTP.UNI-STUTTGART.DE

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 21:13:50 UTC
From: hallvart@ifi.uio.no
Message-ID: <2oceie$l4t@holmenkollen.ifi.uio.no>
Source record: 189440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2obbmu$1i8@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> There have been some changes to this site, the mail-server
> works like a remote FTP server..
>
>
> BUT THIS BIG PROBLEM IS WERE ARE THE ATARI FILE...???
>
>
> Also some one mentioned a DUP File finder called
> MFD.ZOO, as I can't get this from Stuttgart, were else
> can I get this file from..
>
>
> Thanks.....
>
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

The atari ST files are at : pub/systems/atari/

I guess I was the one who mentioned the MFD.ZOO program- I don't know where else to find that program, as I just happened to see it there.
Check out my FTP list for the ST if you haven't already, and look around on various sites.
Good luck

Hallvard, Oslo, Norway

518. Re: Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 21:14:33 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2ocejp$f4t@m.ehd.hwc.ca>
Source record: 189441

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: This is UTTER ROT, Atari never recalled these machines at all, there must
: be plenty of machines that users have not fitted HardDrives to...

: The same has happened here, there are users here that now wish to fit hard
: drives to there STE's only to find that they have the Fauty DMA chip, but here
: there is no one to turn to.....

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com

This is the situation that I find myself in. I'm having some problems
with an ICD ADSCSI+ that I just received. I remembered it going around
the net that a hard drive wouldn't work on some STEs because of the DMA
chips. Now I can (gently) rip my STe apart to see if mine is included in
that lot.

--

Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada
---

519. Re: New hardware from ICD?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 21:44:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <A6520@PB2.maus.de>
Source record: 189442

In article <A4760@AC2>, dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) typed:

DDA>They are also about ready to release a "Link II", not certain about
DDA>the stats but the press release should be forthcoming.

Perhaps it can handle parity?

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

520. Re: SuperCharger PC Emulator...

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 22:13:06 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2da9cbc213ed52@traveller.freiburg.sub.org>
Source record: 189443

Feldak79@Snyoneva (FELDAK79@SNYONEVA.CC.ONEONTA.EDU) wrote:

[Supercharger]
>I'm not sure the system works with the TT or Falcon (the Falcon doesn't have
>the DMA connector!)

At least with the V1.5 software, it works quite oke on the TT.

/\|ex.
--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101 * VNet 46:9490/231 * KultNet 23:550/5 * Fido 2:2476/803
Traveller-Box +49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

521. Terradesk- where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 22:17:41 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ocia5$ofl@holmenkollen.ifi.uio.no>
Source record: 189444

I've heard a lot of good stuff about "Terradesk", but where is it?
Which FTP site and what directory?
Thanks.

Hallvard, Oslo, Norway

522. C

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 22:50:35 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2ock7r$1si@charm.magnus.acs.ohio-state.edu>
Source record: 189446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What are the best PD C interpreters and compilers?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

523. Re: MAGiX

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 23:42:00 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <766118202.0@mettav.royle>
Source record: 189447

On 09 Apr 94 at 01:56:22 (Graham Irvine) wrote the following:

RT>> Long time since I saw anything about an English MAGiX, or more
RT>> important, MAGiX
>
> I have it on order and last week was told that the only thing waiting
> to be completed is the Manual's and of course it'll be RSN !

Is this from Atari Workshop/Sys Sol?

How much?

-Paul-

--
~=~=~=

524. Atari Ghostscript Info available via WWW

Newsgroup: comp.sys.atari.st
Date: 1994-04-11 23:44:52 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ocndk$9p@geraldo.cc.utexas.edu>
Source record: 189448

Hi,

I have set up a section under my World Wide Web (WWW) home page for
Atari Ghostscript. Atari GS users (and prospective users) may like to
check it out. Point your WWW browser (like Mosaic) to

http://godel.ph.utexas.edu.

You will find my home page under Personnel/Tim Gallivan.

This site currently contains:

1.) A brief description of Atari Ghostscript.
2.) Links to Atari ftp sites, as well as sites for the standard source.
3.) A (not so good) screen clip of what Atari GS looks like.
4.) A list of new features for the next release.
5.) An http formated version of the Ghostscript FAQ list.

Please email me with any questions or suggestions for improvement.

BTW, regarding item 3, I would like to get some better screen shots.
Can anyone suggest the best method for capturing a screen image in GIF
format (I can covert to GIF with the ppm utilities if necessary)?
In addition, would anyone like to donate some nice 8-bit color screen
shots? I have only a monochorme monitor.

Thanks,

Tim Gallivan
timg@landau.ph.utexas.edu

525. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 00:02:24 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr12.000224.9658@abo.fi>
Source record: 189449

In <2oc3r5$2ju@reseau.cict.fr> linz@int-evry.fr writes:

> Thanks for your free publicity ! But my game is rather slow - because
> it is not fully optimized yet and because I didn't use the same system as ID
> (but theirs is faster - thanks Rickard). It is not wide-spread on the internet
> because I am still waiting for these %&#@ graphisms my #$%^ of graphic-man
> should send me.

Your game is an excellent demo of what can be done, when people throw off their
suspicions and decide to make a good program. I believe you will improve it a
lot - but even now... It's really impressing. More games like this!
(Sigh..) What would become of DSP/Blitter/16-bit sound coded Formula One G.P..?
Texture mapping, realistic sound, improved gameplay, ... Of course, (too many)
people now say: "Stop dreaming - it can't be done!". But who care? You have
showed with those 16-bit graphics that very much _can_ be done.
When somebody just does.

> Anyway, that's a real good Idea to ask ID a Falcon-version. I'll try to send
> them a list.

Excellent..! Instead of complaining how miserable we (and Falcon and Atari,
etc..) are - and without hope - we can, and have to do things ourselves.
Perhaps, Atari will some day wake up - and support us better again.
Make that list - I'll do mine - and hopefully the others will follow..

526. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 00:05:45 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr12.000545.9782@abo.fi>
Source record: 189450

In <1994Apr11.185850.43685@urz.unibas.ch> minidis@urz.unibas.ch writes:

> Is CANNON FODDER (the game) available for our
> beloved Atari? or is it one of those prgs which will
> never come out for our machine?

At least, ST-Format magazine reviewed it this month. So it exists.. ;-) !
But whether it is Falcon-compatible, or not... No idea. ;-(

527. Write On

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 00:18:00 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <766118202.1@mettav.royle>
Source record: 189351

Has anybody managed to get Write On v1.0x to print on their Atari Falcon?
Whenever I try to print, to disk or to the printer, the program hangs
with a bus error.
Robert Cooper

* Origin: The Tavern BBS 44-(0)81-445-6514 24 Hours (2:254/108)

528. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 00:39:46 UTC
From: woodford@esca.com
Message-ID: <1994Apr12.003946.189@esca.com>
Source record: 189352

andrew@minster.york.ac.uk (Andrew Hague) writes:

>Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
>: In a message of 07 Apr 94 21:41:00, Ofir Gal wrote:

>: ATARI's DSP modem may be vaporware, but NOT the "DSP-modem" ... several people
>: are doing them, the PROBLEM being the EXTREME cost of selling them legally ..
>: that is, get the permit for connecting them to the line ..

>I was thinking about this legallity problem. Why don't ATARI produce
>some kind of hardware buffer from the DSP port to a phone connector and
>DSP thruport? With this standard we could have many phone-line applications
>and only ATARI would need to foot the bill for a little green circle.
>(A little green circle means legal to connect to BT phonelines in the UK.)
>This bit of hardware could ensure that no stray signals make it down the
>phone and with the right software protocols auto-answer, hangup and so on.

Correct me if I'm wrong, but BT needs to approve both hardware AND
software of a modem before it dishes out a green circle.......

Hence such things as number blacklisting on UK (and some European) modems
being implemented in order to gain approval.

Cheers, Steve

529. need C cross compiler

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 01:50:19 UTC
From: ecunning@netcom.com
Message-ID: <ecunningCo4IFz.FMH@netcom.com>
Source record: 189354

Dose anyone no of a unix cross compiler for c.
I want to build mint for my st and it is to slow.
Thanks in advance
Edward Cunningham
ecunning@netcom.com |ecunning@heartland.bradley.edu

530. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 01:50:24 UTC
From: mdg@ukc.ac.uk
Message-ID: <9344@gos.ukc.ac.uk>
Source record: 189355

In article <2da7b1fe@secom.ct.se> rickard.troedsson@secom.ct.se writes:
>In a message of 09 Apr 94 16:11:22, Chris Herborth wrote:
:>CH> 1) The Falcon doesn't have enough CPU power to do it well, even if they
:>CH> use the DSP for something.
:>CH>
:>You're wrong as always Chris, when you don't know what you're talking about ...
:>DOOM is *NOT* very optimised on the PC, and it COULD be done on the Falcon if
:>you optimised every single piece of code.

Sorry Rickard but your wrong, DOOM is written and compiled with WATCOM C 9.5
which produces better code than an of the Falcon/ST C compilers. The Time
critical routines are written in optimised assembler so it is wrong to say that
DOOM is NOT optimised. I reckon a straight C port of Doom running in TRUE colour
on the Falcon with the relevant assembler routines converted would run at about
10 FPS. I also think that since its written in C it wouldn't take more than a
few weeks to port.

Griff
--

531. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 01:53:47 UTC
From: abarbiero@delphi.com
Message-ID: <xu0s6NL.abarbiero@delphi.com>
Source record: 189356

wayne.a.booth <trek@cbnewse.cb.att.com> writes:

>A CD-ROM driver. I am not sure what you mean by front end software to
>read non-Atari CDROMs. If you mean any CDROM (like the ones that have
>game software in them - you would need an emulator of some sort. If you
>just mean CDROMs that don't say Atari on them but have a lot of file
>formats that you can access (like source code, gifs, wavs, etc) then
>yes, the driver is sufficient to give you access to the CDROM and
>your software then plays the wav or views the gif or edits the
>source. Does that help? Wayne

Well for disks like GIFs I have used the LINK drivers and it works
well. I was curious if they were coming along with programs to run
disks like Microsoft Bookshelf or the Encarta disk. Running the
Mayo clinic disk on my TT030 would be really cool.

Andreas@AEO

532. ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 01:59:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ocv9s$7hp@golem.wcc.govt.nz>
Source record: 189357

Hi, has any else had this problem with the New ST ZIP 2.5..

Well it worked with Version 2.4..

There is a option to create a Directory, but if I use
it it come up with a alert Box with unable to find folder..??

Or some thing to that affect...

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

533. Re: Info wanted: Any ST magazines in U.S.?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 02:19:10 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94101.221910STIRRE31@MAINE.MAINE.EDU>
Source record: 189358

There are 3 Atari mags in the US- ST Informer, Current Notes
and Processor Direct (have you read P-Direct's press release in
this group?). I subscribe to both ST Informer and Current Notes
and enjoy them both. However, don't expect the glossy color
of STart or Explorer. They both have lot of information, though.
I don't have the addresses or the phone numbers for them right
now, but if you e-mail me I'll get them for you. Or perhaps I
can post them later. I'll try.
BTW, Processor Direct is a brand new publication and I have not
seen it yet. I will be sending my money order in for a copy
soon, though.
-scott tirrell

534. Re: Falcon Art packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 02:20:32 UTC
From: abarbiero@delphi.com
Message-ID: <xs3NKxI.abarbiero@delphi.com>
Source record: 189359

<FELDAK79@SNYONEVA.CC.ONEONTA.EDU> writes:

>I do contract graphics work for games and the like and I'm curious about
>what Falcon specific (and compatible) art/painting packages are
>currently available.

CGS ComputerBild has three interesting programs, Inshape, DA's Vector,
and DA's Picture. These programs do a wonder with modelling and
picture manipulation.

Lexicor software is a good choice because it is resolution independent,
and while an image displays 16 colors, it can actually be 24bit.
Chronos 3D, Xenomorph, and Prism Paint 2. They also have separate utils
which will do file conversions.

Andreas@AEO

535. Re: Info wanted: Any ST magazines in U.S.?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 02:23:13 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94101.222313STIRRE31@MAINE.MAINE.EDU>
Source record: 189360

```
Forgot to mention.... call Toad at (800) 448-TOAD for a free
catalog full of Atari stuff!
-scott tirrell
```

536. Re: ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 02:38:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2od1is$7i@uqcspe.cs.uq.oz.au>
Source record: 189361

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>There is a option to create a Directory, but if I use
>it it come up with a alert Box with unable to find folder..??

Me too. It's broken. Back to 2.4 for now.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

537. Re: Info wanted: Any ST magazines in U.S.?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 02:42:37 UTC
From: abarbiero@delphi.com
Message-ID: <xwyMalF.abarbiero@delphi.com>
Source record: 189362

Current Notes, ST Informer, and my own modest publication (Travis Guy
does all the work, really) Atari Explorer Online.

Call a dealer for information on the US magazines, I call STeve's
for my nn
eeds... 1-800-487-7753
916-661-3328 info line

Andreas@AEO

538. Re: Info wanted: Any ST magazines in U.S.?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 03:27:02 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2od4e6$2s1@charm.magnus.acs.ohio-state.edu>
Source record: 189363

In article <11APR94.20012211@earvax.waisman.wisc.edu>,
Mark Stellmack <stellmack@earvax.waisman.wisc.edu> wrote:
>I have an Atari 1040 STe, and I used to try to keep up-to-date on new software
>and gear until STart magazine folded and took off with my money and Atari
>Explorer began arriving less frequently and then not at all. I used to count
>on the magazines for information on new products and for ads from mail order
>software dealers. (Stuff deleted)

Atari support Magazines:

ST Informer Support 503-476-0071
909 NW Starlite Place Orders 800-800-2563
Grants Pass, OR 97526 Fax 503-479-1825

RATES:
Non/PD Disk with Disk

12 months.....$22.00 $61.00
24 months.....$42.00 $118.00

Current Notes, Inc. Direct Subscription 703-450-4761
122 N Johnson Rd.
Stering, VA 20164

RATES:
12 months.....$27.00
24 months.....$48.00

I hope this helps this has keep me from throwing in the towel on
Atari for years. I recieved both of these magazines.

Just because Atari is not in mainstream stores does not mean it is
not supported. Fact, Atari is an underground machine.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

539. Atari MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 04:22:32 UTC
From: michaelk@pacifier.rain.com
Message-ID: <Co4pHL.61I@pacifier.rain.com>
Source record: 189364
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.music,comp.sys.atari.st

[No readable article body recovered]

540. Re: Lanix

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 04:42:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A65253@SL.maus.de>
Source record: 189365

In article rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

RT>I'd like to see Lazer develop the "Lanix" they have a preview of in
RT>their "Autowaschen Verboten" Falcon030 demo ... <GRIN>
But please not only RGB/TV with this flickering ...
It's good looking though :-)
(have you seen Plastik Knockout and Cycedelic ... yet?)

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

541. Re: Falcon Art packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 06:10:57 UTC
From: Lexicor@world.std.com
Message-ID: <Co4uIA.Cq3@world.std.com>
Source record: 189366

In article <xs3NKxI.abarbiero@delphi.com>, <abarbiero@delphi.com> wrote:
><FELDAK79@SNYONEVA.CC.ONEONTA.EDU> writes:
>
>>I do contract graphics work for games and the like and I'm curious about
>>what Falcon specific (and compatible) art/painting packages are
>>currently available.
>
>CGS ComputerBild has three interesting programs, Inshape, DA's Vector,
>and DA's Picture. These programs do a wonder with modelling and
>picture manipulation.

Might I add that DA Picture and DA Vector are distributed by Lexicor Software,
and DA products are originally by Digital Arts, in North America. And yes they
are very good products, if you are interested about any of the DA Products
please email me at ysiu@lexicor.com

>
>Lexicor software is a good choice because it is resolution independent,
>and while an image displays 16 colors, it can actually be 24bit.
>Chronos 3D, Xenomorph, and Prism Paint 2. They also have separate utils
>which will do file conversions.

So can DA Picture, Picture works in 24bit only, Vector too...I think Feldak
is looking for a painting tool, and xenomorph, chronos are animation and
modelling packages.

Cheers

Yat

>
>Andreas@AEO

542. Lazer_1 and _2

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 06:39:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2daa502c@secom.ct.se>
Source record: 189367

In a message of 11 Apr 94 12:20:01, Anisko wrote:

A> Can anyone tell me if the laxer_1 and lazer_2 files at atari.archive
A> are for the Falcon only, or are they for regular ST's as well?
A> I FTP'd them already, but am wondering whether to save the disk space for
A> these files or not. Email or post a reply. Thanks in advance...

I put them up there, and I also put up a lazer.txt explaining that they would
not run on anything less than a Falcon030 with 4Mb RAM and atleast 6Mb free HD
space .. what has happened after that I dno't know ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

543. Re: Alternative Desktops

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 06:44:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A17207@MS.maus.de>
Source record: 189368

In article <94097.154241STIRRE31@MAINE.MAINE.EDU>,
STIRRE31@MAINE.MAINE.EDU wrote:
>I keep hearing about Gemini. Where is it available? Does it
>run on the Falcon? And does it run with Geneva?
>thanks,
>scott tirrell

(1) ftp.uni-muenster.de, pub/atari/Gemini and somewhere on a.a.u.e.
(2) Yes.
(3) I think so, but the author doesn't have Geneva so he can't check that.

544. Re: FTP.UNI-STUTTGART.DE

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 06:58:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2odgpu$9o4@golem.wcc.govt.nz>
Source record: 189369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2oceie$l4t@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>In article <2obbmu$1i8@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>> There have been some changes to this site, the mail-server
>> works like a remote FTP server..
>
>The atari ST files are at : pub/systems/atari/
>
>
>I guess I was the one who mentioned the MFD.ZOO program- I don't know where else to find
>that program, as I just happened to see it there.
>Check out my FTP list for the ST if you haven't already, and look around on various sites.
>Good luck
>
>
>Hallvard, Oslo, Norway

```
Yes I found that out after a bit of playing around...

I also found the MFD is a GNU port, and has been updated to FDF/SFDF,
this info was sent to me by e-mail and was on sun.rz.tu-clausthal.de,
its in /pub/atari/disktools/info

fdf101s.lzh 36204 sources to fdfb.lzh
fdfb.lzh 56850 find duplicate files on your discs

Thanks for you help.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

545. Re: MiNT 1.10?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 07:40:12 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2odj8s$g96@elroy.jpl.nasa.gov>
Source record: 189370

In article <dbyfield.19ml@outb.wimsey.bc.ca>,
Douglas Byfield <dbyfield@outb.wimsey.bc.ca> wrote:
>Kev-I tried compiling Mint 1.08 with Lattice 5.6, but ran into a problem-I
>load the PRJ file, select BUILD ALL, but then the compiler chokes on the files
>*.SPP. When I look at these, they appear to be assembly language files, but
>the asm.ttp with LC5.6 and Devpac 2 don't touch the SPP. Any suggestions?
>Thanks in advance.

Those are "assembler-with-preprocessor" files, you need to run asmtrans.ttp
on them to spit out assemble-able .s files.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

546. Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 07:42:45 UTC
From: yammouni@vaxc.cc.monash.edu.au
Message-ID: <1994Apr12.174246.93373@vaxc.cc.monash.edu.au>
Source record: 189371

Dear All
I hope that someone can help me with a problem. I remember seeing at an archive site a program which would speed the process of copying files from an ST floppy drive to a harddrive on TOS versions 1.0 & 1.2. I currently have an ADSCSI host adaptor with a Quantem ELS 127s harddrive and I find that copying files from floppy to any partition above D or E takes forever!

If anyone does know of such a program, please e-mail me at the address below or post to this news group.

Many thanks
David Yammouni
Technical Officer
Monash University
Australia
e-mail: yammouni@vaxc.cc.monash.edu.au

547. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 07:43:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2odjfk$gfo@elroy.jpl.nasa.gov>
Source record: 189372

In article <Co3q9G.83G@srgenprp.sr.hp.com>,
Randy Hosler <randyh@sr.hp.com> wrote:
>OK, I just tried to compile mint with the stuff azog@world posted. Before I
>began I needed to compile byacc (I know now that byacc.ttp isn't needed) and
>the loader or linker complained of an unknown symbol "___main" in main.o.
>So I took a binary editor and changed the symbol to "__main" and the loader/
>linker was happy. But when I tried running byacc.ttp I got an error. Same
>thing happened when compiling genmagic.ttp.
>
>So, why is gcc creating this symbol "___main" that the linker doesn't like?

Which version of gcc did you grab? Seems like you didn't grab the most recent
gcc library to go with it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

548. Re: Of lasers and men (was: Re: Doom for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 07:47:25 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <JC9NifV.biblinski@delphi.com>
Source record: 189373

Arnaud LINZ <linz@int-evry.fr> writes:

>won't be as fast as doom, since they are surely using a different and faster
>system. (Fore more info, have a look in comp.sys.amiga.programmer)

Doom was written using a NeXTcube, networked with a variety of other computers, according to an article in Game Developer magazine. (Premier issue, actually.) It is written almost entirely in C, in fact. (They say there are only 2 machine language routines.)

Not to say any of that is relevant to this discussion, but I thought it was interesting.

--Gordie Meyer
biblinski@delphi.com

549. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 08:00:47 UTC
From: cgra@se.alcbel.be
Message-ID: <4402@btmwj1.se.bel.alcatel.be>
Source record: 189374

In article <Co3q9G.83G@srgenprp.sr.hp.com>, randyh@sr.hp.com (Randy Hosler) writes:

> [...] So, why is gcc creating this symbol "___main" that the linker doesn't like?

This is something to do with having an out-of-date version of the libraries.
___main is of course just __main with an extra _ in front of it, and __main
is a c++ -related thing that has to do with initialising static variables
or something like that.

If re-installing gcc doesn't appeal, try just writing a dummy __main:

void __main{}

and link that in.

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

550. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 08:05:38 UTC
From: cgra@se.alcbel.be
Message-ID: <4403@btmwj1.se.bel.alcatel.be>
Source record: 189375

In article <1994Apr11.185639.43684@urz.unibas.ch>, minidis@urz.unibas.ch writes:

> Hi, on mac machines there is a software programme
> which doubles the RAM. is there anything like that
>on the atari?

8->)

Well there's always VRAM. Currently it's only quintupling my RAM, but
when my 1.2GB drive arrives...

BTW if you run the Mac program twice does it double the RAM all over again?

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

551. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 08:31:50 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr12.093150@cs.man.ac.uk>
Source record: 189376

In article <2oajcv$ok0@ionews.io.org>, diehl@ionews.io.org (Eric March) writes:
|> RE: JPEG VIEWER
|>
|> Perhaps you don't actually _need_ to make a viewer, just a convert to convert
|> the JPGs into GIF (or other) format. Then Photochrome could view them more or
|> less as they were meant to be viewed. It would produce the best results, at
|> any rate. Converters wouldn't necessarily need a lot of RAM (they could be
|> done in portions, saving to disk as it goes) and while it'd be slow, once
|> they're converted, that's that.

The Independent JPEG Group's CJPEG and DJPEG standard software will convert from JPG to GIF. I have compiled this a long time ago on my Falcon (but using an ST C compiler) and when I can get them ready I will upload them to UMICH.

The problem with this method is that GIF's converted from JPEG's take up an awful lot of disk space, as do JPEG's converted from GIF's, because the 256-color reduction in a GIF and the DCT errors in a JPEG create different types of image artifacts. 720k of JPEG's could take up 2-3 megs if changed to GIF's. But at least you would get colour, which is better than I could offer with an ST version of my JPEG viewer.

Dave

552. Re: Write On

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 08:45:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co51oK.Hoo@barclays.co.uk>
Source record: 189377

In article <766118202.1@mettav.royle>, Robert.Cooper@mettav.royle.org (Robert Cooper) writes:
|> Has anybody managed to get Write On v1.0x to print on their Atari Falcon?
|> Whenever I try to print, to disk or to the printer, the program hangs
|> with a bus error.
That's write needed a special patch to print from a falcon. Maybe Write On does too?

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

553. Re: Falcon games - we want '

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 09:39:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A20933@BI.maus.de>
Source record: 189378

Hello!

>In the world there are more than 3 million (!) Atari-users.

Are you sure!

Best regards
Olaf

MausNet: Olaf Kaiser @BI .---. .---.
InterNet:Olaf_Kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
> User of German MausNet < ////// ' \/ ` \\\\\\
> !No Mail >16kB please! < //// / // : : \\ \ \\\\
// / / /` '\ \ \ \\
FALCON 4/65 (Tower) // //..\\ \\
TKR SPEEDSTAR 144 *member of the German Falcon-Ring*
---

554. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 10:01:45 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2odri9INNb5r@tarsky.uni-muenster.de>
Source record: 189379

```
In article <1700@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|>
|> I've been noticing the uploads (and slight discussion) about the
|> various networking-type utils that are being ported to the Atari under
|> MiNT, in particular Sockets, etc. I was wondering if someone could
|> explain for a network-neophyte (i.e. me) what exactly this allows
|> you to do. I mean, if I wanted to FTP *directly* from my Atari
|> to an FTP site, would this allow me to do so? If so, how would I need
|> to be connected into the net in the first place?
|>
Well, at the moment, the mint-net package contains "only" drivers for serial
and parallel lines. But if you have some connection to the internet by some
way it is possible to run ftp on your atari at home :-)

Ulrich
```

555. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 10:12:57 UTC
From: teler@pita.cs.huji.ac.il
Message-ID: <2ods79$8ct@pretzel.cs.huji.ac.il>
Source record: 189344

In article <1994Apr8.003124.25871@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
|> I don't think Id Software would necessarily make a silly decision, if (and
|> if..) they decided to make Doom for Falcon. For one thing, I want one - and so
|> do most of us, Falcon-owners, I believe.. Who _wouldn't_ want DOOM..? ;-)
|> So - it might help Falcon-sales, bring money to its maker - and maybe even
|> create some good publicity at least in the Atari-world.

AFAIK Id Software is helping people convert DOOM to their machine.
IMHO Doom should run quite nicely on a Falcon, assuming the graphics
are chunky (well, I come from the Amiga side of things).
There is already a 680x0 version of Doom - the NeXT version.
Sadly I don't have the address of Id Software, but I'm sure that
when you find it you could have Doom for the Falcon in no time.

ET

556. Re: Flow control problem... Help!

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 10:32:34 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.&HnwzdoQLwA@yonder.equinox.gen.nz>
Source record: 189380

In <2o3sum$rhu@mailer.fsu.edu>, Mickey Boyd writes:
>Serial Fix is slower than hsmoda02, but it should work as well. Do you
>have a long modem cable? Have you moved your cables around recently?
>I once had a weird problem go away when I shuffled cables around (probably
>had a serial line parallel to a power cable, so noise jumped from one to
>the other). Try to get as short an RS232 cable as possible.

I figured it out... got my 486 on Friday night, so I tried it on
that and got the same results :-(, so I figured it must be the modem
or the cord. Restoring the factory config in the modem did the trick,
some nasty program must have changed something. Dunno why I didn't think
of trying that in the first place.... I guess not many programs store
their changes like that!

Thanks for the help!

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

557. jpeg <-> gif converter

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 10:56:34 UTC
From: vctec@westminster.ac.uk
Message-ID: <Co57qB.30J@westminster.ac.uk>
Source record: 189381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

There was a thread recently about viewing jpegs on an ST, and someone replied
that they could convert jpegs into gif format before viewing with Photochrome.

Well, if anyone was wondering where to get a conversion utility, then you can
can anonymous ftp it from micros.hensa.ac.uk

path to directory: micros/atari/tos/n/n070/<files>

Enjoy

Danny
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

558. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 10:57:55 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2odurj$nuf@percy.cs.bham.ac.uk>
Source record: 189382

warwick@cs.uq.oz.au (Warwick Allison) writes:
>donaldp@scowpat (Donald Page) writes:
>
>>Does anyone know if the Apple CD300 Rom will work with an ST?
>>They are so cheap now that it is very tempting to get one!
>>If they do work, what software do I need to use one?
>
>As for software, you can use:
>
> 1. MetaDOS for SingleTOS
> 2. CDROM.XFS for MultiTOS <= 1.04
> 3. Nothing? for MultiTOS > 1.04

Eek! What has changed in MTOS to break the CDROM.XFS? I also understood there were _several_ versions of the XFS around, perhaps only some work with MTOS > 1.04.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

559. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 11:03:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2odv68$o0m@percy.cs.bham.ac.uk>
Source record: 189383

minidis@urz.unibas.ch writes:
>Hi, on mac machines there is a software programme
>which doubles the RAM. is there anything like that
>on the atari?
>

No, not yet. How reliable is the Mac RAMdoubler?

Any version for the Atari would probably only work on machines with
PMMUs in (Falcons or TTs basically).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

560. Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 11:19:55 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.3.2DAA83DB@utb.shv.hb.se>
Source record: 189384

Well at last i know how to mail to the list!

Hmm. I read the comments about doom on a falcon. Of course its possible to convert it from the pc to the falcon. The only problem is that it is going to be VERY slow!! I've got a falcon myself and have tested how much data it can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl. One truecolor screen 320*200 consists of 128000kb. And if you are going to texturemap you will have to use move.w which means it takes 4vbl just to fill the screen. Then all the calculations will take a lot of time. Maybe you say, why not use 256 colurs mode. The answer is that to texture map you need a chunky pixels mode(1byte/word/longword per pixel).
Truecolour mode is the only chunky mode on falcon. So if you want to use a bitplane mode you will have to make a routine that converts from chunky to bitplane(These routines takes a lot of processor time). I'm not saying that the falcon is a bad computer, its great! but not at moving data. So dont expect to see doom on falcon, lazers of men is about what well get.

Well that was all for now!
Bye!

****
*Christer Melander *-520st
*University of Bor&#65533;s *-520ste
*Email:sa314@utb.shv.hb.se *-Falcon 030
*Sweden *-Jaguar
* *-???????
****

561. Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 11:41:15 UTC
From: lezo@central.susx.ac.uk
Message-ID: <2oe1cr$7dl@infa.central.susx.ac.uk>
Source record: 189385

Hi,

Given the price Working Til[t]e can charge for their fonts (now seemingly handled by the UK ST. Review Mag) I guess the answer to my question is NO!

But seriously, are there are PD Calligrapher Fonts and/or will the Latest Version of FONTKIT 4.1 (?) help in this matter?

Lez

PS. Did anyone buy the ST Review Calligrapher Upgrade and Manual 'cos my copy still talked about GDOS and LA routines which Calligrapher now seems to get round in a different way? I wouldn't have minded if there was a Release Note (or README.doc) explaining the changes - but there wasn't! Not to mention a note about how you installed CAL.PRG on hard disk so that it didn't keep asking for the 'key' disk. (But I figured that out for myself!)
--
Lez Oxley, Deputy ACS Manager and Database Administrator
Administration, University of Sussex, Falmer, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335
EMAIL: L.Oxley@sussex.ac.uk

562. Re: Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 11:56:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1702@usdtsg.DaytonOH.NCR.COM>
Source record: 189386

In article <1994Apr12.174246.93373@vaxc.cc.monash.edu.au> yammouni@vaxc.cc.monash.edu.au (DAVID YAMMOUNI) writes:
>Dear All
>I hope that someone can help me with a problem. I remember seeing at an
>archive site a program which would speed the process of copying files from
>an ST floppy drive to a harddrive on TOS versions 1.0 & 1.2. I currently
>have an ADSCSI host adaptor with a Quantem ELS 127s harddrive and I find that
>copying files from floppy to any partition above D or E takes forever!

You might be thinking about the program FATSPEED which anyone
with TOS 1.0/1.2 should have. It makes using the harddrive actually
usable. It's not specific to simply "between hard drive and floppy"
but speeds up hard disk access in general. It, and other useful
stuff (like Pinhead 2.1, which speeds up some loading into memory
of programs) can be found at atari.archive.umich.edu and other
popular sites...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

563. LHA3.TOS

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 12:04:48 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1703@usdtsg.DaytonOH.NCR.COM>
Source record: 189387

I was wondering if anyone else has run into a bug with the
Lharc-Shell included in the LHA3.TOS program recently made available?

Specifically, if I run the shell (in ST Medium or Hi) it works fine
(on a rather simple setup). However, if I try to run it from
Geneva (release 003) I automatically get a little bomb picture (doesnt'
look like a system bomb) and a message saying "Lharc Shell can't
run in this resolution/mode" (I'm paraphrasing, but the basic
idea is it thinks it's in some "illegal" screen mode or something).
This happens in both ST Medium and Hi modes.

Anyways, if anyone has any ideas, let me know. Since Geneva and
Lharc are both useful items, I'd hate to do with either one
(well, I can use Arcshell, bit I'd like to be using the Lharc-shell)...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

564. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 12:10:40 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr12141041@issan.informatik.uni-dortmund.de>
Source record: 189388

In article <sa314.3.2DAA83DB@utb.shv.hb.se>, sa314@utb.shv.hb.se (Christer Melander) writes:

|> Well at last i know how to mail to the list!
|> Hmm. I read the comments about doom on a falcon. Of course its possible to
|> convert it from the pc to the falcon. The only problem is that it is going
|> to be VERY slow!! I've got a falcon myself and have tested how much data it
|> can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.

move.l -(a0),-(a1) is faster.

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

565. Spectre 3.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 12:29:47 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <12APR94.08294703@cc4.crl.aecl.ca>
Source record: 189389

```
Bless you David Small!!!!!
```

566. Re: Cross compiling. What do I need ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 12:55:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.akI10K4p3D6@semprini.waterloo-rdp.on.ca>
Source record: 189390

In <CnxqvI.5pH@si.hhs.nl>, Baljeu writes:
>
> Hi,
>
> I'd like to do some cross-compiling for the ST using a Sun. Unfortunately I don't
> know where to get the source of the GNU compiler for the Atari. Anyone ?

That reminds me, I haven't finished writing my cross-compiler cookbook
yet...

Get the source for gcc 2.5.8 from your favourite GNU site.

Get the patchs to build an Atari cross-compiler from
atari.archive.umich.edu in Gnustuff/Tos/Gcc/gcc258s.zoo.

You'll also need the patched gas sources from there, and the patched
binutils from there (in Gnustuff/Tos/Gas and Gnustuff/Tos/Utilities).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

567. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 13:03:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.BD&Q5wcYlcY@semprini.waterloo-rdp.on.ca>
Source record: 189391

In <2da7b1fe@secom.ct.se>, Rickard Troedsson writes:
> In a message of 09 Apr 94 16:11:22, Chris Herborth wrote:
>
> CH> 1) The Falcon doesn't have enough CPU power to do it well, even if they
> CH> use the DSP for something.

> You're wrong as always Chris, when you don't know what you're talking about ...
> DOOM is *NOT* very optimised on the PC, and it COULD be done on the Falcon if
> you optimised every single piece of code.

So who's going to do that? id Software sure isn't, they've got other
things to do rather than wasting a lot of time hacking away on the
Falcon. I'm not going to do it, I hate assembly programming. Are you?
Then call them and license the port! Stop flaming away like an idiot
and _do_ something to help your favourite computer.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

568. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 13:22:02 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.43.000D5E70@pz-oekosys.uni-kiel.d400.de>
Source record: 189314

>>I was thinking about this legallity problem. Why don't ATARI produce
>>some kind of hardware buffer from the DSP port to a phone connector and
>>DSP thruport? With this standard we could have many phone-line applications
>>and only ATARI would need to foot the bill for a little green circle.
>>(A little green circle means legal to connect to BT phonelines in the UK.)
>>This bit of hardware could ensure that no stray signals make it down the
>>phone and with the right software protocols auto-answer, hangup and so on.

>Correct me if I'm wrong, but BT needs to approve both hardware AND
>software of a modem before it dishes out a green circle.......
That's also the problem in Germany! Getting a permission on the hardware
seems to be no problem - but the software could be changed almost easily
and therefore does such a system never get a permission!

Greetings,
chriSTian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

569. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 13:24:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2daaaf32@secom.ct.se>
Source record: 189392

In a message of 11 Apr 94 14:46:56, Iain.Laskey wrote:

I> The ST port of KA9Q would allow you to FTP, read news etc. by modem.

That's the one called "STICP" right? The one I have on my BBS seems to be from -90, is there a newer one? (I recall getting it off atari.archive)

I don't understand really how to use it though .. ;) .. I've managed to get it up and running, but what has the host I'm calling got to do? I suppose there's a standard for the communication but I recon it has to have a name .. ;) ... SLIP? Or? ... I'm kinda confused since I've seen SOO many names for different Internet connections ...

Anyone who feels he knows everything I don't, or who's got a good textfile (...hopefully it's not a FAQ .. <grin>) is welcome to Email me ... thanks in advance ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

570. Speech Recognition and SIRDS

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 13:25:48 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2oe7gt$gcf@dunlop.cs.strath.ac.uk>
Source record: 189393

Hi, I've posted questions on these two topics before but I
don't think they actually made it to the group.

Firstly, I am very interested in getting information on any speech
recognition packages for the Falcon/ST - especially source code (C).

I've heard of one for the Amiga which samples sound through a sound
sampler (strange that ;-)) and recognizes about 80 words or so - it
also has a shell with it to execute the commands.

Basically anything interesting at all about speech rec. would be handy.

Secondly, there have been several posts from people about getting
SIRD programs (the 3D dot picture thingies) but I've not yet seen
where I can get one for the ST - anybody ?????????

Ronnie
------
rgibson@uk.ac.strath.cs

571. Wanted -- Omni switch.

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 13:54:45 UTC
From: kslate@mtholyoke.edu
Message-ID: <2oe975$fo7@slab.mtholyoke.edu>
Source record: 189394

A friend of mine is trying to find an Omni - switch. He just
purchased a multisync and needs one....any other box allowing a multisync
to be hooked up to a ST.

Please email me if you have one you don't need.

Kevin

572. HELP: need Lode Runner clone

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 14:02:18 UTC
From: jeroen@wsinis04.info.win.tue.nl
Message-ID: <2oe9la$bp5@wsinis04.info.win.tue.nl>
Source record: 189395

I once was addicted to a game called 'Lode Runner' for the
apple][. Does it exists for the Atari ST (or a game that looks
like it?

Can somebody mail it to me (uuencoded)?

Please?

replies: email only...

////
(o o)
----------oOO--(_)--OOo----------
Jeroen van Zutphen (jeroen@win.tue.nl)|"All of you out there who believe in
Eindhoven University of Technology, | telepathy, raise your hand."
The Netherlands, Dept. of Mathematics |"All right. Now, everyone who believes
and Computing Science | in telekinesis...raise my hand."
---

573. Falcon & GFA's HARDCOPY command

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 14:16:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404121340.AA00443@ilmen.lanl.gov>
Source record: 189396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Someone recently told me that GFA BASIC's HARDCOPY command (the built-in screendump that makes an XBIOS(20) call) doesn't work on the Falcon. Since my old Epson printer is temporarily out of commission I am unable to double-check on this. I'm aware that HARDCOPY or the ALT-HELP built-in screendump only works in ST compatability modes and only on Epson compatible printers.

Could someone please confirm (or deny) this for me and let me know?

Thanks!

-Hutch- @ Fair Dinkum Tech

Please reply to hutch@ilmen.lanl.gov as I'm using a temporary mail poster.

574. Adding a drive which is emulated by a piece of software....

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 14:31:42 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Co5Hou.KI7@cs.vu.nl>
Source record: 189397

Maybe the subject line is a bit difficult to understand, but I didn't knew how to write down what I actually mean in one line...

I'm planning to write a shareware or pd 'on the fly' compression program for the Atari ST(e) like the well-known stacker for the PC. What I need to know is, how can I make TOS think there is another drive available, say drive J? What BIOS calls do I have to bend for that?

(I know I can possibly use the same trick used in RAM-Disk programs, but I do not have any sources of RAM-Disk programs.)

Any comments are appreciated, both by email or posting to this newsgroup.

Thanks in advance,

Ivo van Poorten.

575. need big dictionary for spell check!

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 14:42:14 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1994Apr12.104214.1@vaxr.sscl.uwo.ca>
Source record: 189398

I have been trying to get a hold of a decent dictionary to put in to Redacteur in place of the existing dictionary file, which is NOT very good. I tried downloading 70000dic.lzh from a german ftp site, but it only had 5180 words, not the advertised 70,000! If anybody has a good dictionary, or knows of a complete one at a particular ftp site, please reply with info :^) Thanks lots in advance.

--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

576. Bravo: v20i069: voxmail - Voice mail system for Falcon part02/09

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:02:36 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr12150236@hal.cerfacs.fr>
Source record: 189318

```
Bravo for the intelligent uuencoding on the Falcon!! ;-(

Submitted-by: Stuart Denman <sdenman@cs.washington.edu>
Environment: falcon, hardware required
Posting-number: Volume 20, Issue 69
Archive-name: voxmail/part02

table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
begin part j voxmail.uab

In my book (and uud's) this is part `b' and not part `j'!

uud -n -d voxmail.uaa
Begin uudecoding: voxmail.zoo
Reading next section from: voxmail.uab
uud: Part suffix mismatch: <j> instead of <@>.

Oh well,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
The waves came in like arabian stallions gradually lapping into seahorses.
-- Pattie Smith
```

577. Re: HELP: need Lode Runner clone

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:08:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co5JEC.Bpo@barclays.co.uk>
Source record: 189399

LodeRunner was released for the ST in some countries. I believe it was written by French firm for Broderbund.

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

578. Wanted: Midi Software

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:20:13 UTC
From: thamer@ndl.com
Message-ID: <Co5Jxp.Kop@ndl.com>
Source record: 189400

I'm looking for Atari ST midi software (new or used).
Mainly a decent sequencing package.

Anyone know where I can get this?

Thanks,

-Mustafa
thamer@ndl.com
--
"Wandering the face of the Earth.
Wondering what my dreams might be worth.
Learning that I'm only immortal for a limited time." - Rush

579. Re: Lazer_1 and _2

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:26:41 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1704@usdtsg.DaytonOH.NCR.COM>
Source record: 189301

In article <2daa502c@secom.ct.se> rickard.troedsson@secom.ct.se writes:
>In a message of 11 Apr 94 12:20:01, Anisko wrote:

[re: Lazer_1 and _2]

>I put them up there, and I also put up a lazer.txt explaining that they would
>not run on anything less than a Falcon030 with 4Mb RAM and atleast 6Mb free HD
>space .. what has happened after that I dno't know ...

Hmm, I must have missed that. Thanks for the info...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

580. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:35:54 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Co5Knv.LLH@arc.ab.ca>
Source record: 189453

In article <1994Apr11.185639.43684@urz.unibas.ch>, minidis@urz.unibas.ch writes:
>Hi, on mac machines there is a software programme
>which doubles the RAM. is there anything like that
>on the atari?
>

I do recall that there was a ram disk you could install that did compression on
the fly. Unfortunately I don't recall the name.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L
---

581. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:42:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <A65260@SL.maus.de>
Source record: 189302

In article THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

THT>Who _wouldn't_ want DOOM..?
I don't want it (not with this gameplay)

582. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:44:46 UTC
From: randyh@sr.hp.com
Message-ID: <Co5L2n.4tF@srgenprp.sr.hp.com>
Source record: 189303

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: In article <Co3q9G.83G@srgenprp.sr.hp.com>,
: Randy Hosler <randyh@sr.hp.com> wrote:
: >So, why is gcc creating this symbol "___main" that the linker doesn't like?

: Which version of gcc did you grab? Seems like you didn't grab the most recent
: gcc library to go with it.

I am using gcc2.5.8, but the libs are older (not sure which rev). I got the
latest mint libs but didn't set my LIB pointer to them. It was an oversight,
but I figured it didn't matter. Apparently it does.

Thanks, Randy
: --
: -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

: Poets measure meters in feet.

--
/----------------------------/--------------------------/
// Randy Hosler 707-577-3677 // /> /| /| / |\ |/ /_/ //
// randyh@hpsadqa.sr.hp.com // /| /^| / |/ |/ / . / / //
/----------------------------/--------------------------/

583. FOR SALE: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 15:53:40 UTC
From: rgoodm1@umbc.edu
Message-ID: <2oeg64$laf@news.umbc.edu>
Source record: 189304

Hey Atariheads...

SELLING Atari 1040STfm w/1 Meg memory, TOS 1.2, no HD
1224SC color monitor
mouse
misc shareware progs/games/utils

What's it worth to youse guise still plunking away on the hardware that could but never did??? Best offer takes all!

Wayn Goodman ....rgoodm1@umbc8.umbc.edu

584. Re: Atari MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 17:14:50 UTC
From: blevin@cisco.com
Message-ID: <2oekua$k64@cronkite.cisco.com>
Source record: 189466
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.music,comp.sys.atari.st

Michael Kelsey (michaelk@pacifier.rain.com) wrote:

[nothing]

Please tell us, since we can't read minds ;-)

--
.bl

585. Re: Apple CD 300 & CD audio player

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 18:24:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co5sHL.BAw@cix.compulink.co.uk>
Source record: 189305

```
>I've just bought an Apple CD 300.
>Does anyone have a CD audio player which works with the Apple CD 300 AND the
>Falcon ?

Yes, CD Tools from Hard & Soft.

Ofir ogal@cix.compulink.co.uk
```

586. Re: Atari MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 18:31:36 UTC
From: cook@candiru.esd.sgi.com
Message-ID: <2oepe8$adt@fido.asd.sgi.com>
Source record: 189306
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.music,comp.sys.atari.st

In article <2oekua$k64@cronkite.cisco.com>, blevin@cisco.com writes:

> Please tell us, since we can't read minds ;-)

You can't read minds? What is WRONG with you?

-Doug

Doug Cook, cook@sgi.com Software Engineer Silicon Graphics, Inc.

"Yet call not this long life, but thinke that I, by being dead,
am Immortall; can ghosts die?" -John Donne

587. Legend of the Sword ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 18:46:40 UTC
From: ric@fps500.irsip.na.cnr.it
Message-ID: <9404121832.AA00713@fps500.irsip.na.cnr.it>
Source record: 189307

I am stuck with a rather old adventure called "Legend of the Sword".
It was distributed by Silicon Soft. If anybody knows about this game,
or knows about a book with the solution, or has any hint whatever it is,
would (s)he be so kind as to let me know?
Any help will be greatly appreciated...
Riccardo Distasi

P.S. I posted this by mailing to comp-sys-atari-st@cs.utexas.edu
because I do not have direct access to usenet. If anybody has an
answer, email would be preferred whenever possible.

--
Riccardo Distasi, ric@irsip.na.cnr.it

588. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 19:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A10051@M4.maus.de>
Source record: 189308

>hy>Yes, the RAM must be 32 bits wide. Fine. If you browse thru
>hy>catalogs for memory suppliers, you will occasionally find 2 MB
>hy>SIMMs. You could use 4 of these to provide 8 MB of RAM, assuming
>hy>your board handled 2 MB SIMMs properly.
>
>Sounds promising.

...but it doesn't work - for the same reason why eight 1 MB SIMMs don't.
2 MB SIMMs carry 2 banks of 256 KBit x 36, which is 32 bit plus parity
checking.

One COULD though design a Falcon RAM expansion board that carries one single
72-pin SIMM holding either 1 MBit x 36 (4 MByte) or 4 MBit x 36 (14 MByte).

2 and 8 MByte SIMMs all have two banks of memory and are no use for Falcons.
Only 1, 4, or 16 MByte 72-pin SIMMs were usable, IF there was a board to stick
one of them onto.

bye, Peter

589. Re: Bravo: v20i069: voxmail - Voice mail system for Falcon part02/09

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 19:33:57 UTC
From: avg@cwi.nl
Message-ID: <Co5voM.LJ1@cwi.nl>
Source record: 189460

ralph@cerfacs.fr (Ralph Sobek) writes:

>Bravo for the intelligent uuencoding on the Falcon!! ;-(

>begin part j voxmail.uab

Hm. No, this is my fault. My automatic news article composer on the TT
inherits a bug from Dumas-uuencode derived software which makes it start
at the same index it wrote the last file with. I tried to manually
repair the files but obviously forgot the 'part *'.

I'll repost. And fix my software :-(.

(moderator comp.binaries.atari.st).
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12179
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam ZO
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

590. make , MiNT 1.08, mintvers, and cursor

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 19:40:43 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2oetfr$7c0@usenet.INS.CWRU.Edu>
Source record: 189309

sorry for the erratic topic... here's the story... it sounds lame, I know.

i was using mint .95 for a while, but then i wanted shareable programs, so
i compiled v.96. the shareable stuff like tcsh works... loads really nicely
but, when i list the processes on the system, the shared copies of tcsh are
still just as big as the original one... is this true or it just looks like it?

with the coming of v.96, mgr stopped working... bummer... so, i thought, i'll
get the latest version (or the latest ftp-able version) and maybe that will
be fixed... so i get the 1.08 version. great!... i try to compile and now
the story is that make doesn't want to work... hmm... it doesn't pull the
PATH environment variable at all, so i had to put absolute paths in all the
program names??? why is that??

next, i found out that i didn't have yacc on my system, so i found the bison
clone... i put it in the /usr/bin directory, and then i had a great idea of
symbolically linking bison.ttp to yacc.ttp, so that it would run bison instead
of yacc ... ln -s bison.ttp yacc.ttp returns "invalid function"... what??
you mean i can't make symbolic links in minix???

next, i looked at the makefile again, and found that eric has commented-out
the bison stuff, so i changed it and finally the damn thing compiled... wow!
i run the system.. nice new load text, etc... but it stole the damn cursor!
now i have no cursor, and i don't know what else isn't working... are these
new versions bug fixes or sabotage?

finally, mintvers reports mint version 1.8... what??!

oh, by the way, when is that pathetic atari company going to let people use
their new aes... mint reports that it is the multitos kernal, so where is
the new aes? (sorry.. i'm just mad at the whole thing) but, when are they
going to get serious and give us the new aes? why the hell not? (american
attitude!)

--Bart

591. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 19:44:11 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <766179851snz@filesys.demon.co.uk>
Source record: 189310

In article <Co03vx.84H@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk writes:

>>You could try using the 'Revenge Doc Displayer' (RDD3) it should be on
>>atari.archive.umich.edu by now (RDD320.ZIP).... but then again I would
>>say that 'cause I wrote it...! It works well with Terradesk, I use it
>>with 1.36 and experience no problems.
>
>Stu, any chance that in the next revision you could do a bit of work on
>the scrolling options menu. I for one think the command grouping could
>be improved a little. Things like having all the Save options together,
>maybe splitting direct operational commands out, and having the things
>listed in alphabetical order?

Hi Daron,
OK, I'll have a look at this. I did try to group them keeping
options that deal with certain areas together like Search/Next/Previous and
Set/Goto/Load/Save Bookmarks etc... maybe I'll put in seperators in the menu
so that it'll be a little clearer. There's a new beta(04) with MaTzY at the
moment that you should get, maybe later this week I'll take a look at
the menus.

Regards,

Stu...!

BTW, have you got your Falcon back yet?

--

==
\\\\\\\----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==

592. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 19:46:04 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <766179964snz@filesys.demon.co.uk>
Source record: 189311

In article <2da8774e@kockens.ct.se> jesper.kock@kockens.ct.se writes:

>In a strange ;-) little msg Stuart Coates wrote:
>
> >> There is a viewer program to view .IMG and Degas pictures directly from
> >> the desktop by just clicking on them.Unfortually it doesnt work :-/.
> SC>
> SC> You could try using the 'Revenge Doc Displayer' (RDD3) it should be on
> SC> atari.archive.umich.edu by now (RDD320.ZIP).... but then again I would
> SC> say that 'cause I wrote it...! It works well with Terradesk, I use it
> SC> with 1.36 and experience no problems.
> SC>
>Ok! I will.
>I have it on my BBS so i will test it right away.. Thanx for the info mate!

No problem, if you have any questions (or requests) about the RDD then
please contact me (email preferably) and I'll see what I can do.

Regards,

Stu...!

--

```
==============================================================================
\\\\\\\-----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==============================================================================
```

593. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 19:49:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co5wDt.EsI@cix.compulink.co.uk>
Source record: 189312

In message <766060587.34256@minster.york.ac.uk>, andrew@minster.york.ac.uk said:
>
>Does the hardware on HiSoft's VOICEMAIL have BT approval?

Have you checked how much it costs to have something approved and what is involved? How about sending British engineers to Taiwan (or wherever it is they make the Falcon) for starters? The Falcon itself has to be BTAB approved according to British law.

Ofir ogal@cix.compulink.co.uk

594. Re: Atari MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 19:53:49 UTC
From: blevin@cisco.com
Message-ID: <2oeu8d$r5p@cronkite.cisco.com>
Source record: 189313
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.music,comp.sys.atari.st

Doug Cook (cook@candiru.esd.sgi.com) wrote:

> In article <2oekua$k64@cronkite.cisco.com>, blevin@cisco.com writes:

> > Please tell us, since we can't read minds ;-)

> You can't read minds? What is WRONG with you?

I _could_ read minds once, but it was too distracting, so I had the 'ability'
removed. I'm feeling MUCH better now ;-)

--
.bl

595. Re: FALCON & GFA's HARDCOPY command

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 21:03:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404122027.AA00498@ilmen.lanl.gov>
Source record: 189315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In regards to my earlier post about the screendump XBIOS(20) call not working properly on the Falcon, I've found out it only fails in ST Low Resolution mode. ST High and Medium res work fine as I thought. Since I never program apps in ST Low, I didn't know about the screendump failure in that resolution.

Does anyone have a routine that could be incorporated that WILL do a standard screendump in ST Low on a Falcon? My friend is using GFA so that's preferred but of course C or Assembly executable is OK as that can be embedded.

Thanks!

-Hutch- @ Fair Dinkum Tech

Please reply to hutch@ilmen.lanl.gov as I'm using a temporary mail poster.

596. Re: HELP: need Lode Runner clone

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 21:22:28 UTC
From: hallvart@ifi.uio.no
Message-ID: <2of3ek$r5n@holmenkollen.ifi.uio.no>
Source record: 189316

```
In article <Co5JEC.Bpo@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> LodeRunner was released for the ST in some countries. I believe it was
> written by French firm for Broderbund.
>
> --
> +-------------+------------------------------------------------------------+
> |Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
> +-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
> | |REPLIES to ilaskey@cix.compulink.co.uk |
> +-------------+------------------------------------------------------------+

I believe the company is American- Broderbund. I had "Loderunner" on my Apple ][+
computer- Excellent!
There is a clone of it in the PD- I think it's called "Go up".

Hallvard, Oslo, Norway
```

597. Re: HELP: need Lode Runner clone

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 21:59:15 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2of5jj$3s0@darkstar.UCSC.EDU>
Source record: 189317

In <olmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangeras) writes:
>computer- Excellent!
>There is a clone of it in the PD- I think it's called "Go up".

>Hallvard, Oslo, Norway

If I ever get the infamous Round Tuit I may finish my Lode Runner like game.
Maybe over the summer...

~Chris

598. Re: RFD: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 22:39:50 UTC
From: Lexicor@world.std.com
Message-ID: <Co64AF.Btv@world.std.com>
Source record: 189319
Cross-posted to: news.groups,comp.sys.atari.st

In article <94101.225308STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>I also think that COMP.SYS.ATARI.ANNOUNCE is a great idea.
>I am reletively new to Newsnet.... how does one vote and
>when is a decision made?
>-scott tirrell

Hi..though this question really should be in newusers :-) generally what happens after a certain period (roughly 3-4 weeks) of RFD a neutral party will do the vote count, people send him the the YES or NO votes and then we will know...the requirements have to be +100 Yes and no more than 1/3 of YES votes be NO.

It will be explained in more detail when the time comes..which shouldn't be too long.

Cheers

Yat

599. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 22:42:22 UTC
From: azog@world.std.com
Message-ID: <Co64En.Cr0@world.std.com>
Source record: 189320

randyh@sr.hp.com (Randy Hosler) writes:

>OK, I just tried to compile mint with the stuff azog@world posted. Before I
>began I needed to compile byacc (I know now that byacc.ttp isn't needed) and
>the loader or linker complained of an unknown symbol "___main" in main.o.
>So I took a binary editor and changed the symbol to "__main" and the loader/
>linker was happy. But when I tried running byacc.ttp I got an error. Same
>thing happened when compiling genmagic.ttp.

>So, why is gcc creating this symbol "___main" that the linker doesn't like?

>I was really hopefull that I could compile mint. Btw, it took my 520ST better
>than 4 hours to compile all the .c files for mint. I'll do it before I go to
>bed next time.

I know others say 'get the latest version of the MiNT libraries', and'get
the latest version of GCC', but myself, I still have some problems with
these.

So anyways, in any makefile, I always add the -mint switch to the
CFLAGS line. Works fine for me.

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than
the colour of his eyes...

600. lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 22:46:41 UTC
From: azog@world.std.com
Message-ID: <Co64Lt.E79@world.std.com>
Source record: 189321

I downloaded lazer_1.lzh and lazer_2.lzh, and followed the directions in the ungto.txt file, but it doesnt seem to work properly for me. Holding down the ALT key while double-clicking on ungto.prg brings up the options screen, but when I try press GO, things dont. It just basically blows away my screen, and I see nothing but garbage on the screen.

I am using a Falcon 030, with 16mb of RAM, and a SVGA monitor. Ive tried it in all rez'es, with and without the screenblaster, but no go. PLEASE dont tell me this thing only runs on TVs and RGB?

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than the colour of his eyes...

601. New Atari Magazine -- Contents!

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 23:00:11 UTC
From: pdirect@news.delphi.com
Message-ID: <2of95r$b83@news.delphi.com>
Source record: 189322

Processor Direct Magazine: Further information

For general information please refer to the earlier posted general release.

The text below was used for internal purposes, however due to a very surprising demand, I looked over it and decided to post it. The "Includes" sections don't necessarily mean those are the only illustrations on the page. Don't be fooled by the page numbers. This is quite literally a large magazine (the page size is 11.5"x13.5") and as such the number of pages articles take up is much less. The fact we used slightly smaller text than other publications (it's a 10 point serif font, larger than newspaper but smaller than what would normally be used in a "small" publication) also compressed the size of the issue somewhat. Ask anyone who has seen it, this issue is PACKED.

March/April 1994 Issue Contents:

Page Article name, author : column title
"description"
------ --
COVER Getting Connected, by Scott Garrigus : MIDI, Music, and the Atari
"Musicians and on-line networks"
Includes rate comparison chart for major networks.
COVER Video Master Falcon, by James Kracht : Pixel Engineering
"Review of video digitizer"
Includes picture digitized using VMF.
INSIDE Editorial, Special Thanks
COVER "Issue opener"
2 Table of Contents
4 Getting Along with the Falcon, by Richard Bush : Making the System
Transition
"Aspects of compatibility, large compatibility list"
Includes massive compatibility list.
5 TWP Newswire
"Variety of recent news items"
Includes screen shots from Calamus SL modules.
6 Recent Developments
"News on new product releases, shareware/commercial"
8 Inexpensive High Resolution, by Sean Dougherty
"In-depth review of ScreenBlaster"
Includes screen size comparison screen shots, and CPX shot.
10 They Call it CoNnect, by Robert Anisko
"Review of CoNnect, terminal program -- shareware"

Includes screen shots
14 Falcon030 Demos, by James Kracht : Pixel Engineering
"A look at several demos for the Falcon030"
Includes a rating system and availability sections
16 TruePaint Reviewed, by James Kracht : Pixel Engineering
"A review of TruePaint from many viewpoints"
Includes two screen shots, one on cover.
17 GIF Viewers, by James Kracht : Pixel Engineering
"Mini-Reviews of popular GIF viewers"
Includes two screen shots.
18 Survey
19 Those Darned Cookies, by Mike Allen
"Technical Column on accessing Cookies and DMA audio"
22 DataLite 2, by Dennis Sellers
"A review of DataLite 2, hard disk compression program"
Includes screen shot.
24 wind_close(), by Robert Fernandez
"Closing Comments"
24 Writer Biographies
24 Advertiser Index

-END----

Hopefully my signature works by now. Delphi was having a problem
interpreting my first one and it didn't work very well. <grin>

602. Re: Flow control problem... Help!

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 23:52:20 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ofc7k$gt6@golem.wcc.govt.nz>
Source record: 189323

In article <H.eg.&HnwzdoQLwA@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <2o3sum$rhu@mailer.fsu.edu>, Mickey Boyd writes:
>
>I figured it out... got my 486 on Friday night, so I tried it on
> that and got the same results :-(, so I figured it must be the modem
> or the cord. Restoring the factory config in the modem did the trick,
> some nasty program must have changed something. Dunno why I didn't think
> of trying that in the first place.... I guess not many programs store
> their changes like that!
>
>Thanks for the help!
>
>Craig.

Probably why your COMA did not work..??

Its this another one leaving the sinking ship....???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

603. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 23:56:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co67u8.411@cix.compulink.co.uk>
Source record: 189324

>What programms are there to control the cd rom drives in order to
>play audio tracks?

I use AUD_CD20.ACC

>Is there a programm that reads a config file where one might specify
>what commands are passed to the drive?

If you know the SCSI commands to play audio - then you can program AUD_CD20
to send them.

My config file looks like this:

```
p
10 216 1 1 0 0 0 0 0 0 128
s
6 1 0 0 0 0 0
a
10 218 0 0 0 0 0 0 0 0 0
e
10 217 3 0 0 0 0 0 0 0 128
q
```

Its currently shareware - but just about to go comercial (in the US at
least) apparently.

:-)

Roland.

@CiX

604. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 23:56:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co67uB.41p@cix.compulink.co.uk>
Source record: 189325

> I've been noticing the uploads (and slight discussion) about the
>various networking-type utils that are being ported to the Atari under
>MiNT, in particular Sockets, etc. I was wondering if someone could
>explain for a network-neophyte (i.e. me) what exactly this allows
>you to do. I mean, if I wanted to FTP *directly* from my Atari
>to an FTP site, would this allow me to do so? If so, how would I need
>to be connected into the net in the first place?

MiNT-Net is the start of an implementation of the Berkley UNIX networking system (typified by Berkley 'sockets' - which are software 'sockets' you connect together to pass information between programs/machines)

The current release version 0.30 is still in the early stages and AFAIK not suitable for proper internet access (no proper FTP for a start).

The other internet access program in common use is KA9Q. This is a simple internet node setup which normally connects into the internet proper over a modem line. The main problem is finding somewhere to dial into. In the UK Demon Internet Sevices sell a widely used connect service with which KA9Q is suitable to use. As for the rest of the world I don't know.

The main reason for interest in MiNT-Net is that its potential is far more than KA9Q, especially for applications in networking 2 or more ST or other machines together.

Anyway I hope that all makes sense. I'm just a user of these 2 packages - not anything to do with writing or porting them.

:-)

Roland.

@CiX

605. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 23:56:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co67uD.42A@cix.compulink.co.uk>
Source record: 189326

>I was thinking about this legallity problem. Why don't ATARI produce
>some kind of hardware buffer from the DSP port to a phone connector and
>DSP thruport? With this standard we could have many phone-line applications

Firstly Atari would have to produce 1 for each different style of phone
connector as I don't think the BABP (and the like) would a generic
connector.

Secondly - surely for a modem to be approved - its internal *software*
would also have to be tested to make sure it couldn't send a sequence os
signals which would upset the exchange. If this *is* the case it would seem
that the DSP modem would have to be approved in its entirity.

:-(

Roland.

@CiX

606. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-12 23:56:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co67uF.42x@cix.compulink.co.uk>
Source record: 189327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> What are the best PD C interpreters and compilers?

GNU C (if you have at least 2MB and a hard disk - preferably 4MB !)

:-)

Roland.

@CiX

607. Re: Faulty DMA chips on early STEs

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 00:07:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ofd4j$gt6@golem.wcc.govt.nz>
Source record: 189328

In article <2da9bbd6@daggskim.ct.se>, bo.leuf@daggskim.ct.se (Bo Leuf) writes:
>Roger Sheppard. wrote using recycled electrons on 10 Apr 94 (to All)...
> > In article <2o1uek$fvp@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN)
> > writes:
> >> Does anyone know the range of serial numbers of the early STEs that
> >> were affected with faulty DMA chip(s)?
>makes itself dramatically obvious when using certain harddisks (not all). There
>are almost certainly early STEs still in use where the owner is unaware of this
>potential source of grief, either because a harddisk has not yet been connected
>(and written to), or because the normal range of signal tolerences has allowed
>a particular combination of STE and harddisk to function apparently with little
>or no problems. Then some day a new harddisk is attached, and &%$#"!!!

One other thing, not all faulty STE's show up the problem strait away,
my STE had to be on for some 12 hours for the fault to show...

> > I did get 6 DMA chips from Atari OZZ for FREE, with C398739-001A as the
> > part number....

>Local reps have occasionally shown real helpfulness :)

This was ATARI not a local rep...!!!

>>Show me your part numbers and I'll show you mine ;))

This one had a brand name, that I have only seen once, there was a lot of talk
about this brand when the GCR came out, but I don't remember the brand...

This had a C01111xxx type number fromm memory....

> (illegible signature) Bo Leuf
> - Email: bo_leuf@daggskim.ct.se

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

608. Re: Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 00:12:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ofdde$gt6@golem.wcc.govt.nz>
Source record: 189329

In article <1994Apr12.174246.93373@vaxc.cc.monash.edu.au>, yammouni@vaxc.cc.monash.edu.au (DAVID YAMMOUNI) writes:
>Dear All
>I hope that someone can help me with a problem. I remember seeing at an
>archive site a program which would speed the process of copying files from
>an ST floppy drive to a harddrive on TOS versions 1.0 & 1.2. I currently
>have an ADSCSI host adaptor with a Quantem ELS 127s harddrive and I find that
>copying files from floppy to any partition above D or E takes forever!

>David Yammouni

>e-mail: yammouni@vaxc.cc.monash.edu.au

The Best any only way is to get 1.4 ROMS fitted, from what I have read FATSPEED does not speed up the Floppies only the Hard Drive...

Also you will ne amazed at the new features that TOS 1.4 has...

There are many Dealer is OZZ that can supply TOS 1.4 Roms....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

609. forsale: 520 ST/monitor/floppy/software

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 01:05:05 UTC
From: spam@iastate.edu
Message-ID: <spam.766199105@pv3805.vincent.iastate.edu>
Source record: 189330
Cross-posted to: comp.sys.atari.st,isu.market,misc.forsale.computers.other,misc.forsale

```
For Sale:

Atari 520 ST
-with-
SM124 monitor
External floppy drive
Mouse

And

Word Writer
Datatrive
Degas

For sale as a package.
make offer.

call Matt at (515) 232-5276

--
|\-/| mike begley
| O | spam@iastate.edu
|/_\| (515) 233-6210
```

610. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 01:47:29 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Apr13.014729.180@isle.waterloo-rdp.on.ca>
Source record: 189331

> Also the latest release of mgif (version 4.2?) displays JPEG's on a
> monochrome ST, and not too slow either.

Faster than it displays GIFs actually, which worries me. I always assumed that
LZW decompression was not all that hard, especially the way GIF does it...

Of course, I've never tried writing a GIF or JPEG viewer either.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

611. Re: Adding a drive which is emulated by a piece of software....

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 02:15:15 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2ofkjj$ii8@elroy.jpl.nasa.gov>
Source record: 189332

In article <Co5Hou.KI7@cs.vu.nl>, Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>Maybe the subject line is a bit difficult to understand, but I didn't knew
>how to write down what I actually mean in one line...
>
>I'm planning to write a shareware or pd 'on the fly' compression program
>for the Atari ST(e) like the well-known stacker for the PC. What I need
>to know is, how can I make TOS think there is another drive available, say
>drive J? What BIOS calls do I have to bend for that?
>
>(I know I can possibly use the same trick used in RAM-Disk programs, but
>I do not have any sources of RAM-Disk programs.)
>
>Any comments are appreciated, both by email or posting to this newsgroup.

Well, it would probably be best for you to go chase down the source code for a RAMdisk then, because having working code will simplify your life a great deal. The RDE program would be a good place to start, since it is freely distributable and comes with source code.

You need to plug into a number of OS vectors; too many for me to recall here at the moment.

On a smiliar similar, has anyone got a RAMdisk that completely emulates a floppy drive? I saw one in the past that partially emulated it, but didn't handle the flop_read or flop_write calls. Would be handy for us folks with single-floppy systems. Also would allow fast production of floppies... (Copy a bunch of files to the RAMdisk, then do a fast sector-copy to the real floppy. Avoid all the slow seeks that would otherwise be needed to update the directory and FAT on a real floppy...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

612. Re: Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 02:29:19 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ofldv$cjq@holmenkollen.ifi.uio.no>
Source record: 189333

In article <2ofdde$gt6@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> The Best any only way is to get 1.4 ROMS fitted, from what I have read FATSPEED
> does not speed up the Floppies only the Hard Drive...
>
>
> Also you will ne amazed at the new features that TOS 1.4 has...
>
>
> There are many Dealer is OZZ that can supply TOS 1.4 Roms....
>
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

Why not go all the way to TOS 2.06? I have an STE and the change from "Rainbow TOS" (I think it's 1.6) to 2.06 is amazing. I just feel like I can't do anything on a machine with anything less than that now. There are really a lot of great features in it.

Hallvard, Oslo, Norway

613. Help: Elite combat techniques.

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 03:26:58 UTC
From: ant@mks.com
Message-ID: <1994Apr13.032658.21899@mks.com>
Source record: 189334

I'm having trouble with manual targeting of ships that I didn't have with the old Elite I.

The only targeting method I've been able to use has been to use Autopilot as a targeting computer for enemy ships. However this technique is not always successful if the other ship proves to be faster that the Autopilot's ability to make course and speed adjustments.

I use the joystick with Elite control option on. I've tried using the keyboard and mouse but find it just as hard to target a ship. I've tried targeting without my engines on and have had no success.

I think the problem is that all the control surfaces are far too sensitive such that the slightest touch of the joystick sends my ship wildly off. Is there a way to reduce the sensitivity of the control surfaces. I've played with using low to high drawing detail by that does not appear to help.

Any suggestions would be welcome.

-ant

BTW, do either of the two blank buttons above and below the joystick control in the options screen do anything?
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

614. Atari MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 03:53:23 UTC
From: michaelk@pacifier.rain.com
Message-ID: <Co6It2.2G7@pacifier.rain.com>
Source record: 189335
Cross-posted to: rec.music.makers,rec.music.makers.marketplace,rec.music.makers.synth,comp.music,comp.sys.atari.st

I have the following MIDI Software for the Atari-ST / Falcon for sale:

1. Omni-Banker ST patch Librarian (no editing): Last updated in 1991.. this librarian covers many, many synths as well as effects units..... swap patches between banks, copy , delete, etc..provide names for patches for synths like the CZ101 or DW8000. A great organizing program..... $25

2. Dr. T's FX PAC-1, effects processor editing program: This is Caged Artist's software for editing any of the following Effects Processors -- Digitech DSP-128, Yamaha SPX90/SPX90II, Lexicon LXP-1, and the ART Multiverb..... $25

3. Two editing programs for the Korg DW/EX8000 Synth, Synthview by Synergy Resources and Synth Droid by Compu-mates -- both provide full graphic editing and library storage ..... $15 each

4. Dr. T's editor/librarian for the Casio VZ-1/10M synths, also works for the VZ8M - covering the VZ-1/10M features..... $25

5. Dr. T's Phantom software and hardware for SMPTE/ syncing to tape handles also FSK and CLICK (for Atari-ST series only)..... $70

Buyer pays shipping costs, all software comes with original manuals.

615. Re: Falcon Art packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 05:26:51 UTC
From: abarbiero@delphi.com
Message-ID: <pu2OSFT.abarbiero@delphi.com>
Source record: 189336

Thanks Yat! I was hoping you would see this message and bail me out.

Andreas@AEO

616. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 05:31:21 UTC
From: abarbiero@delphi.com
Message-ID: <hu+tavR.abarbiero@delphi.com>
Source record: 189337

Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> writes:

>Excellent..! Instead of complaining how miserable we (and Falcon and Atari,
>etc..) are - and without hope - we can, and have to do things ourselves.
>Perhaps, Atari will some day wake up - and support us better again.
>Make that list - I'll do mine - and hopefully the others will follow..
>

If you have a list of games you like to see on the F030, send it
to me, and I will put it in AEO... give some coverage... I will see
if I can set up a form letter for people to use like I did with
the Pagestream 3 debacle.

Andreas@AEO

617. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 05:37:07 UTC
From: abarbiero@delphi.com
Message-ID: <pM-MibT.abarbiero@delphi.com>
Source record: 189338

<minidis@urz.unibas.ch> writes:

>Is CANNON FODDER (the game) available for our
>beloved Atari? or is it one of those prgs which will
>never come out for our machine?
>

It is out and I should be getting a copy to review soon.

Andreas@AEO

618. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 05:37:55 UTC
From: abarbiero@delphi.com
Message-ID: <pu3u6TT.abarbiero@delphi.com>
Source record: 189339

Cannon Fodder is supposed to work with the BACKWARDS program.

Andreas@AEO

619. Re: Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 05:40:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2og0kt$2jo@elroy.jpl.nasa.gov>
Source record: 189340

In article <2ofldv$cjq@holmenkollen.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>In article <2ofdde$gt6@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>> The Best any only way is to get 1.4 ROMS fitted, from what I have read FATSPEED
>> does not speed up the Floppies only the Hard Drive...

```
>Why not go all the way to TOS 2.06? I have an STE and the change from "Rainbow TOS"
>(I think it's 1.6) to 2.06 is amazing. I just feel like I can't do anything on a
>machine with anything less than that now. There are really a lot of great features
>in it.

I would agree, but it appears to me that Gauntlet II (one of my favorite games
of all time) doesn't work with 2.06 installed. Lord knows why, I doubt that it
even uses the TOS for anything.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.
```

620. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 06:10:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <A21012@BI.maus.de>
Source record: 189341

Hello Tommi,

T> Who _wouldn't_ want DOOM..? ;-)
Me :-)

T> So - it might help Falcon-sales, bring money to its maker - and maybe even
T> create some good publicity at least in the Atari-world.
I really doubt this, because the game, which brings ATARI back into pool position on game market, has to be overwhelming and exclusively developped 4 the Falcon (by taking advantage of the hardware resources). Is there anybody out there....? :-)

cu Oliver

621. Compendium Error-List?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 06:10:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <A21013@BI.maus.de>
Source record: 189342

Hi,

has anybody seen a list of corrections for The ATARI Compendium? If I'm right, somebody published a list somewhere - but where?

cu Oliver

622. E. Cunningham...

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 06:15:47 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2og2mj$fci@news.cs.tulane.edu>
Source record: 189343

if the moderator of the InfoAtari16 is reading this, please send me the new password for the digest account, I'm the one handeling the InfoAtari8 side.

Mike
snyder10@convex1.tcs.tulane.edu

--

_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

623. [HELP] Falcon Bugs (VT52)??

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 07:23:39 UTC
From: jhh@cwi.nl
Message-ID: <Co6sJF.5qy@cwi.nl>
Source record: 189345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Are there any patches for the following three bugs?

1. The VT52 Escape sequences "\033j" for save position and "\033k" for restore position do not seem to work. Whatever I do, restore position puts me at (0,0) = (upper-left). According to the documentation it is only allowed to do so if no position was saved previously.

2. If lines longer than the width of the screen are being output by a command executed from Gulam, each spillover character is output on single line like
t
h
i
s
.
This happens when I boot my Falcon without MultiTos running.

3. If I do use MultiTos, and want to show a file with VIEWER.APP, I get an empty window with the VIEWER-icon in the middle and a transparent window status line (i.e. the line just below the window title). Clicking the scrollbars sometimes shows me part of the text to be shown, but with truncated characters. It seems as if VIEWER.APP thinks the upper-left corner of its window is always located at the upper-left corner, because if I move the window to that position it will show me most of the text (provided I scroll it first).

I have a 4Mb/85Mb TOS 4.01 Falcon with SVGA, usually operating in 16 colour mode, and FPATCH2 installed.

Thanks,

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

624. Status of DSP Modem

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 07:27:28 UTC
From: andrew@minster.york.ac.uk
Message-ID: <766222048.219@minster.york.ac.uk>
Source record: 189346

Why isn't atari or some third party company developing a standard
connector from the DSP port to the telephone lines? This could
get legal approval from the telephone company and many future applications
could use it.
It would only have to be the buffering hardware and some control
logic to ensure that signals in and out of the DSP port correctly
went down the 'phone line. It might even be a DSP thru-port that
filters off signals directed at the phone output.

-Andrew

625. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:10:31 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2og9do$c54@percy.cs.bham.ac.uk>
Source record: 189347

Oliver_Michalak@bi.maus.de (Oliver Michalak) writes:
> How about Enhanced-GEM from Chris Grunenberg? A new version (v1.35) of
>this powerfull toll (including it's sources in C; compatibel to PureC,
>LatticeC and GNU-C) is availiable for several days.
>

There is no documentation for the library, which might be a problem.

Also, E_GEM programs (inc. LZHSHELL 2.99) tend to override any changes
the user makes to the .RSC files (eg changing colours), which is not
good practice.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

626. Pagestream 3 (Was: Re: Doom for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:15:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2og9mf$c6c@percy.cs.bham.ac.uk>
Source record: 189348

abarbiero@delphi.com writes:
>If you have a list of games you like to see on the F030, send it
>to me, and I will put it in AEO... give some coverage... I will see
>if I can set up a form letter for people to use like I did with
>the Pagestream 3 debacle.
>
>Andreas@AEO

Talking of which, what is happening about Pagestream 3, and have
letters to SoftLogik helped/hindered?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

627. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:22:50 UTC
From: spatzene@Informatik.TU-Muenchen.DE
Message-ID: <2oga4q$ign@hpsystem1.informatik.tu-muenchen.de>
Source record: 189349

>go. PLEASE dont tell me this thing only runs on TVs and RGB?
Yep, only TV and RGB :((I have the same problem)

bye
Roland
--
_/_/_/ _/ _/ _/_/_/ /Roland Spatzenegger | | |
_/ _/ _/_/ _/_/ _/ /Richard Wagner Str.12 | | |
_/_/_/ _/ _/ _/ _/_/_/ /82299 Tuerkenfeld Germany / | \
_/ _/ _/ _/ _/ /email: spatzene@informatik.tu-muenchen.de
_/ _/ _/ _/ _/_/_/ /

628. Re: Spectre 3.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:23:44 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2oga6g$c9o@percy.cs.bham.ac.uk>
Source record: 189350

csullogg@cc4.crl.aecl.ca writes:
>Bless you David Small!!!!!

And the dog, of course.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

629. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:25:10 UTC
From: vctec@westminster.ac.uk
Message-ID: <Co6vD4.8HC@westminster.ac.uk>
Source record: 189451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Jeff Poling (jpoling@magnus.acs.ohio-state.edu) wrote:
: What are the best PD C interpreters and compilers?

Well, theres Gnu C, Heat n' Serve C, and Sozobon....for now try these.

Danny
CyberSTrider =);-)

--
<=========================================================================>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >
```

630. Re: Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:25:50 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2ogaae$17k@newshost.uni-koblenz.de>
Source record: 189452

Generally, if you want to transfer files as quickly as possible,
the best way is the "Kobold" file copy program. With this software,
files aren't copied seperately, but "all in one" (I don't want
to explain it more detailed here).

If you use one of the alternative desktops Gemini 1.99 or Ease 3.0
and if you have Kobold >=2.0, you can even configure the desktop
to use Kobold and not GEMDOS operations to copy/delete/move files.
That way, you don't need to start a separate program to get a maximum
transfer speed.

Kobold is also able to interpret own batch files. Ex.: an automatic
backup of all *.c-files on partition D:.

So this program contains new GEMDOS routines and also replaces a file
copy, a disk copy and a backup program.

I just don't know whether there is an english version or if it is
available at all outside Germany.

Christoph

631. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:37:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <1k284498@mk.maus.ruhr.de>
Source record: 189454

Hi,

Cannon Fodder is out for Atari-ST. I've got a demeo-Version of it last week in London. It works on Atari-ST and Falcon with Backward installed.

Great game! Go out and buy it! I have a lot of fun with only the four demo-level.

Tschau,

/Martin/

email: maba@mk.maus.ruhr.de
mb@mk.maus.ruhr.de
q3888940@bonsai.fernuni-hagen.de

632. Re: Supercharger PC emul???

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 08:59:31 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9404131557.AH00165@montp.cirad.fr>
Source record: 189455

CEO file contents:

Thanks to all for answering.

The shop is selling the Supercharger something like $55, but it's an old version (512Kb). I don't really mind though. I think I'm gonna get it this evening. Having a permanent 1/2Mb ram-disk is cool enough for me.

So long...

_)|||(_/ A guy with a funny hat...
.o o. Nicolas BALES - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISING SPACE FOR RENT>

633. NFS for MiNT released

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 09:27:55 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2ogdurINNkmm@tarsky.uni-muenster.de>
Source record: 189456

Hi!

I just released my implementation of a SUN-NFS compatible networking filesystem for MiNT. You can find it on ftp.uni-muenster.de in pub/atari/Mint/Network/nfs-042.tar.gz and should also show up on atari.archive very soon.

This package requires the installation of Kay Roemers Socket interface for MiNT in a version >= 0.30, so you might want to get that, too.

It also contains an nfs server, and an nfs mount program.

Just try it, it's fun :)

Ulrich

634. Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 09:29:08 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9404131612.AF00155@montp.cirad.fr>
Source record: 189457

CEO file contents:

I've got an old 520ST with a single sided disk that I'm going to get rid of :(

Just to get myself either a Mega ST or a 1040STE for ~$160 :)

Which do you guys think is the best. I know the STE has a newer sound chip
and better graphics, but Mega ST has a better keyboard (I do quite a bit of
word processing) and looks good.

Can the Mega's RAM be as easily upgraded as the STE's ? What about Hard Drives
or 1.44Mb floppies ?

So long folks...

_)|||(_/ A guy with a funny hat...
.o o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISING SPACE FOR RENT>

635. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 09:33:10 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2oge8m$k40@golem.wcc.govt.nz>
Source record: 189468

In article <2ods79$8ct@pretzel.cs.huji.ac.il>, teler@pita.cs.huji.ac.il (Eyal Teler) writes:
>In article <1994Apr8.003124.25871@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>|> I don't think Id Software would necessarily make a silly decision, if (and

>are chunky (well, I come from the Amiga side of things).
>There is already a 680x0 version of Doom - the NeXT version.
>Sadly I don't have the address of Id Software, but I'm sure that

>
> ET

For what Amiga is this version of Doom for, and you don't state the vertical resolution...

I hope its not this Epileptic mode, ie, the one that causes fits...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

636. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 09:45:52 UTC
From: hjv@phil.ruu.nl
Message-ID: <2ogf0g$l7l@chico.staf.phil.ruu.nl>
Source record: 189458

Oliver_Michalak@bi.maus.de (Oliver Michalak) writes:

> How about Enhanced-GEM from Chris Grunenberg? A new version (v1.35) of
>this powerfull toll (including it's sources in C; compatibel to PureC,
>LatticeC and GNU-C) is availiable for several days.
^^^^^^^^^^
Where?

A pitty that the previous version (1.2) didn't have decent docs (i.e. full documentation of all the library functions). Checking out example-source, or the 11 undocumented sourcefiles is not exactly my idea of fun...

To Christian (if he reads this): would it be a lot of work to provide decent documentation with your (splended, I must admit) library? Or comment the source code...?

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

637. Various ST Items Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 10:04:34 UTC
From: "Dom Alvear"
Message-ID: <2ogg3i$bfh@news.delphi.com>
Source record: 189459

*** VARIOUS ST ITEMS WANTED ***

I am looking to buy the following Atari ST items:

Original Mega w/4Mb's RAM, TOS 1.04, good working condition. Original packaging a plus as well as a socketed CPU. Plain vanilla please.

JVC SC1224. The "classic" Atari color monitor with the two-tone front bezel, flush, rectangular power switch and round power LED. Not the "Mega" style.

6-chip TOS 1.04 set.

2-chip TOS 1.04 set.

Please E-mail me your best price including shipping to Venice, CA.

Thanks,

Dom

638. Re: New Stuff in berlin

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 10:20:06 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2ogh0m$6a1@rs18.hrz.th-darmstadt.de>
Source record: 189461

> >My average FTP data retrievel rate from any german ftp site is around the 300
> >to 600 baud mark.
>I usually get from .au-sites 0.3k/sec or more,that is 2400baud or more.>
>Best connection was at 4k/sec,that is 32000 Baud! Do you have a slow connection
>to the outer world?

I once got a connection of 49kB/sec to uni-kl.de - that was really fast !

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

639. SCSI2 information for Falcon Requested

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 10:35:33 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.38.0@mailserv.cuhk.hk>
Source record: 189462

Hello,
Can anybody gives me information about which type of SCSI2 hard disks can
be used with Falcon? I don't know much abot SCSI2, seems like the falcon
need specific ID or whatsoever of SCSI2 to work with it. Can I boot with it
if I don't buy the IDE drive?
Please send mail to me if possible.
s925377@mailserv.cuhk.hk
Thnks in advance for your help.
Malcolm

640. Does 16+(extra midi port) works with Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 10:38:07 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.39.0@mailserv.cuhk.hk>
Source record: 189463

Hello,
I'm using Cubase 3.1 on STE with 16+ extra midi port from Hands on. If I
upgrade to Falcon, can I use the extra port with Cubase 3.1 or Cubase Audio?
Please send mail to me if possible.
s925377@mailserv.cuhk.hk
Thanks in advance for help.
Malcolm

641. Cart of Cubase3.1 works with Cubase Audio?? Info requested

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 10:44:56 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.40.0@mailserv.cuhk.hk>
Source record: 189464

Hello,
If I upgrade to Falcon, can the red cartridge of Cubase 3.1 works with
Cubase Audio? You know hardware trade in or upgrade is very inconvience as
there's no distributor here.
Also, can anyone send me info on Cubase Audio?
Is a SCSI2 drive necessary? What is the memory requirement?
If I want to back up files, what is the most convenient method? Audio files
are quite large,,.. MO of 128M or Floptical of 20M, anything else?
Please send mail to me if possible.
s925377@mailserv.cuhk.hk
Thanks in advance.
Malcolm

642. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 11:02:49 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2ogjgp$kdt@aiscube.AIS-Dortmund.DE>
Source record: 189465

Ulrich Kuehn (kuehn@math.uni-muenster.de) wrote:

: In article <1700@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
: |>
: |> I've been noticing the uploads (and slight discussion) about the
: |> various networking-type utils that are being ported to the Atari under
: |> MiNT, in particular Sockets, etc. I was wondering if someone could
: |> explain for a network-neophyte (i.e. me) what exactly this allows
: |> you to do. I mean, if I wanted to FTP *directly* from my Atari
: |> to an FTP site, would this allow me to do so? If so, how would I need
: |> to be connected into the net in the first place?
: |>
: Well, at the moment, the mint-net package contains "only" drivers for serial
: and parallel lines. But if you have some connection to the internet by some
: way it is possible to run ftp on your atari at home :-)

I'm afraid, that i have to tell you, that this is not quite right.
With the actual Version 0.3 of Kay's Mint-Net, it is definitly NOT possible
"to run ftp on your atari at home", because there is no support for
TCP clients/servers yet. The UDP based "tftp" should work, but i think this
is not an acceptable substitute for ftp, if you have Internet access.
I tried some tools using UDP Protocol on my ST with a slip connection to
the Internet. They seem to work quite ok. But this tools didn't need to handle
very much Data (i.e. "hostlookup" or "ping"). I also compiled FSP (an UDP
based FTP) for MiNT three days ago. Although the client seems to work, i
couldn't manage to get a file transferred yet. This still could be an error
in the client or my setup. Perhaps it's because the Net in Germany is
often terribly slow. But I'm afraid, that there are still some Bugs in
the socket libs and/or the SLIP driver.
Anyway, I think all "Atari-Freaks" should give a big thanx to Kay for his
excellent work. There should be a more or less full implementation of TCP/IP
for Atari's in the near future.
(BTW: I wonder, why it has needed so long, that someone started to port/write
TCP/IP Soft for the ST)

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

643. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 11:51:57 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr13115157@hal.cerfacs.fr>
Source record: 189498

```
>>>>> On Sat, 09 Apr 94 05:28:00 GMT, Julian_Reschke@ms.maus.de
>>>>> (Julian Reschke) said:

JR> Yes. Atari's MetaDOS drivers do not support drives connected to the ACSI
JR> port, and MetaDOS won't work properly with MiNT. For a solution for the
JR> first problem, you'll probably have to get a third-party driver (ICD's or
JR> Hard&Soft's come to mind).

What do you mean exactly? ICD's AdSCSI makes a SCSI CD-ROM have an
ACSI port (the IDs have to be less than 8). As such MetaDOS 2.3
permits me to access my CD-ROM drive. Also, I use ICD's *old*
ICDCDROM.BOS driver for whatever it is worth.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

644. Supra FAXModem 28.8 (was Re: Fax-software for Suprafax)

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 12:06:30 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr13120630@hal.cerfacs.fr>
Source record: 189499
Cross-posted to: comp.sys.atari.st,comp.dcom.modems

Has anybody tried out this new modem? How does it work compared to
the old v.32bis 14.4? What about Straight-FAX?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

645. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 12:18:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1705@usdtsg.DaytonOH.NCR.COM>
Source record: 189467

In article <Co5Knv.LLH@arc.ab.ca> erkamp@titan.arc.ab.ca writes:
>In article <1994Apr11.185639.43684@urz.unibas.ch>, minidis@urz.unibas.ch writes:
>>Hi, on mac machines there is a software programme which doubles the RAM
>>is there anything like that on the atari?
>>
>
>I do recall that there was a ram disk you could install that did compression
>on the fly. Unfortunately I don't recall the name.

You're probably thinking about MAXIDISK (available at
atari.archive.umich.edu, etc), which is what I use. The compression
won't do you much for pre-compressed stuff (like LZHs or GIFs) but
for uncompressed stuff, you can fit sometimes like 1500k on a 1000k
ramdisk. It's transparent, and does a nice job...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

646. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 12:24:12 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2ogo9c$s08@elna.ethz.ch>
Source record: 189469

In <2oga4q$ign@hpsystem1.informatik.tu-muenchen.de> spatzene@Informatik.TU-Muenchen.DE writes:

>
> >go. PLEASE dont tell me this thing only runs on TVs and RGB?
> Yep, only TV and RGB :((I have the same problem)

There is a good chance that forthcoming demos will run on VGA and RGB, even with hardware like Screenblaster installed.
The solution is a small software developed by Aura/Mugwumps. I have been able to generate a TC resolution with 320x200 at 50 frames. Exactly what demo coders want!!! It can also produce resolutions like 256x256 in TC or any you like!!!

Spiff/Goods Guys Inc

647. Re: HELP: need Lode Runner clone

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 12:25:22 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr13122522@hal.cerfacs.fr>
Source record: 189500

>>>>> Regarding Re: HELP: need Lode Runner clone; hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) adds:

```
HT> There is a clone of it in the PD- I think it's called "Go up".

The game is called Runner's Revenge and is available on a.a or one of
its mirrors:

lodeclon.arc 47 Lode runner clone, mono only.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

648. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 12:43:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NXupRxbLtk6@semprini.waterloo-rdp.on.ca>
Source record: 189470

In <2da66808@secom.ct.se>, Rickard Troedsson writes:
> The Falcon can handle DOOM, yes, but they will have to optimize their routines
> quite a bit.

They'll never do it; 20k machines isn't enough to justify the time
needed, even if _every_ Falcon owner bought a copy.

> Was DOOM originally developed on a NeXT or under NeXT Step/PC? .. If it was on
> a NeXT (68030+56001) they should have most of the code already.

NeXT machines are all 68030 or 68040; only the rare NeXTdimension had
the DSP (as well as an Intel i860). There's almost no chance of DOOM
for NeXT using the DSP.

From one post of id's, I thougt they were using NEXTSTEP for Intel on
Dell hardware, but someone else assured me they were using real black
NeXT hardware.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

649. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 12:44:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4sbljPu54rU@semprini.waterloo-rdp.on.ca>
Source record: 189471

In <2o6ts6$4q6@percy.cs.bham.ac.uk>, Ian M Rae writes:
> Hmmm... but just cos they wrote it under NeXTstep doesn't mean it was written to
> be run under NeXTstep. My guess is they used NeXTstep cos it's a neat environment
> but used a cross compiler to get the PC code...

DOOM for NEXTSTEP was available almost as soon as it was available for
DOS.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

650. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 12:56:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nTXIxoV0xNw@semprini.waterloo-rdp.on.ca>
Source record: 189472

In <1994Apr7.093817@cs.man.ac.uk>, David Oldcorn writes:
> There aren't many JPEG viewers for the ordinary ST out there for two reasons:
> 1) an ST would be SO SLOW! at decompressing a JPEG (without the Falcon's 030,
> which has fast multiply and 16MHz op)
> 2) JPEG's are inherently going to be real-world images. I know Photochrome can
> do an impressive job, but you would realistically be limited to greyscale.

For monochrome systems, there's mgif, which is surprisingly fast, and
does a great job of displaying them. It's about as fast loading a JPEG
as it is loading a GIF!

Sorry to chip away at my reputation as a nay-sayer... ;-)

> There is also the fact that you need a lot of memory to do the job... with
> most ST's out there still only 1 Meg, it would be tricky to do any picture of
> reasonable size.

I've got 4M in my machine, so your mileage may vary with mgif.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

651. Move.l (a0)+,(a1)+ is faster!

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 13:24:28 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.4.2DABF28C@utb.shv.hb.se>
Source record: 189473

[No readable article body recovered]

652. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:15:43 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr13.141544.1024@cathy.ijs.si>
Source record: 189474

In article <1994Apr11.185850.43685@urz.unibas.ch>,
<minidis@urz.unibas.ch> wrote:
>Is CANNON FODDER (the game) available for our
>beloved Atari? or is it one of those prgs which will
>never come out for our machine?
>

The latest issue of ST format has the demo of cannon-fodder on their disk.
The demo implements 4 complete levels of the game (from trivial to damn near
impossible).

The demo is copy-protected, and does not run on falcon without a little magic.
I managed to get it working using backward 2.52 - I also found out that it
is using timing loops and ignores the blitter: The game speeds up to unplayable
if I put processor to 16Mhz (it still works thought).

The graphics doesn't speed up when you do the same for the blitter.
If the commercial version comes out falcon compatible, I will probably buy it.
Otherwise I won't bother.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

653. Unix ands XWin

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:29:09 UTC
From: g051@cpcw8.uea.ac.uk
Message-ID: <2ogvjl$t4p@cpca3.uea.ac.uk>
Source record: 189475
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody out there have Unix and XWin running on their Atari?
How would I go about getting it?

Thanks in advance.

Ian B. g051@uea.ac.uk

654. Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:36:45 UTC
From: g051@cpcw8.uea.ac.uk
Message-ID: <2oh01t$t7e@cpca3.uea.ac.uk>
Source record: 189476

Are there any serious ST mags left on sale in Britain?

ST User has gone more and more games orientated. Is ST Review
still published? I havn't seen it for ages out here in the wilds
of Norwich.

Ian B. g051@uea.ac.uk

655. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:56:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co7DHo.4Kn@barclays.co.uk>
Source record: 189477

I'd heartily recommend ST Review. IMHO it's now better than ST Applications (still available too).
Even ST Format has got a bit better recently.

If you have trouble finding ST Review, try taking out a subscription. You can normally find STR at larger Smiths and such places.

--

+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

656. Re: Status of DSP Modem

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:57:19 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2oh18f$alh@charm.magnus.acs.ohio-state.edu>
Source record: 189478

re: DSP MODEM Development legalities

Just my personal thought but might this not be another one of those areas where "roll it your own" would be the best way. If some kindly hardware guru were to release a set of instructions for building a standard interface that authors could use then it's a whole different matter. I know that in the U.S. unless you personally called the FCC or had a neighbor complain they would have a hard time stopping you. The designer couldn't make much money if any without risking legal problems, but they would sure get a lot of thanks.

I don't know, just a thought...

Dan Ackerman
ackerman.29@osu.edu

657. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:57:22 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2oh18i$1dh@vishnu.jussieu.fr>
Source record: 189479

```
}|> can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.
}
}move.l -(a0),-(a1) is faster.
}
```

What ?????? It's new, then, coz' it wasn't the case on the 68000. And I think seriously that it's wrong. I'll check it if think about it...

MB.

658. Forsale 1040STFM, also 40Mb Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:58:02 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <Co7DLr.72A@midge.bath.ac.uk>
Source record: 189480

```
For sale:-

Atari 1040STFM TOS 1.2
Mouse
Lots of software
110 pounds (inc UK postage)

Power computing 40Meg Harddisk
Small size (just bigger than floppy drive)
Plugs into DMA port on STE/STFM
110 pounds (inc UK postage)

(100 pounds each if you collect)
```

659. Re: Lazer_1 and _2

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 14:59:55 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2oh1db$1dh@vishnu.jussieu.fr>
Source record: 189481

I got them, and the intro bombs hardly, and so does the demo, after a while,
during the gouraud shaded 3D world... Is there any better version. However, great demo !!

MB.

660. Re: Adding a drive which is emulated by a piece of software....

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 15:05:32 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2oh1ns$amg@charm.magnus.acs.ohio-state.edu>
Source record: 189482

Howard Chu writes:
>On a smiliar similar, has anyone got a RAMdisk that completely emulates a
>floppy drive? I saw one in the past that partially emulated it, but didn't

Pseudo related question, anyone know if it's possible to create a RAMDISK that uses the Drive B handle on the Falcon? Except for the posibility of a SCSI Floppy (doubt I'll buy one) and Floppy Disk to Floppy Disk copying (don't use it, always use HD to FD) it's really a waste of a handle. Would be a nice place to stick a 1 meg ram disk.

Dan Ackerman
ackerman.29@osu.edu

661. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 15:05:47 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2oh1ob$1dh@vishnu.jussieu.fr>
Source record: 189483

Try the option "skip intro", without which mine doesn't work. If it still bombs...then it certainly means that it runs only on RGB/TV...It's sad, but remember that most of ST demo coders owned...RGB monitors, and perhaps don't even know on how to deal with a VGA mon...

MB.

662. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 15:07:12 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2oh1r0$jfb@percy.cs.bham.ac.uk>
Source record: 189484

g051@cpcw8.uea.ac.uk (Ian Brown#) writes:
>
>Are there any serious ST mags left on sale in Britain?
>
>ST User has gone more and more games orientated. Is ST Review
>still published? I havn't seen it for ages out here in the wilds
>of Norwich.
>

ST Review is still published, and is (IMHO) the only reasonably decent
ST mag available in the newsagents (ie excluding ST Applications!)

If you can't find it, ask. The deal STR have is that newsagents only
pay for copies they sell, but most places don't realise this.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

663. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 15:38:44 UTC
From: rrward@netcom.com
Message-ID: <rrwardCo7FGL.3op@netcom.com>
Source record: 189485
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
>In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
>>
>> It was an April Fools joke. "Melvin Purvis", the signee on the FBI
>> letter was the agent that shot John Dillinger, and is long since deceased.
>Yes, however, this Dave Rhodes chain letter crap is still illegal. At least,
>in the US it is... (it's hard to believe that someone was actually named
>Melvin Purvis - glad it's not MY name! :))

THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid you not).

Richard Ward
rrward@netcom.com

664. Space wars 2000 V1.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 16:10:25 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <Co7GyB.F0t@midge.bath.ac.uk>
Source record: 189486

```
Space wars 2000 V1.1 is now available on:-

atari.archive.umich.edu
and
ftp.uni-kl.de
```

665. software neede

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 17:12:23 UTC
From: mvera@inf.utfsm.cl
Message-ID: <Co7JvA.8rp@inf.utfsm.cl>
Source record: 189487

I have a big problem. This college close ftp, gopher, veronica all
kind of all common users (me too), so I can't get any atari software
myself.
I heard about uuencode-uudecode system, but I don't have the atari version
to those software but I know that unix systems installed here, It has
them. So my cuestion is : Those unix version could translate the atari
software into a compatible way with my atari system ?
Can anyone send to me those atari versions to uuencode-uudecode ?
Can anyone tell about other way to get those software in a
right way ?
Please I need some help, because I don't have money to get
commercial atari software.
Marcos Vera Yanez
mvera@inf.utfsm.cl

666. Re: HELP: need Lode Runner clone

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 17:19:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2oh9jm$3ct@mailer.fsu.edu>
Source record: 189488

Ralph Sobek (ralph@cerfacs.fr) wrote:
> >>>>> Regarding Re: HELP: need Lode Runner clone; hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) adds:
>
> HT> There is a clone of it in the PD- I think it's called "Go up".
>
> The game is called Runner's Revenge and is available on a.a or one of
> its mirrors:
>
> lodeclon.arc 47 Lode runner clone, mono only.
>

There is also a Go Up, which is excellent (and mono only as well). These
are two separate games (I'll have to grab Runner's Revenge and check it
out). Go Up is also on atari.archive.umich.edu, in go_up.lzh.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

667. Triple Yahoo on comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 17:46:16 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr13.174616.12565@beaver.cs.washington.edu>
Source record: 189489

```
Triple Yahoo v1.0

You read the subject...get it while it's HOT!!!
```

668. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 17:55:52 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2ohbn8INNuie@sat.ipp-garching.mpg.de>
Source record: 189490

Fuzzy Logic (erkamp@titan.arc.ab.ca) wrote:
: I do recall that there was a ram disk you could install that did compression on
: the fly. Unfortunately I don't recall the name.

I think MaxiDisk will do that. Available from almost any decent Atari ftp
site.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

669. Re: Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 18:30:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co7nEA.Ip3@cix.compulink.co.uk>
Source record: 189491

In message <2ogaae$17k@newshost.uni-koblenz.de>, oberle@informatik.uni-koblenz.de said:
>Generally, if you want to transfer files as quickly as possible,
>the best way is the "Kobold" file copy program. With this software,
>files aren't copied seperately, but "all in one" (I don't want
>to explain it more detailed here).
>
>If you use one of the alternative desktops Gemini 1.99 or Ease 3.0
>and if you have Kobold >=2.0, you can even configure the desktop
>to use Kobold and not GEMDOS operations to copy/delete/move files.
>That way, you don't need to start a separate program to get a maximum
>transfer speed.
>
>Kobold is also able to interpret own batch files. Ex.: an automatic
>backup of all *.c-files on partition D:.
>
>So this program contains new GEMDOS routines and also replaces a file
>copy, a disk copy and a backup program.
>
>I just don't know whether there is an english version or if it is
>available at all outside Germany.

Kobold 2.5 will be available shortly from System Solutions in the UK. I
can only confirm that it is a very good proram.

Ofir ogal@cix.compulink.co.uk

670. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 18:30:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co7nEE.Ipt@cix.compulink.co.uk>
Source record: 189492

```
In message <2oh01t$t7e@cpca3.uea.ac.uk>, g051@cpcw8.uea.ac.uk said:
>
>Are there any serious ST mags left on sale in Britain?
>
>ST User has gone more and more games orientated. Is ST Review
>still published? I havn't seen it for ages out here in the wilds
>of Norwich.

ST Review is selling well. You can get ST Applications on subscription.

Ofir ogal@cix.compulink.co.uk
```

671. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 18:35:38 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <ohf3hum00awIFTwkdh@andrew.cmu.edu>
Source record: 189493

Where can I find a version of Mint 1.10 so I can play with MintNet?
I've compiled a version of 1.08 and have found patch files to get to
1.09, but 1.10 has escaped me. Obviously I've missed something since
nobody else seems to have asked.

David Watson
Carnegie Mellon University

672. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 18:43:58 UTC
From: lancer@guardian.WPI.EDU
Message-ID: <LANCER.94Apr13144358@guardian.WPI.EDU>
Source record: 189494

0{{ "Bales" == Bales N <Bales_N@CIRAD.fr> writes:
Bales> Just to get myself either a Mega ST or a 1040STE for ~$160 :)

Bales> Which do you guys think is the best. I know the STE has a newer
Bales> sound chip and better graphics, but Mega ST has a better
Bales> keyboard (I do quite a bit of word processing) and looks good.

The Mega keyboard is indeed MUCH better than that of either the ST or STE. However, the MegaSTE has a keyboard whoch is better still! And you CAN hack a mega keyboard to the STE...

Bales> Can the Mega's RAM be as easily upgraded as the STE's ? What
Bales> about Hard Drives or 1.44Mb floppies ?

Neither can use 1.4 meg drives without a special 3rd party kit. If you want 1.44's get a MegaSTE and save yourself the aggrivation!

As for the RAM, the MAX ANY ST or STE (megas included) can use is 4 megs. If the mega ST is a Mega 2, then RAM is a question. It cannot be upgraded with SIMMs and apparently is a pain in the ass to upgrasde any other way. For wordprocessing, though, 2 megs might be adequate. The STE _probably_ uses SIMMs for easy upgrading (some early ones use SIPPs...)

All in all, I'd say get the mega for wordprocessing or get the STE for just about anything else. $160 is a good price for a Mega2ST, a reasonable one for an STE. A MegaSTE would run you into the $400 range at least!

Here's a quick comparison:

1040ST MegaST2 MegaST4 STE MegaSTE

approx cost $100 $180 $220 $180 $400

processor speed 8MHz 8MHz 8MHz 8MHz 16MHz
upgradability good good good good poor

RAM (megs) 1 2 4 1-4 1-4
ram type DRAM DRAM DRAM SIMM/PP SIMM
upgradability fair fair fair good great

TOS 1.0 1.2 1.2 1.6 2.5/2.6 (NOT 1.4!)
(all can be upgraded to 2.6 and SHOULD at least have 1.4!)

keyboard mushy good good mushy great

form factor 1-piece nice nice 1-piece TT-style
box box box

these are my opinions, BTW...

.s.

--
- lancer@wpi.wpi.edu - - such is the way of the SysOp: -
- You are a bug. I am superior to you. I can squash you anytime. -

673. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 18:46:23 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Co7o5B.JLr@cix.compulink.co.uk>
Source record: 189495

>ST User has gone more and more games orientated. Is ST Review
>still published? I havn't seen it for ages out here in the wilds
>of Norwich.

ST Review is still going strong, and is not that games orientated thank
god. ST Applications is still going via mail order, but is struggling,
so the more subscribers the merrier.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

674. Re: Speeding floppy->hardrive transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 18:46:29 UTC
From: lancer@guardian.WPI.EDU
Message-ID: <LANCER.94Apr13144629@guardian.WPI.EDU>
Source record: 189496

```
0{{ "Howard" == Howard Chu <hyc@hanauma.jpl.nasa.gov> writes:
Howard> I would agree, but it appears to me that Gauntlet II (one of
Howard> my favorite games of all time) doesn't work with 2.06
Howard> installed. Lord knows why, I doubt that it even uses the TOS
Howard> for anything.

I have used Gauntlet II on my MegaSTE with 2.06! It crashes after one
level, but it runs until then...

'Guess I'll have to use Gauntlet and Populous on my old STf...

.s.
--
- lancer@wpi.wpi.edu - -
- Call my words a string of pearls -
- But you will find the sheen loses all its luster. -
```

675. Re: Status of DSP Modem

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 18:49:11 UTC
From: lancer@guardian.WPI.EDU
Message-ID: <LANCER.94Apr13144911@guardian.WPI.EDU>
Source record: 189497

0{{ "Daniel" == Daniel D Ackerman <dackerma@magnus.acs.ohio-state.edu> writes:
Daniel> but might this not be another one of those areas where "roll
Daniel> it your own" would be the best way.

I agree! This would be a GREAT idea! A STANDARD DSP-phone connector
which all future software could use! It SHOULDN'T be too much trouble
to design and build it, right? Anyone want to volunteer?

I was thinking about the same idea for a "standard" roll-your-own
sampling cart for the STs. It would be nice if Soundlab or something
could use a build-it-yourself device for this! The Amigans have one!

.s.
--
- lancer@wpi.wpi.edu - -
- Call my words a string of pearls -
- But you will find the sheen loses all its luster. -

676. STFormat Magazine

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 19:40:42 UTC
From: thamer@ndl.com
Message-ID: <Co7qnv.1nw@ndl.com>
Source record: 189151

Anyone know the phone number or address of STFormat magazine? I need
to get some software from them.

Thanks,

-Mustafa
thamer@ndl.com
--
"Wandering the face of the Earth.
Wondering what my dreams might be worth.
Learning that I'm only immortal for a limited time." - Rush

677. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 19:42:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A17320@MS.maus.de>
Source record: 189152

In article <2oa3ki$hhi@golem.wcc.govt.nz>, Roger Sheppard
(sheppard_r@kosmos.wcc.govt.nz) wrote:
>>Yes. Atari's MetaDOS drivers do not support drives connected to the ACSI
>>port, and MetaDOS won't work properly with MiNT. For a solution for the
>>first problem, you'll probably have to get a third-party driver (ICD's or
>>Hard&Soft's come to mind).
>
>Julian, a friend of mine was a early developer with the first Atari CD Rom,
>from memory that came with MetaDOS version 1.0..
>
>This CD ROM connected to the ACSI port..??
>
>Are you saying that this is no longer supported..??

Sorry, I forgot that :-) The CDAR504 is still supported und in fact works
very nicely :-)

>P.S..they gave up on the project as the CD Rom was far to slow....

It's slow, but it's ok for accessing sound or graphics files... BTW: with
our driver software, it can even read Photo-CDs (== XA mode). Singlesession
and slowly, but it works.

678. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 20:08:27 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1994Apr13.200827.8188@ultb.isc.rit.edu>
Source record: 189153

In article <sa314.3.2DAA83DB@utb.shv.hb.se> sa314@utb.shv.hb.se (Christer Melander) writes:
>can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.
>One truecolor screen 320*200 consists of 128000kb. And if you are going to
>texturemap you will have to use move.w which means it takes 4vbl just to
>fill the screen. Then all the calculations will take a lot of time. Maybe
>you say, why not use 256 colurs mode. The answer is that to texture map you
>need a chunky pixels mode(1byte/word/longword per pixel).

I'm not sure this is entirely accurate but if I recall correctly, I think the 68030 is capable of doing move.w MUCH faster than it can do move.l. It is also possible that the calculations required for texture mapping in bitplane mode can be carried out in the DSP. Of course, that is a bit of a long-shot but I think it's wiser to utilise both processors in the machine, esp. when the DSP can do things like MPEGs on the fly. Handling texture mapping should be almost as "simple."

Anyway, I would think that running DOOM on the Falcon wouldn't be all that bad, especially since some people play DOOM on a 386 which isn't all that much different than a 68030. After all, even my poor Mac IIvx can play Pathways Into Darkness at a reasonable speed, and Bungie had to deal with Apple's idea of page flipping (*blek*). I would assume the Falcon is capable, esp. with a coprocessor.

>the falcon is a bad computer, its great! but not at moving data. So dont
>expect to see doom on falcon, lazers of men is about what well get.

Well, the question is, who's going to do the port and then who's going to be nutty enough to optimise it for 68030/DSP combo. There's going to have to be some MAJOR re-working involved in the graphics end.

--
---------------------------*
| Michael Zucca - Rochester Institute Of Technology | "The secret is to bang |
| Internet: mrz5149@ultb.isc.rit.edu | the rocks together guys"|
---------------------------*

679. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 20:45:29 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <766269929snz@filesys.demon.co.uk>
Source record: 189154

In article <Co5Knv.LLH@arc.ab.ca> erkamp@titan.arc.ab.ca writes:

>In article <1994Apr11.185639.43684@urz.unibas.ch>, minidis@urz.unibas.ch
> writes:
>>Hi, on mac machines there is a software programme
>>which doubles the RAM. is there anything like that
>>on the atari?
>>
>
>I do recall that there was a ram disk you could install that did compression on
>the fly. Unfortunately I don't recall the name.

I think it's called Maxidisk - if I can recall it was also reset proof -
haven't seen it about for a while though so I'm not sure if it's gonna
be compatible with the newer machines (I use to run it on a 520ST (not FM))!

Regards,

Stu...!

--

```
==========================================================================
\\\\\\\-----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==========================================================================
```

680. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 20:57:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co7u8K.2GM@cix.compulink.co.uk>
Source record: 189155

>PS. Did anyone buy the ST Review Calligrapher Upgrade and Manual 'cos
> my copy still talked about GDOS and LA routines which Calligrapher now
> seems to get round in a different way? I wouldn't have minded if

AFAIK there never was a proper manual for the final version Caligrapher. I bought it full price when version 2 was current and upgraded to version 3. All I got in the upgrade was a slim upgrade manual - *not* a proper manual rewrite (which I had been hoping for).

Its not a bad document processor though :-)

Roland.

@CiX

681. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 21:03:37 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr13.210337.2040@abo.fi>
Source record: 189156

In <hu+tavR.abarbiero@delphi.com> abarbiero@delphi.com writes:

> If you have a list of games you like to see on the F030, send it
> to me, and I will put it in AEO... give some coverage... I will see
> if I can set up a form letter for people to use like I did with
> the Pagestream 3 debacle.

AEO might just be THE way to wake up people, since it is one of the most widely spread Atari-mags in the world.. What upsets me personally a little is, that so (too..) many of use seem to have a very pessimistic, even hostile attitude towards the bird, Atari, everything... It's kind of strange to see programmers arguing about whether F-030 is slow as a worm, or not.. It seems like many Falcon-owners love the bird (like me, and Falconists I know..) - but quite many don't like it at all. Is the situation "hopeless" in the USA? Or why it seems like the "darkest visions" come from there?

All-in-all, people need lots of positive atUtitude - and new, good games.. ;-)
! Some games th{t definitely deserve to be converted to F-030:

- MicroProse Formula One G.P
(simply the best racing sim - and maybe the best-sold ST-game ever?)

- Dungeon Master 2
(it'd be a real _shame_ not to get this..! After DM 1.)

- Secret Weapons of Luftwaffe
(people love good flight-sims. This one's for Amiga, so...)

- Ultima Underworld 2
(ST-players have always been role-players. So: one of the best?)

- SimCity 2
(Great when released years ago. Vol. 2 must be dynamite?)

- Falcon 3
(anyone wondering why..?)

- Flight Simulator (can't remember what the current number is ;-)

682. Re: Storm...lzh files, etc..

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:21:01 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Co7y31.6HB@cix.compulink.co.uk>
Source record: 189157

>If you are an owner of a F030 you can use Binaris (TC only) for GIFs or the
>Brainstorm JPEG decoder for JPGs. Both are faster than GEMView.

But GEM-View uses the Brainstorm decoder...

---
sabbath@cix.compulink.co.uk (Graeme Rutt)
---

683. Re: Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:21:03 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Co7y34.6Hz@cix.compulink.co.uk>
Source record: 189158

```
>I am looking for a decent art package that is/will
>
>(a) In English
>(b) works in mono and
>(c) can work directly on .IMG files
> (including scrolling of if the image is too large)
>
>Does anyone know of such a beast???

Arabesque Pro, from COMPO (compo@cix.compulink.co.uk), will do all that -
and reasonably well.

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

684. Re: Falcon Art packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:21:06 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Co7y36.6Io@cix.compulink.co.uk>
Source record: 189159

```
>* GIF, IFF/LBM, PCX, TIFF image import/export
>* 16, 256, and TC modes (if possible)
>* Support 320x200, 640x200, VGA res, etc but not require a VGA monitor!
>* Multiple screen buffers
>* Multiple zoom modes
>* Extensive Block manipulations
>* Undoable UNDO
>* Palette blending
>* Special brush effects (smearing, tinting, bluring, anti-alias, etc.)
>* To cost under $100 US if possible! (I'm not rich!)
>
>DOes anybody know of such a beast? Whatever happened to all of those
>paint packages promised in the Atari Falcon Developer's literature?

There's a package available as shareware on some atari internet sites
called 'D2M'. It's in French, but reasonably simple to use - I don't know
if it has the brush effects you mention. The shareware version is fairly
crippled - you can't save, etc. But it seems to cover most of the formats
you mention.

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

685. Re: Adding a drive which is emulated by a piece of software....

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:40:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ohsd7$p0d@golem.wcc.govt.nz>
Source record: 189160

In article <2ofkjj$ii8@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <Co5Hou.KI7@cs.vu.nl>, Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>>Maybe the subject line is a bit difficult to understand, but I didn't knew
>>how to write down what I actually mean in one line...
>
>On a smiliar similar, has anyone got a RAMdisk that completely emulates a floppy
>drive? I saw one in the past that partially emulated it, but didn't handle the
>flop_read or flop_write calls. Would be handy for us folks with single-floppy
>systems. Also would allow fast production of floppies... (Copy a bunch of files
>to the RAMdisk, then do a fast sector-copy to the real floppy. Avoid all the
>slow seeks that would otherwise be needed to update the directory and FAT on
>a real floppy...)
>--
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

There is a Ram disk by Double Click, came on the Utils disk, this was/is
commercial, this had the option to save a img of the ram disk, and install it
on boot up....

You can set up this ram disk in many ways tracks/sectors etc, or just size..

There are 3 Programs that I know of that provide hard drive compaction,
2 are German, the AFX/PFX one is on the net...

I have had problems with PFX on some programs and lots of problems with packing
ACC's, I have never tried AFX though, this is the one for data files....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

686. Re: NFS for MiNT released

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:44:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co7z6D.7Iz@cix.compulink.co.uk>
Source record: 189161

>I just released my implementation of a SUN-NFS compatible networking filesyst
>em
>for MiNT. You can find it on ftp.uni-muenster.de in

Great - best news I've heard all day!

:-)

Roland.

@CiX

687. DEC LK201 keyboards

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:44:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co7z6H.7Js@cix.compulink.co.uk>
Source record: 189162

A long time ago (1987ish) there was a PD text file that explained how to connect a DEC LK201 keyboard (at least I think thats the model number) to an ST.

I now have the opportunity to obtain such a keyboard - but can't find the text file! I have a feeling I've seen it somewhere recently (ftp site?, GEMini CD?) - but can't find it now :-(

Any ideas anybody?

Thanks

Roland.

@CiX

688. Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:53:16 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1994Apr14.075316.1@cc.curtin.edu.au>
Source record: 189163

Has anybody had any experience running a Viper (archive 2150S) tape drive
from an Atari ST(e)? Any special software required?

I have the chance to get one rather cheap but I would like to know in advance
if it will work or not.

I do not have a SCSI interface yet and my two SCSI disk drives are just
waiting to be hooked up. I have been holding off getting the interface until
I find out more about the tape drive.

Please post replies or e-mail to Steve.Rollinson@MIS.WMC.wmc.telememo.au

thanks in advance

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

689. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-13 22:57:40 UTC
From: peter@barbakane
Message-ID: <1994Apr13.225740.9710@sifon.cc.mcgill.ca>
Source record: 189164

In article <2o6ts6$4q6@percy.cs.bham.ac.uk> I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:

[Doom discussion deleted]

> Hmmm... but just cos they wrote it under NeXTstep doesn't mean it was written to
> be run under NeXTstep. My guess is they used NeXTstep cos it's a neat environment
> but used a cross compiler to get the PC code...
>
> Still I hope you're right and that it _did_ originally run on 68030+56001...
>
> Ian

It runs very well on my 040 cube... I'm pretty sure that it also runs on the 68030 machines, knowing the NeXT market. The only difference from the PC version (except for the fact that it runs in a window) is that it still lacks sound support, which is a shame.

Peter.
B7NS@MUSICB.McGill.CA

690. Re: Falcon games - we want '

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 00:16:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2oi21k$pma@golem.wcc.govt.nz>
Source record: 189165

In article <A20933@BI.maus.de>, Olaf_Kaiser@bi.maus.de (Olaf Kaiser) writes:
>Hello!
>
>>In the world there are more than 3 million (!) Atari-users.
>
>Are you sure!
>
>Best regards
>Olaf

That has been a figure banded about for a few years now, but from I have seen here most of those machines would be in peoples basements and are not being used, people just got fed up with no support...

To support this just have a look at the New Games that are comming out for the Atari, allmost zero, if there is no market there are no games, simple facts...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

691. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 01:10:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Lopr8_I5Rzc@semprini.waterloo-rdp.on.ca>
Source record: 189121

In <2da7b234@secom.ct.se>, Rickard Troedsson writes:
> In a message of 09 Apr 94 16:50:30, Chris Herborth wrote:
>
> CH> You're making one very wrong assumption; that IBM's PowerPC-based
> CH> desktop machines will be just DOS clones with a different CPU.
> CH>
> CH> PowerPC is seen as a fresh start for the PC (ie personal computer, not
> CH> IBM PC) community; IBM's desktop machines will use PCMCIA as their bus
> CH> architecture, others will use PCI (an architecture that goes at the
> CH> speed of your CPU/motherboard, and is 32- or 64-bits wide).
>
> I suggest you learn the meaning of "PReP", and then cancel the above article.

I suggest you get a clue before you hit your Flame key next time; in
comp.sys.powerpc, there was an announcement of IBM PowerPersonal
Systems' future systems. They were PPC-601 based and had PCMCIA slots.
The way IBM works (thanks to previous anti-trust suits) they can't
annouce something until it's almost ready to ship.

PReP machines will be able to run any of several operating systems,
including Workplace OS (aka OS/2 on PowerPC), Solaris, AIX, WindowsNT.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

692. Re: Status of DSP Modem

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 01:26:26 UTC
From: steve-j@teleport.com
Message-ID: <2oi642$82i@elaine.teleport.com>
Source record: 189166

In article <766222048.219@minster.york.ac.uk>,
<andrew@minster.york.ac.uk> wrote:
>Why isn't atari or some third party company developing a standard
>connector from the DSP port to the telephone lines? This could
>get legal approval from the telephone company and many future applications
>could use it.
>It would only have to be the buffering hardware and some control
>logic to ensure that signals in and out of the DSP port correctly
>went down the 'phone line. It might even be a DSP thru-port that
>filters off signals directed at the phone output.

The hardware HAS been developed, but apparently the FCC won't approve
it! We know how much the FCC hates Atari hardware, after all! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

693. Re: Various ST Items Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 01:58:17 UTC
From: steveg@cseic.saic.com
Message-ID: <22837793@MVB.SAIC.COM>
Source record: 189167

I may have what you're looking for, but I couldn't ascertain your
E-mail address. Drop me a line.

--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

694. Re: Apple CD 300 & CD audio player

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 03:10:56 UTC
From: renfro@bnr.ca
Message-ID: <2oic80$1ok@crchh610.bnr.ca>
Source record: 189168

In article <2o64k4$chr@cri.ens-lyon.fr>,
Vincent Lefevre <vlefevre@ens-lyon.fr> wrote:
>
>I've just bought an Apple CD 300.
>Does anyone have a CD audio player which works with the Apple CD 300 AND the
>Falcon ?
>
>Vincent Lefevre

I've been seeing a lot of posts about CD ROM and drivers, but I haven't seen anyone mention ExtenDOS from Anodyne Software. Is noone aware of thid great CD-ROM driver software. I have running my AppleCD and it works great! Only problem is that paths get messed up with Geneva and programs can't find their resource file unless it is on the root drive. However, Roger Burrows the author has already indicated he has a fix and is just checking with Gribniff to be sure it will work with future versions of Geneva.

I also just received a flyer from It's All Relative and they are selling a CD Audio player that runs on all Atari's and supports all CD ROM drives with audio out. It will also route the audio into the Falcon and pipe to audio out and you can also manipulate it with software like Audio Fun Machine.

If interested, here's the details

ExtenDOS is $19.95 from It's all Relative or Anodyne Software.
CD Audio Player is $29.99 from It's all Relative ($10.00 if you own another product from them).

You can write to

Randall Kopchak (It's all Relative) Anodyne Software (Roger Burrows)
2233 keeven Lane 6 Cobbler Court
Florissant, MO 63031 Ottawa, Ontario K1V 0B8

RandyH

695. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 04:45:20 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <766290314.0@mettav.royle>
Source record: 189169

It was none other than "Ofir Gal" that wrote on 6 Apr 94 that ,

>> OMEn will be distributed Shareware with developer's kit and Doc's .
>> This I am interested in .. anyone seen anything of it ? Or even have
>> it ? being released by a company called Esquimalt Digital Logic
>> (Canada).
"G> I have an early copy. Watch out for a preview in Atari ST Review in
"G> May or June issue.

Is your opinion's of it Copyright of Europress :-) if not what are your impression's of it since a few have voiced disappointment with this early version.

And of the 'Developer's Kit' ? Is that to be distributed seperately and , as some one has suggested ,at great expense.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

696. Re: ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 04:59:25 UTC
From: diehl@ionews.io.org
Message-ID: <2oiijd$kuh@ionews.io.org>
Source record: 189170

I've seen a number of people complain about this problem in version 2.5 (and 2.4 for that matter) but oddly enough I have not come across that problem. (I'm using a 1 meg 1040ST w/ TOS 1.02, though another friend of mine has a similar system -- a 1040STF w/ TOS 1.02 and 1 meg of RAM -- and he HAS experienced the problem)

All I can suggest is that maybe ST-Zip doesn't like one or more of your AUTO programs or accessories...

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

697. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 05:03:27 UTC
From: diehl@ionews.io.org
Message-ID: <2oiiqv$l13@ionews.io.org>
Source record: 189171

Just thought I'd let you know, but if you put the Falcon into HOG mode (i.e. partially disable BLiTTER) you can move 12MB/sec and still retain around 90% of the BLiTTER's capabilities.

That works out to 240k/vbl (in PAL mode).

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

698. Re: HELP: need Lode Runner clone

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 05:05:44 UTC
From: diehl@ionews.io.org
Message-ID: <2oiiv8$l2n@ionews.io.org>
Source record: 189172

Br0derbund did make a version of Lode Runner for the ST. It's quite good,
too.

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

699. Search for technical Data of Atari SC1435 Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 05:29:37 UTC
From: Dirk.Rode@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Apr14.053244.4551@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 189173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Shalom,

I'm searching the following data about the Atari SC1435 Color Monitor:

- Pinout of the Video Connector
- technical Data: is it an 50 or 60 HZ Monitor etc
- technical Data: Signal Layout of the Video Signal (how much V etc)

thanks in advance
Dirk

--
* Dipl.Inform. Dirk Rode - Zwischenahner Str. 64 - D-W-2910 Howiek *
* E-Mail: dirk.rode@edison.phone.North.DE *
* Fuer Veroeffentlichungen _AUSSERHALB_ des Newssystemes gelten _MEINE_ *
* Geschaeftsbedingungen. Nichtbeachtung wird in der Regel zivil- und *
* strafrechtliche Folgen nach sich ziehen. gez. Dirk Rode *

700. Re: Atari MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 05:42:15 UTC
From: tod@alumni.caltech.edu
Message-ID: <2oil3n$7qc@gap.cco.caltech.edu>
Source record: 189174
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.music,comp.sys.atari.st

blevin@cisco.com (Bryan Levin) writes:

>Doug Cook (cook@candiru.esd.sgi.com) wrote:

>> In article <2oekua$k64@cronkite.cisco.com>, blevin@cisco.com writes:

>> > Please tell us, since we can't read minds ;-)

>> You can't read minds? What is WRONG with you?

>I _could_ read minds once, but it was too distracting, so I had the 'ability'
>removed. I'm feeling MUCH better now ;-)

>--
>.bl

Not to detract from all this telepathic discussion, but I guess I've got
some Atari ST MIDI software for sale. Granted it's >3 years old, so I
don't know if there's compatibility issues or not, but here goes:

* Kurzweil 1000 Series Object Mover -- Object (i.e. Patch) librarian
for the Kurzwel 1000 series of sample playback units.

* MT-32 Capture! -- MT-32 editor, programmer, librarian by MIDI Mouse.
includes D50->MT32 and D10->MT32 patch coverters.

Please make any offer you feel. I've not had an Atari ST for many years, so
these don't do much for me now. All original disks, manuals included.

-Tod

Tod E. Kurt
Gemstar Development Corp.
Pasadena, California.
---

701. Unused Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 06:02:15 UTC
From: dflynn@vms1.cc.uop.edu
Message-ID: <2oim97$lhi@unix1.cc.uop.edu>
Source record: 189175

The Computer Science Department at our local university donated 8 ST's
to my elementary school. The only software that came with the machines
was BASIC and some Compilers. We also were given a laser printer and
several hard drives. The problem is that there is no place to buy
software for these machines. Is there a site to get shareware?
Are these machines just old junk? Are there telecommunications and
word processing programs for these?
I hate to see these computers locked in a closet, but noone knows what
to do with them. Our school is predominantly Macintosh. Can these be put
on the ethernet network or used to dial into the internet?

Any suggestions will be graciously received and welcomed.
****
****
** **
Dennis Flynn ** I am in search of others who want **
El Dorado Elementary School ** to ensure that students gain access **
1540 N. Lincoln St. ** to the internet. **
Stockton, CA 95204 ** Interested in connecting to the **
(209) 953-4498 ** countries of the world. **

702. For Sale: ST Software Cheap

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 06:16:12 UTC
From: ddlee@crl.com
Message-ID: <2oin3c$32t@crl.crl.com>
Source record: 189176

```
For Sale:

Applications:

Quantum Paint - $15.00
Cyber Paint - $15.00
Electra Spell - $5.00

Games:

Gone Fish'n - $5.00
Bloodwych - $10.00
Chrono Quest - $10.00
Blood Captain - $10.00

All software come with original disks, manual, and packaging. E-mail
if interested.

-Dave Lee-
ddlee@crl.com
San Francisco, CA
```

703. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 07:21:20 UTC
From: lezo@central.susx.ac.uk
Message-ID: <2oiqtg$cj1@infa.central.susx.ac.uk>
Source record: 189183

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >PS. Did anyone buy the ST Review Calligrapher Upgrade and Manual 'cos
: > my copy still talked about GDOS and LA routines which Calligrapher now
: > seems to get round in a different way? I wouldn't have minded if

: AFAIK there never was a proper manual for the final version Caligrapher. I
: bought it full price when version 2 was current and upgraded to version
: 3. All I got in the upgrade was a slim upgrade manual - *not* a proper
: manual rewrite (which I had been hoping for).

Indeed, My complaint is that St Review never passed on the little 20
(?) page booklet to which you are referring!

I don't expect all the bells & whistles straight off the Cover Disk
but when I pay specially to have, what is meant to be the full, upgrade
I >>do<< expect all the documentation - not just the 200+ page ring
bound manual but also the release notes!

Come on St Review do your stuff!

: Its not a bad document processor though :-)

Indeed - a pity Working Title did not carry on and support it and iron out
the few remaining bugs.

Lez
--
Lez Oxley, Deputy ACS Manager and Database Administrator
Administration, University of Sussex, Falmer, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335
EMAIL: L.Oxley@sussex.ac.uk

704. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 07:41:09 UTC
From: cgra@se.alcbel.be
Message-ID: <4419@btmwj1.se.bel.alcatel.be>
Source record: 189177

In article <9404131612.AF00155@montp.cirad.fr>, Bales_N@CIRAD.fr writes:

> I've got an old 520ST with a single sided disk that I'm going to get rid of :(

> Just to get myself either a Mega ST or a 1040STE for ~$160 :)

Heh heh.

> Which do you guys think is the best. I know the STE has a newer sound chip
> and better graphics, but Mega ST has a better keyboard (I do quite a bit of
> word processing) and looks good.

I own one of each, and I love them both dearly. :) I replaced the funny little rubber thingies inside the STe's keyboard with a somewhat firmer version, and they keyboard now feel fine to me. As for ``looking good'', I don't choose computers for their looks... I actually like the unfashionable all-in-one design of the ST[e,FM]/Falcon, it means I only have one thing to carry from my MIDI-infested loft to the living room when I feel the need for a session of Llamatron. 8^>

> Can the Mega's RAM be as easily upgraded as the STE's ? What about Hard Drives
> or 1.44Mb floppies ?

No. The STe takes SIMMS, cheap, dead easy to install (even I got it right first time). I made a point of getting a (2nd hand) Mega ST with 4 MB of factory-installed memory, as I seem to remember reading quite a few stories about malfunctioning memeory extensions.

At one time I had the STe in a Lighthouse tower with a 300 MB Seagate disc, and experienced no problems. Now the Mega has supplanted the STe in the tower, and also runs fault-free with the same disc. This with GEsoft driver and adapter cannibalised from a 48 MB drive which died.

I recently attempted to upgrade the Mega floppy to 1.44 MB using a conversion kit supplied by ATIN of Holland and installed partly by them, partly by me. It doesn't work :(, which is almost certainly my fault. Must get that fixed some time (some time when I can miss my Mega for a day or two). I have an ED (2.88 MB !!!) conversion kit for the STe which has never been installed because there is no room for it now that the STe is back in its clamshell (see below).

The memory question aside, when both are in their original housings a Mega is easier to upgrade than an STe for simple reasons of physical space. Plus the expansion port on the Mega makes it extra easy to install a graphics card and/or accelerator. That didn't stop me from cramming a 1024x1024 monochrome graphics card and TOS 2.06 into my STe, mind you: and who knows, maybe I will find room for that ED adapter somewhere in the long run.

> So long folks...

Bye,

Chris

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

---
Wear your propeller with pride!

705. Re: NFS for MiNT released

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 07:50:26 UTC
From: cgra@se.alcbel.be
Message-ID: <4420@btmwj1.se.bel.alcatel.be>
Source record: 189178

In article <2ogdurINNkmm@tarsky.uni-muenster.de>, kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:

Hi!

> I just released my implementation of a SUN-NFS compatible networking filesystem
> for MiNT [...]

Sounds k00l.

> This package requires the installation of Kay Roemers Socket interface for
> MiNT in a version >= 0.30, so you might want to get that, too.

How does this relate to MintNet (MiNTnet???)? I am in danger of becoming
badly confused.

I am seriously interested in networking my Atari-infested residence, and
would very much like to hear about others' experience in this area.

> It also contains an nfs server, and an nfs mount program.

> Just try it, it's fun :)

8-(8->)

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

706. lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 08:00:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dad0620@secom.ct.se>
Source record: 189179

In a message of 13 Apr 94 00:46:41, Azog wrote:

A> I am using a Falcon 030, with 16mb of RAM, and a SVGA monitor. Ive
A> tried it in all rez'es, with and without the screenblaster, but no
A> go. PLEASE dont tell me this thing only runs on TVs and RGB?

There will never be a good demo or game which is VGA compatible .. there is a very good reason for this, and it's just to accept that either you need to buy a good MultiScan monitor (down to 15kHz) or a cheap 14" TV which you can switch to when it's demo-time ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

707. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 08:06:27 UTC
From: djs@jet.uk
Message-ID: <1994Apr14.080627.3964@jet.uk>
Source record: 189180

In <Co7DHo.4Kn@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>I'd heartily recommend ST Review. IMHO it's now better than ST Applications
>(still available too).
I definitely agree, ST Apps is getting more and more content-free by the
month, and ST Review is getting better. I wish they'd drop the cover
disk, though. Especially as they keep giving away things that are not
Falcon-compatible (Timeworks, Calligrapher, etc).

>If you have trouble finding ST Review, try taking out a subscription. You can
>normally find STR at larger Smiths and such places.
Or just ask your local newsagent to put it back for you. He's not likely
to get it for display as it's not SOR.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

708. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 08:08:16 UTC
From: djs@jet.uk
Message-ID: <1994Apr14.080816.4063@jet.uk>
Source record: 189181

In <2oh1r0$jfb@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

Re: ST Review
>If you can't find it, ask. The deal STR have is that newsagents only
>pay for copies they sell, but most places don't realise this.
Really? According to the lists that my newsagent has it is not Sale Or
Return. I think that it might have been until it changed publishers.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

709. Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 08:45:19 UTC
From: case@cyberspace.com
Message-ID: <2oivqv$57t@cyberspace.com>
Source record: 189182

[No readable article body recovered]

710. Re: Unused Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 08:52:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co8rAv.60r@barclays.co.uk>
Source record: 189184

In article <2oim97$lhi@unix1.cc.uop.edu>, dflynn@vms1.cc.uop.edu writes:
|> The Computer Science Department at our local university donated 8 ST's
|> to my elementary school. The only software that came with the machines
|> was BASIC and some Compilers. We also were given a laser printer and
|> several hard drives. The problem is that there is no place to buy
|> software for these machines. Is there a site to get shareware?
|> Are these machines just old junk?
Junk? far from it! There are loadsof FTP sites and quite a few US mailorder dealers who sell stuff. Depending on what you want to do, you may be surprised at the quality of the ST software. Some will give your Macs a run for their money.

Try FTPing to src.doc.ic.ac.uk which has mirrors of a couple of good ST sites. Check in computing/systems/atari. There is also a irregular posting here of other FTP sites.

Tell us what kind of software you want and we can make recommendations.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

711. GEAR FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 09:01:02 UTC
From: Chuck.Zwicky@f47.n282.z1.fidonet.org
Message-ID: <766425379.AA08776@rochgte.fidonet.org>
Source record: 189185

I am selling the following:

AKAI PEQ-6: 6 channels of 7 band, programmable EQ with MIDI.
Single rack space. $325

BOSS DIMENSION C - beautiful smooth 'SPACE CHORUS'. $100

CASIO FZ-20m rack-mount SAMPLER. 16 bit. Analog filters.
SCSI interface. 8 outputs. Built in graphical editing.
Huge library. $1100

CASIO MG-510 MIDI GUITAR with case. Excellent condition. $400

CASIO VZ-8m. 64 oscillator synth module (with some of my best patches) single
rack space. Keyboard/Guitar/Wind controller modes. $250

EMG 81 Humbucking guitar PICKUPS. 1 pair w/controls. $100

E-mu Proformance-1+ piano/organ/bass/vibes module with
enhanced fidelity output modification. $300

Fostex 460 MULTITRACK CASSETTE WITH 8ch MIXER.
Mixer features parametric EQ, mic preamp w/phantom power
on each channel. List price was $2795, sell for $900

Fostex 2016 16ch or dual 8ch MIXER. Rack mount (2 spaces). $300

KAWAI K-5m additive synth module w/100s of patches. $450

Ovation Preacher solid body electric GUITAR. Mahogany/Gold.$400

POWER AMP. Dual mono construction. Channels matched component
by component to within 0.1% tolerance.
Ideal for studio monitoring. 130 w/ch. $400

SUPRA 2400 baud MODEM. Mint. Box, docs, etc $30

The prices are somewhat negotiable.
Please leave mail or call Chuck @ (612) 872-6698 (voice).
Thanks for reading!

712. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 09:03:02 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2oj0s6$rjl@info2.rus.uni-stuttgart.de>
Source record: 189187

Grabnar Matija (matija@sirius.ijs.si) wrote:
: If the commercial version comes out falcon compatible, I will probably buy it.
: Otherwise I won't bother.

The commercial version is not Falcon compatible, but works with Backward 2.52
(CPU&Blitter: 16 MHz, Caches ON). Maybe someone should send them a Falcon...

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

713. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 10:31:50 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Co8vx3.30H@cs.vu.nl>
Source record: 189186

scoates@filesys.demon.co.uk (Stuart Coates) writes:

>I think it's called Maxidisk - if I can recall it was also reset proof -
>haven't seen it about for a while though so I'm not sure if it's gonna
>be compatible with the newer machines (I use to run it on a 520ST (not FM))!

I used to run it on my 1040STE (dated 1991) when I didn't have a harddisk
to store the complete Heat and Serve C compiler. I only allocated 600 KB
for that and there was still free space for my sources. (OK, not more than
a mere 60 KB...) And yes, it is reset proof. That's very handy when coding
demo's or something like that. Assembler and sources in the RAMdisk and
code on! If it crashes the computer, just press reset and within a few
seconds you're back in the editor again!

>Regards,
>Stu...!

Ivo.

714. GIF slideshower for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 11:46:54 UTC
From: steve-j@teleport.com
Message-ID: <2ojafe$aqt@kelly.teleport.com>
Source record: 189188

Is there a GIF slideshow program available for the Falcon
(preferably one that will scale large GIFs down to the
current resolution) or has no one been able to do that in
the 1 1/2 years the Falcon030's been out?

I know there's a few programs that will DISPLAY GIFs, but
I'm talking about a slideshow program that will automatically
cycle through pictures.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

715. Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 12:28:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ojcu4$87@golem.wcc.govt.nz>
Source record: 189189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been told the way to go is Mag!cs or what ever its called..

How does this stack up with Geneva, compatiblity with older software,
how much ram used etc...

What sort of support will I get here in New Zealand, and what will it cost me..

Can I buy it by Credit Card, etc..??

The other things are what type of DeskTop shell will I need, Please don't say
Gemini, I am fed up with half baked Translation of German programs, plus
I have never liked Gemini...

I still use Neodesk, will it work 100% with it and support all its features..??

No I don't wish to spash out hard earnt money just to fing I have been conned
like I have with Auto Overscan, with no support..

There is very little support for most German programs out side Germany,
so who will support Mag!cs...???

If its a good USA firm it will get my 100% attention, but if not silch...

I have yet to find a UK firm that support there users, or does not go belly
up..

With Neodesk and Geneva I get full support on GEnie, were would the update
support come for Mag!cs..??

A BBS may be, like GRSRZ has or even GEnie, or even a good FTP site, that
works like GSZRZ does.....??

All food for thought...???

Can any one answer these questions..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

716. Re: Doom on falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 12:59:28 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.5.2DAD3E30@utb.shv.hb.se>
Source record: 189190

About the blitter!

The Blitter on atari falcon is only about 1,5 times faster than the ste blitter, due to 16Mhz. And this means that it is faster to move with the 68030 instead. The only use you can have with the blitter is when you do calculations in the 68030 , that doesn't need the memory access. You can of course not use the blitter and 68030 on the memory at the same time.
You can put the blitter in (HOG?) mode so the processor gets 64 cycles and the blitter 64 and so on. (I think it was 64) This is good ,for example, starting a 68030 command and then the blitter can put data at the same time. Therfore i do not understand how you got the 240kb/vbl. The 68030 can move at maximum 68400 kb/vbl data to the memory ()+,and ca:136000kb/vbl of the same data(like d0) to for example clear the screen. I may be wrong , but i doubt it. Therefore the blitter is in my opinion(Hmm. opinion) nearly useless.

Well any comment!
Bye for now.

****

*-Christer Melander *-520st *
*-University of Bor&#65533;s *-520ste *
*-Sweden *-Falcon 030 *
*-Email:sa314@utb.shv.hb.se *-Jaguar *
*-Alias:Anzaine of Exonic *-???????? *

****

717. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 13:18:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co93Mo.Aqv@barclays.co.uk>
Source record: 189192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ojcu4$87@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> There is very little support for most German programs out side Germany,
|> so who will support Mag!cs...???
I get very good support via e-mail from Germany authors.

|> I have yet to find a UK firm that support there users, or does not go belly
|> up..
What about System Solutions? They are pretty good, especially after sales service.

|> With Neodesk and Geneva I get full support on GEnie, were would the update
|> support come for Mag!cs..??
It's Mag!x BTW :-)

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

718. HD Case/ICD Adscsi For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 14:31:08 UTC
From: malay@stars.reston.paramax.com
Message-ID: <Co96zw.6sK@bart.stars.reston.paramax.com>
Source record: 189105

```
Hard Drive Case and ICD ADscsi For Sale
---------------------------------------
* Shoe box style
* 2 internal SCSI and Power connections
* Power supply/fan
* Lighted On/Off switch
* LED Busy Indicator
* ICD Adscsi (no clock) and cable

Can hold two half-height drives or 1 Full height.
Sold by D & P Computers.

Ready to go - just add a SCSI drive.

$85 + shipping for Case/Adscsi Combo.

Bob Malay

--
************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
************************************************
```

719. Re: rusmv1.rus.uni-stuttgart.de

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 14:34:45 UTC
From: uk8u@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2ojka5$dve@nz12.rz.uni-karlsruhe.de>
Source record: 189193

In article <2ob9va$1di@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>Hi can any one help with this FTP site, were are the Atari files now
>as its been changed to a mail FTP remote server..??

The correct name for this site is

ftp.uni-stuttgart.de

Login: anonymous
Password: Your EMail-Adress

Bye, Harald
--
Harald Weidner +49 721 606500 Is there someone to hear me?
s_weidn@ira.uka.de Is there no one to see?
Sternbergstr. 6 uk8u@rz.uni-karlsruhe.de Is there someone to hear me?
76131 Karlsruhe Heavy@irc Doesn't anybody care?

720. Re: [HELP] Falcon Bugs (VT52)??

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 15:02:30 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDOPEBUW@jimmy.sta.sub.org>
Source record: 189191
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Co6sJF.5qy@cwi.nl> Jaap Henk Hoepman wrote :

>Are there any patches for the following three bugs?
>
>1. The VT52 Escape sequences "\033j" for save position and "\033k" for restore
> position do not seem to work.>
>2. If lines longer than the width of the screen are being output by a command
> executed from Gulam, each spillover character is output on single line like
>t
>h
>i
>s

There was a patch in the german magazine ST Computer in the April-issue. Perhaps
someone typed in this listing?

bye, Jimmy

--
jimmy@jimmy.sta.sub.org | f1 - keyboard error, no keyboard connected | |||
Achim Wilhelm | press F1 to continue ... | / | \

721. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 15:32:00 UTC
From: patrik.sanfridsson@cindy.ct.se
Message-ID: <2dad7049@cindy.ct.se>
Source record: 189194

```
> How about Enhanced-GEM from Chris Grunenberg? A new version (v1.35)
> of this powerfull toll (including it's sources in C; compatibel to
> PureC, LatticeC and GNU-C) is availiable for several days.

Where?

_ _ _/ _ o /_
/_)(_\ / / / /\
/
```

722. "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 16:40:10 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <2ojrla$h7n@hermes.louisville.edu>
Source record: 189195

To be concise: I'm interested in hacking/phreaking programs for the Atari ST(e). Please UUencode and mail any programs and source code that you may have. When I have collected a significant amount of these programs, I will make them available to anyone interested. Thanks.

723. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 16:42:07 UTC
From: lannie@picard.infonet.net
Message-ID: <2ojrov$946@insosf1.infonet.net>
Source record: 189197

erkamp@titan.arc.ab.ca (Fuzzy Logic) writes:

>In article <1994Apr11.185639.43684@urz.unibas.ch>, minidis@urz.unibas.ch writes:
>>Hi, on mac machines there is a software programme
>>which doubles the RAM. is there anything like that
>>on the atari?
>>

>I do recall that there was a ram disk you could install that did compression on
>the fly. Unfortunately I don't recall the name.

The name of it is Maxidisk. It would give me 4.3 meg ramdisk when I put
text files into it! This was on a 1Meg 1040. It is on
atari.archive.umich.edu.

Later
Lannie@data.infonet.net

724. Re: Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 17:04:24 UTC
From: Lexicor@world.std.com
Message-ID: <Co9E3D.B51@world.std.com>
Source record: 189199

In article <Co7y34.6Hz@cix.compulink.co.uk>,
Graeme Rutt <sabbath@cix.compulink.co.uk> wrote:
>>I am looking for a decent art package that is/will
>>
>>(a) In English
>>(b) works in mono and
>>(c) can work directly on .IMG files
>> (including scrolling of if the image is too large)
>>
>>Does anyone know of such a beast???

And Actually Prism Paint II will work just fine...it does exactlyl what you need, work in mono and handles IMG files directly with v/h scrolling...there is a demo on several ftp sites (ftp.std.com) where you can have a look at it first.

Cheers

Yat

725. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 17:06:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co9E6o.G7t@cix.compulink.co.uk>
Source record: 189196

In message <766290314.0@mettav.royle>, Graham.Irvine@mettav.royle.org said:
> >> OMEn will be distributed Shareware with developer's kit and Doc's .
> >> This I am interested in .. anyone seen anything of it ? Or even have
> >> it ? being released by a company called Esquimalt Digital Logic
> >> (Canada).
> "G> I have an early copy. Watch out for a preview in Atari ST Review in
> "G> May or June issue.
>
>Is your opinion's of it Copyright of Europress :-) if not what are your
>impression's of it since a few have voiced disappointment with this early
>version.
>
>And of the 'Developer's Kit' ? Is that to be distributed seperately and , as
>some one has suggested ,at great expense.

I only had a quick look at it, someone else is writing the review. All I
can say is that I wasn't impressed with the way it looked.

Ofir ogal@cix.compulink.co.uk

726. Re: Falcon Art packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 17:07:11 UTC
From: Lexicor@world.std.com
Message-ID: <Co9E7z.C2A@world.std.com>
Source record: 189200

In article <Co7y36.6Io@cix.compulink.co.uk>,
Graeme Rutt <sabbath@cix.compulink.co.uk> wrote:
>>* GIF, IFF/LBM, PCX, TIFF image import/export
>>* 16, 256, and TC modes (if possible)
>>* Support 320x200, 640x200, VGA res, etc but not require a VGA monitor!
>>* Multiple screen buffers
>>* Multiple zoom modes
>>* Extensive Block manipulations
>>* Undoable UNDO
>>* Palette blending
>>* Special brush effects (smearing, tinting, bluring, anti-alias, etc.)
>>* To cost under $100 US if possible! (I'm not rich!)
>>
>>DOes anybody know of such a beast? Whatever happened to all of those
>>paint packages promised in the Atari Falcon Developer's literature?

Try this out :-) if you can get the STFormat Cover Disk of Prism Paint 1.1
which was released..then upgrade to Prism Paint 2.0 and it should be under
100U$D (at least in the U.S.A.) *grin*, it does pretty much most of the
features up there....there is a demo on ftp.std.com or a.a.u.e

Cheers

727. REPOST Atari Midi Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 17:26:41 UTC
From: michaelk@pacifier.rain.com
Message-ID: <Co9F4K.BG@pacifier.rain.com>
Source record: 189198
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st,rec.music.makers.synth

I have the following MIDI Software for the Atari-ST / Falcon for sale:

1. Omni-Banker ST patch Librarian (no editing): Last updated in 1991.. this librarian covers many, many synths as well as effects units..... swap patches between banks, copy , delete, etc..provide names for patches for synths like the CZ101 or DW8000. A great organizing program..... $25

2. Dr. T's FX PAC-1, effects processor editing program: This is Caged Artist's software for editing any of the following Effects Processors -- Digitech DSP-128, Yamaha SPX90/SPX90II, Lexicon LXP-1, and the ART Multiverb..... $25

3. Two editing programs for the Korg DW/EX8000 Synth, Synthview by Synergy Resources and Synth Droid by Compu-mates -- both provide full graphic editing and library storage ..... $15 each

4. Dr. T's editor/librarian for the Casio VZ-1/10M synths, also works for the VZ8M - covering the VZ-1/10M features..... $25

5. Dr. T's Phantom software and hardware for SMPTE/ syncing to tape handles also FSK and CLICK (for Atari-ST series only)..... $70

Buyer pays shipping costs, all software comes with original manuals.

728. Gone Fishin' on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 17:33:05 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94104.133305STIRRE31@MAINE.MAINE.EDU>
Source record: 189106

```
Does anyone know if Gone Fishin' works on the Falcon?
Thanks,
Scott Tirrell
stirre31@maine.maine.edu
```

729. UNFORMAT WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 17:54:37 UTC
From: eborre@vub.ac.be
Message-ID: <2ok00t$jqc@rc1.vub.ac.be>
Source record: 189102

I just wanted to know if there existed an unformat utility for ST.
The case is a friend with an atari begun to format a disk and stopped after a
short lap of time.
He wants to know if there is a way to recover his datas.

Thanks in advance.

Eric

****
* Borremans Eric * eborre@is1.vub.ac.be *
* Known as Bobo * av. Montgolfier, 109 *
* Brussels Free University * 1150 Bruxelles *
* * Belgium *
****
* "Try and leave this world better than you find it" B.P. *
****

730. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 18:05:26 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Co9Gx2.J21@cix.compulink.co.uk>
Source record: 189101

> OK, I'll have a look at this. I did try to group them keeping
>options that deal with certain areas together like Search/Next/Previous and
>Set/Goto/Load/Save Bookmarks etc... maybe I'll put in seperators in the menu
>so that it'll be a little clearer. There's a new beta(04) with MaTzY at the
>moment that you should get, maybe later this week I'll take a look at
>the menus.

Yep, tried out beta4 last night, working perfectly as usual, no problems
there. Got scared off a little by the sound settings though, looks a bit
complex. Also can it handle raw AVR files?

>BTW, have you got your Falcon back yet?

Yep thank god, and fully operational.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

731. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 18:24:00 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2dad9858@cindy.ct.se>
Source record: 189103

BC> to generate a TC resolution with 320x200 at 50 frames. Exactly what demo

Right, about 10% of all VGA monitors will handle that, if not less, and it's NOT a cure for the fact that a VGA screen updates at 31.5kHz and WON'T do TC resolutions above 480 pixels horisontally, and many demos use 768*576 TC ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

732. SLIP FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 18:34:26 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199404141834.OAA04363@beauty.magnus.acs.ohio-state.edu>
Source record: 189104
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well my Falcon is down for repairs, so I find myself with a litle free time. So I've decided to try to put it to some use.

I am looking for submissions, sugestions or pointers for a SLIP FAQ for the Atari 16/32 bit computers. I am fairly fluent in both french and german so if you don't feel comfortable with english, you can use one of these. I would also be interested in people willing to do a translation of this FAQ to their native language.

So PLEASE, if you have any info on software, tips, tricks or etc. Please mail me and let me know. If you are a (semi)expert on this please mail me and make yourself available for stupid questions. Remember stupid questions you answer now are ones you can avoid in the future. Hopefully we can come up with something that will be helpful to all.

Thanks,

Dan Ackerman
ackerman.29@osu.edu

733. Re: Cart of Cubase3.1 works with Cubase Audio?? Info requested

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 18:43:30 UTC
From: cfav1@leonis.nus.sg
Message-ID: <2ok2si$ptl@nuscc.nus.sg>
Source record: 189107

S925377@mailserv.cuhk.hk wrote:
: Hello,
: If I upgrade to Falcon, can the red cartridge of Cubase 3.1 works with
: Cubase Audio? You know hardware trade in or upgrade is very inconvience as
: there's no distributor here.
: Also, can anyone send me info on Cubase Audio?
: Is a SCSI2 drive necessary? What is the memory requirement?
: If I want to back up files, what is the most convenient method? Audio files
: are quite large,,.. MO of 128M or Floptical of 20M, anything else?
: Please send mail to me if possible.
: s925377@mailserv.cuhk.hk
: Thanks in advance.
: Malcolm

Cubase Audio Falcon has a new Protection-Key which is different from
Cubase V3.1. A SCSI-2 HDD must be used for recording and playback of
digital audio; it must have at least an average seek of 14ms or better
for playback of 8 tracks of digital audio. As such, the internal IDE HDD
cannot be used for recording and playback. Cubase Audio Falcon needs a
minimum of 4MB of RAM to run and record/playback of 4 tracks (or is it 2
tracks) of digital audio. But frankly speaking, 14MB will be the most
ideal environment. There is an optional hardware called FDI (Falcon
Digital Interface) which has a digital input and a output in coaxial and
optical form for you to interface to DAT recorders or D/A converters.
With this hardware, you can also stream (that is, backup) your audio
files (or any other computer files) to DAT recorder. Software is included
for backing-up and restoring files.

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

734. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 19:13:17 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <766350797snz@filesys.demon.co.uk>
Source record: 189109

In article <H.ekK.sOLJS0UdkIY@elfhaven.ersys.edmonton.ab.ca>
mforget@elfhaven.ersys.edmonton.ab.ca writes:

[...bit about The RDD3 removed...]
[...bit about MasterBrowse removed...]

Hi Michel,
Competition only improves the quality of software that's
available for the ST and this can only be a good thing for the whole
ST community. I think really that we're aiming our products at very
different user bases, MasterBrowse is without doubt the best GEM based
viewer on the market, and I like to think that the RDD is the best
non-GEM viewer.... hence people who like a GEM environment would probably
choose MB, the others the RDD. One thing that I think I can say without
causing a huge flame-war is that the RDD is probably the fastest due to
the fact it's not using GEM but it's own highly optimized routines.

Regards,

Stu...!

--
==
\\\\\\\-----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==

735. FirstWordPlus to Word?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 19:45:29 UTC
From: lefranc@lsh01.univ-lille1.fr
Message-ID: <2ok6gp$nq7@netserver.univ-lille1.fr>
Source record: 189113

Hi all !

I would like to know, if that exists, a ftp site where one can find
utilities to convert .DOC files created by First Word Plus to
files Word for Mac can understand (i.e. Word files (fine!), RTF,
or even plain text).

Thank you very much in advance.

--

____
| Marc Lefranc, Laboratoire de Spectroscopie Hertzienne (URA CNRS 249) |
| Bat P5, UFR de Physique |
| Universite des Sciences et Technologies de Lille |
| F-59655 Villeneuve d'Ascq CEDEX (FRANCE) |
| e-mail: lefranc@lsh.univ-lille1.fr |
|____|

736. Offline newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 19:47:40 UTC
From: Gard Eggesboe Abrahamsen <ga@samson.mrih.no>
Message-ID: <2ok34e$a50@trane.uninett.no>
Source record: 189108

I am currently rushing through all the unread articles of c.s.a.s, (I haven't taken the time to read much these days - been working on my offline newsreader) and find this discussion on offline newsreaders. Well, here's the one I use; Ketchup (Catchup)

The variable CUPATH tells Catchup where to do the works. If CUPATH doesn't exist, then HOME will be used.

CUPATH/.subscription is your subscription file. This one has the format;

news.group 0
comp.sys.atari.st 24892

and so on. The numbers behind the newsgroups are the numbers of the last read article in that group.

Starting catchup without any switches, articles will be appended to the files

CUPATH/news.group
CUPATH/comp.sys.atari.st

and so on, in the typical mail format. I, myself, like to have CUPATH set to ~/mail, so that I can then use PINE to read the news with. Unless, of course, if I am on holiday, in which case I use the following line.

half an hour before I log on:

ketchup -c | gzip -c > newnews.gz

I the just download the newnews.gz file with Z-modem, unzip it locally and voila... ;-) Enjoy!

Gard Eggesboe Abrahamsen ||| Phone: (+47) 7015 5497 "Flush twice, it's
PO Box 5061, Larsgaarden ||| Gard.Abrahamsen@mrih.no a long way to the
6021 Aalesund, Norway / | \ finger ga@samson.mrih.no cafeteria" (ST:TNG)
Disclaimer: No, these are not the views of MRIH. They haven't thought of them.
----------------8<----------Cut---
/* ketchup.c */
/*

Catchup v2.1 NNTP Newsreader - downloads all unread news and store them in files. Needs file...
$CUPATH/.subscription or $HOME/.subscription if CUPATH is undefined has the form:

first.news.group 0
second.news.group 0
third.news.group 0

```
fourth.news.group 0

The numbers indicate last read article.

This program is postcardware. Please send a postcard to...
Gard Eggesboe Abrahamsen
PO Box 71, 6092 Eggesboenes
Norway.

Current email (March 25th 1994): ga@mrih.no

Log: March 25th: Finished this version. Compiles and works fine on
HP/UX. Ported to Linux.

*/

#include <sys/types.h>
#include <sys/socket.h>
#include <sys/file.h>
#include <netinet/in.h>
#include <netdb.h>
#include <stdlib.h>
#include <strings.h>
#include <stdio.h>
#include <fcntl.h>

#define MAXPATH 256
#define DEFAULT_NNTPSERVER "ugle.unit.no"
#define NNTPPORT 119
#define GROUPMAXSIZE 30

#define stricmp strcasecmp

#define longtoascii(string,number) sprintf(string,"%li",number);

readarticle(infile,outfile)
int infile,outfile;
{
char t;
int actflag,key;

key=actflag=0;
while (actflag!=-1)
{
key=read(infile,&t,1);
if(key!=1)
actflag=-1;
else {
switch(actflag)
{
case 0:
if ((t>='0' && t<='9') || t==10 || t==13)
{
while(t!=10 && t!=13)read(infile,&t,1);
```

```
} else {
write(outfile,"From ugle.unit.no!ahaavie Wed Jan 5 14:55:14 1994\n",51);
actflag=1; write(outfile,&t,1);
} break;

case 1:
switch(t)
{
case 13:
case 10: actflag=2;
}
write(outfile,&t,1);
break;
case 2:
switch(t)
{
case '.': actflag=3; break;
case 10: write(outfile,&t,1);
case 13: break;
default: actflag=1; write(outfile,&t,1);
} break;
case 3:
switch(t)
{
case 10:
case 13: write(outfile,"\n",1); actflag=-1;
break;
default: write(outfile,".",1); write(outfile,&t,1); actflag=1;
} break;
}
}
}

}

putnum(i)
long i;
{
if(i<10)putchar(' ');
if(i<100)putchar(' ');
if(i<1000)putchar(' ');
if(i<10000)putchar(' ');
printf("%li",i);
}

skipline(handle)
int handle;
{
char r;
while(r!=13 && r!=10)
if(read(handle,&r,1)!=1)
```

```
r='\n';
}

int readnum(handle)
int handle;
{
int n,f;
char r;

f=1; n=-1;
while(f>0)
{
if(1!=read(handle,&r,1))f=0;
switch(f)
{
case 1: if(r>='0' && r<='9')
{n=r-'0';f++;}
break;
case 2: if(r>='0' && r<='9')
n=n*10+r-'0';
else
f=0;
}
}
return n;
}

int call_socket(hostname,callport)
char *hostname;
int callport;
{
struct sockaddr_in sa;
struct hostent *hp;
int a, s;

if ((hp=gethostbyname(hostname))==NULL) {
return(-1);
}

bzero(&sa, sizeof(sa));
bcopy(hp->h_addr, (char *)&sa.sin_addr, hp->h_length);
sa.sin_family = hp->h_addrtype;
sa.sin_port = htons((u_short)callport);
if((s=socket(hp->h_addrtype, SOCK_STREAM, 0)) < 0)
return(-1);
if(connect(s,(struct sockaddr *) &sa, sizeof(struct sockaddr_in)) < 0) {
close(s);
return(-1);
}
return(s);
}
```

```
main(argc,argv,env)
int argc;
char **argv,**env;
{
char *home,cupath[MAXPATH+1],*cufile;
char groupname[MAXPATH+1];
int handle,newsub;
long subsize,didread,totread=0;

long artlo,arthi,a,b,c,lastread;

int pipemode=0,bellmode=0,errormode=0,output=1;

for(a=1; a<argc; a++)
{
if(!stricmp(argv[a],"-c")) pipemode=1;
else if(!stricmp(argv[a],"+pipe")) pipemode=1;
else if(!stricmp(argv[a],"-b")) bellmode=1;
else if(!stricmp(argv[a],"+bell")) bellmode=1;
else if(!stricmp(argv[a],"-e")) errormode=1;
else if(!stricmp(argv[a],"+error")) errormode=1;
else if(!stricmp(argv[a],"-h") || !stricmp(argv[a],"+help")){
printf("\n%c[1mCatchup%c[0m v2.1 NNTP client for UNIX hackers with small watches",27,27);
puts("\n(C) 1994 Gard Eggesboe Abrahamsen, PO Box 71");
puts(" 6092 Eggesboenes, Norway");
puts("This program is postcardware. Please send me a postcard.\n");
printf("Usage: %s [flags]\n\n",argv[0]);
printf("%c[1m flags descriptions%c[0m\n",27,27);
puts("-c +pipe Sends all read articles to stdout for use in piping, like...");
printf(" %s -c | gzip -c > articles.gz\n",argv[0]);
puts("-e +error Sends all read articles to stderr for - well.... ;-)");
puts("-b +bell Makes catchup ring a bell when finished...");
puts("-h +help Prints this page\n");
printf("%c[1mvariables descriptions%c[0m\n",27,27);
puts(" CUPATH The path used for working. Output files and .subscription");
puts(" are present in this directory.");
puts(" HOME Your ~ directory. Will be used if CUPATH isn't defined");
puts(" BELL If this variable is defined, then bell is activated without");
puts(" having to set the flag\n");
return;
}
}

if(pipemode || errormode)output=0;

if(output)puts("Catchup v2.1 NNTP client for UNIX hackers with little time\n(C) 1994 Gard
Eggesboe Abrahamsen, postcardware.\n PO Box 71, 6092 Eggesboenes, send me a postcard\n
Norway.\n");

if(!(home=getenv("CUPATH")))
home=getenv("HOME");
if(strlen(home)>MAXPATH-15)
{
```

```
printf("%s: path too long\n",argv[0]);
return;
}
strcpy(cupath,home); strcat(cupath,"/.subscription");

handle=open(cupath,O_RDONLY);
if(handle<0)
{
printf("%s: Can't open %s\n",argv[0],cupath);
return;
}

subsize=lseek(handle,0,SEEK_END);
if(subsize<0)
{
printf("%s: Error seeking %s\n",argv[0],cupath);
close(handle); return;
}

if(output)printf("%s is %li bytes\n",cupath,subsize);
if(lseek(handle,0,SEEK_SET)!=0)
{
printf("%s: Error seeking %s\n",argv[0],cupath);
close(handle); return;
}

cufile=(char*)malloc(subsize);
if(!cufile){
printf("%s: Out of memory",argv[0]);
close(handle); return;
}

if(read(handle,cufile,subsize)!=subsize)
{
printf("%s: Error while reading %s\n",argv[0],cupath);
close(handle); free(cufile); return;
}

close(handle);

home=getenv("NNTPSERVER");
if(!home)
{
if(output)printf("Connecting to %s\n",DEFAULT_NNTPSERVER);
handle=call_socket(DEFAULT_NNTPSERVER,NNTPPORT);
}
else
{
if(output)printf("Connecting to %s\n",home);
handle=call_socket(home,NNTPPORT);
}
```

```
if(handle==-1){
puts("Unable to connect.");
free(cufile); return;
}

home=getenv("CUPATH");
if(!home)home=getenv("HOME");
if(!home)groupname[0]=0; else strcpy(groupname,home);
strcat(groupname,"/"); strcat(groupname,".subscription~");

if(0!=rename(cupath,groupname))
{
printf("Unable to make copy of subscription file. Abort abort!\n");
close(handle);
return;
}

if(output)putchar('\n');

newsub=creat(cupath,493);

/* Begin download... run through file, read groups... */
a=0;
while(a<subsize)
{
home=getenv("CUPATH");
if(!home)home=getenv("HOME");
if(!home)groupname[0]=0; else strcpy(groupname,home);
c=strlen(groupname); groupname[c]='/'; c++; groupname[c]=0;
write(handle,"group ",6); b=0;
while(a<subsize && cufile[a]!=' ')
{
if(output)putchar(cufile[a]);
groupname[c]=cufile[a]; b++;
write(handle,&cufile[a],1); write(newsub,&cufile[a],1);
a++; c++;
}
write(newsub," ",1);
groupname[c]=0;
if(output)for(;b<GROUPMAXSIZE;b++)putchar(' ');
fflush(stdout);
a++; /* Skip the space */
lastread=0;
while(a<subsize && cufile[a]!='\n')
{
lastread=lastread*10+cufile[a]-'0';
a++;
}
a++; /* Skip the newline */
write(handle,"\n",1);
b=1;
while(b>0)
{
```

```
switch(b=readnum(handle))
{
case 200: skipline(handle); break;
case 211: readnum(handle);
artlo=readnum(handle); arthi=readnum(handle); b=0;
skipline(handle); break;
case 411: if(output)printf("NA: "); skipline(handle);
arthi=artlo=0; b=-1; break;
default: b=-1;
}
}
if(arthi<lastread)lastread=artlo-1;
if(artlo<=lastread)artlo=lastread+1;
lastread=arthi-artlo+1;
if(!b && lastread>0)
{
char num[20];
int ohandle;

if(errormode)ohandle=fileno(stderr);
else if(pipemode)ohandle=fileno(stdout);
else {
ohandle=open(groupname,O_WRONLY);
if(ohandle<0)ohandle=creat(groupname,493);
if(ohandle<0)ohandle=open("/dev/null",O_WRONLY);
lseek(ohandle,0,SEEK_END);
}
if(output){
putnum(lastread); printf(" articles"); fflush(stdout);
}
didread=0;
for(lastread=artlo; lastread<=arthi; lastread++)
{
sprintf(num,"article %li\n",lastread);
write(handle,num,strlen(num));
b=1;
while(b>0)
{
switch(b=readnum(handle))
{
case 412:
case 423: skipline(handle); b=0; break;
case 220: skipline(handle);
readarticle(handle,ohandle); b=0;
didread++; totread++; break;
}
}
if(output){
for(b=14; b>0; b--)putchar(8);
if(arthi==lastread) {
```

```
printf("Read "); putnum(didread);
} else {
putnum(arthi-lastread);
}
printf(" articles"); fflush(stdout);
}
}
if(output)close(ohandle);
longtoascii(num,arthi); strcat(num,"\n");
write(newsub,num,strlen(num));
if(output)putchar('\n');
} else {
char num[20];
longtoascii(num,arthi);
strcat(num,"\n");
if(output)puts("Skip...");
write(newsub,num,strlen(num));
}
}
write(handle,"quit\n",5);
close(newsub); close(handle);
free(cufile);

if(output)printf("\nDownloaded %li articles and subscrition file updated\n",totread);

if(bellmode || getenv("BELL"))for(a=0; a<16; a++)putchar(7);
fflush(stdout);
}
```

737. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 19:49:09 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr14.194909.25454@ida.liu.se>
Source record: 189111

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>The rumor is that DOOM use 2 or 3 *SMALL* ASM routines, that hardly sounds
>like a fully optimised code to me.

I don't know how much real programming you have done, Rickard, but in
real life situations, with real deadlines and big money at stake, it is
more or less pointless to write all code in assembly. In many programs a
very small part does most of the work, and thus you are best off optimizing
that part as much as possible, with the rest of the code written in some
high-level language.

The programmers of DOOM aren't blockheads, and you as an Atari fanatic
should be grateful that a large part of DOOM is written in C, since that
means the porting to the Jaguar is faster than it would ever have been
if all of it had been written in 80x86 assembly.

Moreover, mature compilers exist for many environments, which generate
code so close to human-generated assembly, that it is close to impossible
to get any sort of measurable improvement on non-intensive program
segments. SAS/C V6.51 for the Amiga and WatCom for the PC for example.
I've no idea how good C compilers are on the Atari, though.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

738. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 19:54:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co9Ly0.15x@cix.compulink.co.uk>
Source record: 189110

In message <2oiqtg$cj1@infa.central.susx.ac.uk>, lezo@central.susx.ac.uk said:
>
> Indeed, My complaint is that St Review never passed on the little 20
> (?) page booklet to which you are referring!
>
> I don't expect all the bells & whistles straight off the Cover Disk
> but when I pay specially to have, what is meant to be the full, upgrade
> I >>do<< expect all the documentation - not just the 200+ page ring
> bound manual but also the release notes!
>
> Come on St Review do your stuff!
>
>: Its not a bad document processor though :-)
>
> Indeed - a pity Working Title did not carry on and support it and iron out
> the few remaining bugs.

You can complain directly to streview@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

739. Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 20:38:00 UTC
From: mikke.mattsson@cindy.ct.se
Message-ID: <2dadbae8@cindy.ct.se>
Source record: 189112

> I've got an old 520ST with a single sided disk that I'm going to get rid of
> :(
> Just to get myself either a Mega ST or a 1040STE for ~$160 :)
>
> Which do you guys think is the best. I know the STE has a newer sound
> chip and better graphics, but Mega ST has a better keyboard (I do quite a
> bit of word processing) and looks good.
>
> Can the Mega's RAM be as easily upgraded as the STE's ? What about Hard
> Drives
> or 1.44Mb floppies ?

The Mega ST has 4, 2, and (very few) 1 meg(s) of RAM. I don't know how the RAM is configured in the one meg version, but in the two meg Mega, there is room to solder on two further megs of RAM. You can fit an internal 3.1/2" Hard Drive, without any problems. Together with the "ICD AdSCSII micro" -card it will fit inside the Mega without any problem.

The STE series do have better sound and GFX, but there isn't all that much software available supporting theese enhancements.

My advice is to buy the Mega, fit an internal Hard Drive, and place the computer under the monitor.

> So long folks...
>
> _)|||(_/ A guy with a funny hat...
> .o o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
> (-)
> \u/ <ADVERTISING SPACE FOR RENT>

Greetz.
mikke@tnogobl.ct.se

740. Re: STFormat Magazine

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 21:09:21 UTC
From: hallvart@ifi.uio.no
Message-ID: <2okbe1$8r9@holmenkollen.ifi.uio.no>
Source record: 189114

In article <Co7qnv.1nw@ndl.com>, thamer@ndl.com (Mustafa Thamer) writes:
> Anyone know the phone number or address of STFormat magazine? I need
> to get some software from them.
>
> Thanks,
>
> -Mustafa
> thamer@ndl.com
> --
> "Wandering the face of the Earth.
> Wondering what my dreams might be worth.
> Learning that I'm only immortal for a limited time." - Rush
>

The address to STFormat is: ST Format
Future Publishing Ltd.,
Somerton,
Somerset,
TA11 7BR
ENGLAND

Tel. (+44) 0458 74011

Hallvard, Oslo, Norway

741. 'Miracle' Piano Software for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 21:12:13 UTC
From: gregk@nskernel.tandem.com
Message-ID: <Co9pKE.9C0@cpd.tandem.com>
Source record: 189115

Hi All,

I recently discovered that the 'Miracle Piano' software is now available without having to purchase the keyboard - any MIDI keyboard should work. And the price was about $79 (for IBM-PC).

Does anyone know if there is a version of this software available for the ST?

Thanks, Greg.

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
e-mail: gregk@nskernel.tandem.com

742. Re: STE DMA chip problem

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 21:15:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A10239@M4.maus.de>
Source record: 189116

>If your chip has C025913-38 then you have problems....
> I did get 6 DMA chips from Atari OZZ for FREE, with C398739-001A as the
>part number....
> I have also seen other part numbers for DMA chips....

There are more - but for STE, Mega STE and TT, the C398739-001A (DIL version)
or C398739-001 (PLCC) is the one to go for.

bye, Peter

743. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 21:30:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404142054.AA00847@ilmen.lanl.gov>
Source record: 189117

krasel@alf.biochem.mpg.de (Cornelius Krasel) said:

> Fuzzy Logic (erkamp@titan.arc.ab.ca) wrote:
> : I do recall that there was a ram disk you could install that did compression on
> : the fly. Unfortunately I don't recall the name.
>
> I think MaxiDisk will do that. Available from almost any decent Atari ftp
> site.

You are getting off track here, gentlemen. The original poster asked about an Atari utility similar to 'RAM Doubler' for the Mac. That utilty fools the machine into thinking it has twice as much _RAM_ than it actually does. It has nothing to do with storage.

Fairly clever piece of work, actually. And by all reports, it's compatible with 'most' Mac software. Would be handy to have an Atari utility like this considering the demands of MultiTOS.

-Hutch- @ Fair Dinkum Tech

744. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 22:38:03 UTC
From: bjgrier@bnr.ca
Message-ID: <Co9tJJ.8xE@nrtpa22.bnr.ca>
Source record: 189118

In article <2odurj$nuf@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> warwick@cs.uq.oz.au (Warwick Allison) writes:
|> >donaldp@scowpat (Donald Page) writes:
|> >
|> >>Does anyone know if the Apple CD300 Rom will work with an ST?
|> >>They are so cheap now that it is very tempting to get one!
|> >>If they do work, what software do I need to use one?
|> >
|> >As for software, you can use:
|> >
|> > 1. MetaDOS for SingleTOS
|> > 2. CDROM.XFS for MultiTOS <= 1.04
|> > 3. Nothing? for MultiTOS > 1.04
|>
|> Eek! What has changed in MTOS to break the CDROM.XFS? I also
|> understood there were _several_ versions of the XFS around, perhaps
|> only some work with MTOS > 1.04.
|>
|> --
|> --Chris
|>

Atari's CD-rom driver does not work with MultiTOS/MINT > 1.04
If you need this send me email and I can proved it :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

745. Re: Unused Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 22:56:07 UTC
From: Lexicor@world.std.com
Message-ID: <Co9uDK.3ws@world.std.com>
Source record: 189122

In article <2oim97$lhi@unix1.cc.uop.edu>, <dflynn@vms1.cc.uop.edu> wrote:
>The Computer Science Department at our local university donated 8 ST's
>to my elementary school. The only software that came with the machines
>was BASIC and some Compilers. We also were given a laser printer and
>several hard drives. The problem is that there is no place to buy
>software for these machines. Is there a site to get shareware?
>Are these machines just old junk? Are there telecommunications and
>word processing programs for these?

There is plenty of stuff available, you can communicate via very good
terminal shareware packages such as Connect..and you can also use networking
software (in your case via MIDI) to inter-connect all atari's..the only way
to connect an enthernet card is with the tu-wien software (or possibly others)
with the Riebl Karte...and that is expensive...

You can dial in using U-point if you have support for UUCP via remote dialin..

Cheers

Yat

>I hate to see these computers locked in a closet, but noone knows what
>to do with them. Our school is predominantly Macintosh. Can these be put
>on the ethernet network or used to dial into the internet?
>
>Any suggestions will be graciously received and welcomed.
>**
>**
> ** **
>Dennis Flynn ** I am in search of others who want **
>El Dorado Elementary School ** to ensure that students gain access **
>1540 N. Lincoln St. ** to the internet. **
>Stockton, CA 95204 ** Interested in connecting to the **
>(209) 953-4498 ** countries of the world. **

746. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 22:56:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co9uEn.A6p@cix.compulink.co.uk>
Source record: 189119

> Indeed, My complaint is that St Review never passed on the little 20
> (?) page booklet to which you are referring!

I think you might be dissapointed with the upgrade manual when you get it
anyway ;-)

> Indeed - a pity Working Title did not carry on and support it and iron out
> the few remaining bugs.

Very true. They had a strange concept of customer support too. More a case
of 'this is how the software is/is going to be', rather than 'what was that
bug again?'

All IMHO of course

:-)

Roland.

@CiX

747. Cyrillic font (w/ term prog)

Newsgroup: comp.sys.atari.st
Date: 1994-04-14 23:40:00 UTC
From: ua887@freenet.Victoria.BC.CA
Message-ID: <Co9wEo.2sL@suncad.camosun.bc.ca>
Source record: 189120

Does anyone out there know of any term programs, desk accessories, add-ons, or whatever, that might allow the use of Cyrillic characters with a terminal program?

Thanks.....
Brian
ua887@freenet.victoria.bc.ca
bhaigh@nero.UVic.Ca

748. NVRAM problems are over!

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 00:54:07 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HB6G2FJQNM8WY5QO@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189123

World:

Thanks again to all of those who gave me a hand with my falcon NVRAM problems. Today I was able to fix them and I've got my system back to normal.

I've learned my lesson! I can no longer assume that newer Atari made monitors (RGB) can handle 50hz PAL reliably. This also explains why I've had problems with all of those Falcon demos and shareware/PD games found on the various FTP sites. Perhaps this summer my Magnavox RGB screen will let me run them or I'll make enough $$ for a nice VGA display.

Thanks and take care!

Ari

749. Re: Lazer_1 and _2

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 01:30:56 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2okqog$p0s@news.dmpe.CSIRO.AU>
Source record: 189124

In article <1699@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> Sorry for the wasted bandwidth, but...
>
> Can anyone tell me if the laxer_1 and lazer_2 files at atari.archive
>are for the Falcon only, or are they for regular ST's as well?
>I FTP'd them already, but am wondering whether to save the disk space for
>these files or not. Email or post a reply. Thanks in advance..

They are FALCON only, a demo by LAZER of the Independents, which extracts to
about 6 meg. Well worth it, on of the best demos I've ever seen. Some screens
are brilliant, some lack a little lustre, but well worth having.

BTW It's called "Autowaschen Verboten".
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

750. Calamus Font Editor?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 01:36:36 UTC
From: sun_burst@pacush.frmug.fr.net
Message-ID: <7663701@pacush.frmug.fr.net>
Source record: 189141

Hi.

Is there a Font Editor for Calamus?

Thanx.

751. Re: GIF slideshower for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 01:53:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoA2L0.HH4@cix.compulink.co.uk>
Source record: 189125

In message <2ojafe$aqt@kelly.teleport.com>, steve-j@teleport.com said:
>
>Is there a GIF slideshow program available for the Falcon
>(preferably one that will scale large GIFs down to the
>current resolution) or has no one been able to do that in
>the 1 1/2 years the Falcon030's been out?
>
>I know there's a few programs that will DISPLAY GIFs, but
>I'm talking about a slideshow program that will automatically
>cycle through pictures.

The next version of ImageCopy (v3.00) will do this partly. There is a nice
slide show optionwith a full screen mode, but no scaling yet.

Ofir ogal@cix.compulink.co.uk

752. Diamond Back 3...

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 02:00:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2oksfg$61v@golem.wcc.govt.nz>
Source record: 189126

Hi you backup freaks, I just found this one GEnie...

Press Release April 12, 1994

Oregon Research is proud to announce a major upgrade to it's premier hard disk backup and restore program. Diamond Back 3 began shipping today. Among the enhancements to Diamond Back are:

* A completely redesigned icon and drop down list driven full windowed user interface.

* New Visual Directory tree interface for backup and restore path selection. Easy point and click selection of paths and files.

* Multiple volume removable media(e.g. Syquest, floptical) support

* Support for ANY SCSI tape drive attached to ACSI, TT SCSI, or Falcon SCSI-2 ports.

* Custom Backup configurations saved with "Human Readable" descriptions that you can remember rather than cryptic 8 character file names

* Backup Logfiles remember EVERYTHING for you. All your backup options and where the files came from. To restore just load a log file and go!

* Multi-Tasking background backups with any version of TOS. Use any event driven ACC while you backup!

* Many more enhancements

Diamond Back 3 retails for $69.95 and is available now. Upgrades from previous versions of Diamond Back are $29 + $4 S&H from now until July 31, 1994 and $34 + $4 S&H thereafter. If you have not sent in your registration card then you will need to send you original disk(or a xerox copy of your original disk) with your upgrade order.

For more information contact us below or download the Diamond Back 3 demo.

Oregon Research
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Phone: (503) 620-4919
FAX: (503) 624-2940

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

753. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 03:54:59 UTC
From: whitema@rtsg.mot.com
Message-ID: <2ol36j$bdd@delphinium.cig.mot.com>
Source record: 189127

In article <9404131612.AF00155@montp.cirad.fr>, <Bales_N@CIRAD.fr> wrote:
[stuff deleted]
>
>Just to get myself either a Mega ST or a 1040STE for ~$160 :)
>
>Which do you guys think is the best. I know the STE has a newer sound chip
>and better graphics, but Mega ST has a better keyboard (I do quite a bit of
>word processing) and looks good.
>

I've got a 1040STE and my brother has a Mega ST2, so I know something about
it anyway.
Mega Pluses Mega minuses

Detached keyboard Older TOS (unless it's been upgraded)
Expansion slot Mono sound
Easily accessed joystick ports Fewer colors
Easily fits most computer desks No DMA Sound
Memory upgrade sucks

STE Pluses STE minuses

DMA Sound Non detachable keyboard
Stereo sound No expansion slot
More Colors Possible bad DMA chip
Easy RAM upgrades Incompatible with some old games
Stable OS (versus 1.2)
Cooler Demos

[deletia]

> .o o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr

Michael
whitema@rtsg.mot.com

754. Source for Falcon in USA?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 04:13:33 UTC
From: sje@world.std.com
Message-ID: <CoA92M.64A@world.std.com>
Source record: 189128

If one were going to purchase a new Falcon in the United States, what would be the suggested sources? As Atari dealers seem to be somewhat less common than Bigfoot sightings, I assume that mail order is the likely strategy.

-- Steven (sje@world.std.com)

755. Joystick Beta-test Program

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 04:17:38 UTC
From: sdk@vanbc.wimsey.com
Message-ID: <2ol4h2$kqq@vanbc.wimsey.com>
Source record: 189129

```
****************************************
ATTENTION: ALL GAME PLAYERS AND PROGRAMMERS
****************************************

For information on a Beta Test program and Software Developer's
Kit program for a new joystick, please send your email return
address to: sdk@c3i.com

Please indicate which program you want information on.

The joystick has the following features:

o For use on all the following computers and game systems:
(specific cable required)
- IBM PC and compatibles
- Super Nintendo/Super Famicom
- Sega Genesis/Megadrive
- Macintosh with Apple Desktop Bus
- Amiga
- CD32
- Nintendo Entertainment System 8-bit
- Sega Master System
- AppleIIGS
- Atari
- Commodore 64
o Eight-button mode available on all platforms.
o Standard arcade size buttons in a compact arcade style
case.
o High strength steel shaft, with interchangeable handles.
o LCD display for button feedback, game messages, and
programming.
o Five year warranty.
o High precision and sensitivity.
o Special sensor technologies; no contacts to wear out on
primary components.
o Fully programmable.
- Turbo, slow, and custom modes available.
- Adjustable deadzone for rock-steady precision centering.
- Hundreds of presets available for the most popular
games.
o Selectable analog, digital, and other modes.
o Retains settings in non-volatile memory; no batteries
required.

Thank you in advance.
```

Jeremy McDonald
VP of Product Development
C3I Precision Instruments

P.S.
Thank you to all who have already applied for the software developer's kit. The software developer's kit offer remains the same, and due to exceptional demand by game players to take part in a beta test program as well, we have put together the beta test offer.

756. Freeze Dried term 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 05:27:41 UTC
From: mboldt@kn.pacbell.com
Message-ID: <2ol8kd$q9b@ohlone.kn.PacBell.COM>
Source record: 189130

There was talk over a month ago it was coming out VERY soon.. WHere is it? :)

Avid FZDSTERM user

757. Re: ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 05:52:58 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ola3q$id3@cxc1.cl.msu.edu>
Source record: 189131

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Hi, has any else had this problem with the New ST ZIP 2.5..
>There is a option to create a Directory, but if I use
>it it come up with a alert Box with unable to find folder..??

I can verify that this same thing happened to me using v2.5 on a Falcon
w/ TOS 4.02...

Tried it just now (Ah...the joy of using STalker!) and same thing
happened on Falcon w/ TOS 4.04
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

758. Re: Flow control problem... Help!

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 06:33:28 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.onShRtxa5B6@yonder.equinox.gen.nz>
Source record: 189132

In <2ofc7k$gt6@golem.wcc.govt.nz>, Roger Sheppard. writes:
>Probably why your COMA did not work..??

Nope, the modem was fine... it's coma that's at fault. I'm sending
and receiving fax's on the 486 just fine.

>Its this another one leaving the sinking ship....???

Definetly not... yet.

I'm still using uucp on my atari (as you can see) for usenet news and
mail.

The newsreaders available for it are very good.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

759. Re: NFS for MiNT released

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 07:29:49 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2olfpdINN9om@tarsky.uni-muenster.de>
Source record: 189133

In article <4420@btmwj1.se.bel.alcatel.be>, cgra@se.alcbel.be (Chris Gray) writes:

|> > This package requires the installation of Kay Roemers Socket interface for
|> > MiNT in a version >= 0.30, so you might want to get that, too.
|>
|> How does this relate to MintNet (MiNTnet???)? I am in danger of becoming
|> badly confused.
|>
Well, this socket interface comes in a package that is called MiNT-Net, but
the file is normally called net-xxx , so there is nothing to be confused
about....

Ulrich

760. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 07:50:28 UTC
From: teler@pita.cs.huji.ac.il
Message-ID: <2olh04$ji6@pretzel.cs.huji.ac.il>
Source record: 189134

In article <2o6ts6$4q6@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
|> Hmmm... but just cos they wrote it under NeXTstep doesn't mean it was written to
|> be run under NeXTstep. My guess is they used NeXTstep cos it's a neat environment
|> but used a cross compiler to get the PC code...
|>
|> Still I hope you're right and that it _did_ originally run on 68030+56001...

It doesn't matter how it was written originally. Fact is there is a version
for NeXT machines (680x0 based) - check the NeXT groups.
I guess it would be possible to run the game on the Falcon just like on
the original NeXT - in 4 colour grey scale ;-)

ET

761. Re: Does 16+(extra midi port) works with Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 07:57:01 UTC
From: em09@liverpool.ac.uk
Message-ID: <CoAJF2.DD8@liverpool.ac.uk>
Source record: 189135

S925377@mailserv.cuhk.hk wrote:
: Hello,
: I'm using Cubase 3.1 on STE with 16+ extra midi port from Hands on. If I
: upgrade to Falcon, can I use the extra port with Cubase 3.1 or Cubase Audio?
: Please send mail to me if possible.
: s925377@mailserv.cuhk.hk
: Thanks in advance for help.
: Malcolm

Up to about 6 months ago the answer was definitely NO.

As far as I know, nothing has changed so far.

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

762. Re: Unix ands XWin

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 08:05:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoAJrq.20J@westminster.ac.uk>
Source record: 189136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Brown# (g051@cpcw8.uea.ac.uk) wrote:

: Does anybody out there have Unix and XWin running on their Atari?
: How would I go about getting it?

I have Minix running on my system....this is not a full implementation of UNIX
as we now know it, but an implementation of and old version of UNIX(v7).
However, it is fine to use, and learn about UNIX with.

There are UNIX tools available for the ST in the public domain, which can be
used with the desktop, but you really need a shell/cli which are also available.
And with MiNT available in the PD too, you have a type of UNIX box in you ST.

As for XWin, someone is supposed to be porting one over......however, some
problems with memory management, and sockets on the plain 68000. There is
supposed to be one available for the ST though, albeit quite expensive. I think
it is mentioned in the hardware FAQ for this newsgroup. The address is also
mentioned.

Hope this helps.

Danny.
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

763. Re: [HELP] Falcon Bugs (VT52)??

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 08:26:32 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr15.092632@cs.man.ac.uk>
Source record: 189137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There is a major bug in the Falcon's console output, in that any output wrapping round the end of the last line on the screen causes it to forget to do the carriage return. I haven't used MultiTos much, but if I remember rightly this bug is fixed for it.

As far as I've seen, save/restore cursor still work. Remember, some of the other escape sequences use save/restore, and may disturb stored values. This may also occur if you cause the screen to scroll while the position is saved.

Dave Oldcorn

764. weird error

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 08:32:08 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2olje8$435@turing.fwi.uva.nl>
Source record: 189138

Hi,

at the moment I am coding a game using the Heat & Serve C compiler.
last night I got a very weird error. I was writing a routine to handle
redraws. It compiled fine and the executable did all I wanted, except when
terminating, it bombed (4 bombs). Strange. I took a look at the code, and
discovered that I called a function without the parameters (I did something
like rd_board() instead of rd_board(x, y)). I fixed that, but now the
compiler gives the following error:

compiler bug: machine exception : 4 bombs
cannot load/run cc:
range error.

Can someone explain this to me? I understand it is difficult, because you
haven't seen my code, but knowing what this error means can help me.

--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

765. Re: Spectre 3.1

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 08:32:59 UTC
From: lesch@kom.sietec.de
Message-ID: <2oljfr$3t9@d243f1036.sietec.de>
Source record: 189139

What's about Spectre 3.1 ???

--
\ Holger Lesch \ lesch@kom.sietec.de \ Sietec Systemtechnik \
\ Nonnendammalle 101 \ 13629 Berlin \ Germany \ +49.30.386.28312 \
\ privat: Sybelstrasse 23 \ 10629 Berlin \ Germany \ +49.30.3243615 \

766. Re: Compendium Error-List?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 08:33:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2oljg7$pmi@percy.cs.bham.ac.uk>
Source record: 189140

Oliver_Michalak@bi.maus.de (Oliver Michalak) writes:
>Hi,
>
> has anybody seen a list of corrections for The ATARI Compendium? If I'm
>right, somebody published a list somewhere - but where?
>

It was in a recent edition of AEO Programmers Journal, they live
at atari.archive in the Magazines/Aeo directory.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

767. Re: Unused Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 08:42:03 UTC
From: cgra@se.alcbel.be
Message-ID: <4434@btmwj1.se.bel.alcatel.be>
Source record: 189142

For US users the ``canonical'' site for Atari shareware and freeware is
<atari.archive.umich.edu>. The ATARIPRO and ATARIVEN forums on Compuserve
are also worth a visit.

Is Mr. Flynn interested in any particular application area? Name one,
and there will almost always be an outstanding Atari program for it.
If the school concerned has a few toy synths then the musical possibilities
alone are tremendous.

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

---
Wear your propeller with pride!

768. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 08:46:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2olk8u$pt9@percy.cs.bham.ac.uk>
Source record: 189143

hutch@ilmen.lanl.gov (John Hutchinson) writes:
>You are getting off track here, gentlemen. The original poster asked about
>an Atari utility similar to 'RAM Doubler' for the Mac. That utilty fools the
>machine into thinking it has twice as much _RAM_ than it actually does. It
>has nothing to do with storage.
>
>Fairly clever piece of work, actually. And by all reports, it's compatible
>with 'most' Mac software. Would be handy to have an Atari utility like this
>considering the demands of MultiTOS.
>

Although it might be possible with some tricky programming of the
68030 PMMU, I reckon implementing virtual memory would be more useful.

Does RAMdoubler work on 68000 Macs?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

769. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 09:58:52 UTC
From: djs@jet.uk
Message-ID: <1994Apr15.095852.13048@jet.uk>
Source record: 189144

In <Co9uEn.A6p@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>Very true. They had a strange concept of customer support too. More a case
>of 'this is how the software is/is going to be', rather than 'what was that
>bug again?'
Absolutely. I now have 10 years of experience in the computer industry
and Working Title had the worst support and customer relations of any
company I have dealt with in that time (I'm not just talking Atari
companies, but people who deal with other stuff too).

I also ended up having to disassemble and patch some parts of the PostScript
driver to get it to work :-(
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

770. Re: GIF slideshower for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 10:03:43 UTC
From: djs@jet.uk
Message-ID: <1994Apr15.100343.13171@jet.uk>
Source record: 189145

In <CoA2L0.HH4@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>The next version of ImageCopy (v3.00) will do this partly. There is a nice
>slide show optionwith a full screen mode, but no scaling yet.
I hope that Ofir has the text `The next version of ... will do this' mapped
to an F-key, as it must save him a lot of typing on most postings :-)

Unfortunately, the `next version' of most things doesn't actually reach
most users (MultiTOS, SpeedoGDOS, Timeworks for Falcon, TOS 5, ...)

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

771. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 10:08:59 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoAplz.2B4@barclays.co.uk>
Source record: 189146

In article <9404142054.AA00847@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (John Hutchinson) writes:
|> krasel@alf.biochem.mpg.de (Cornelius Krasel) said:
|>
|> > Fuzzy Logic (erkamp@titan.arc.ab.ca) wrote:
|> > : I do recall that there was a ram disk you could install that did compression on
|> > : the fly. Unfortunately I don't recall the name.
|> >
|> > I think MaxiDisk will do that. Available from almost any decent Atari ftp
|> > site.
|>
|> You are getting off track here, gentlemen. The original poster asked about
|> an Atari utility similar to 'RAM Doubler' for the Mac. That utilty fools the
|> machine into thinking it has twice as much _RAM_ than it actually does. It
How does it work? Does it slave to disk like a mini virtual RAM system or what?

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

772. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 11:03:17 UTC
From: 1gross@rzdspc5.informatik.uni-hamburg.de
Message-ID: <2ols9l$m04@rzsun02.rrz.uni-hamburg.de>
Source record: 189147

Hello everybody,

: >In article <dbyfield.15d9@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca
: >(Douglas Byfield) writes:
: >>According to a short blurb in one of the ST mags, SMS2 is a totally new
: >>OS and is NOT compatible with any existing TOS based software.

I think that none of you has ever read this article in the >german<
magazine "ST-Computer" 4/94. I did.
Hey, do you believe every article in the april-issue of a magazine?
Don't you think that it would be more than ignorant to create an OS
that is compatible to nothing? However, there are many other features
in this advertising that are too good to be real.
Nevertheless, if this thing did exist, I would apologize to the
author.

Ciao,
Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

773. Re: LHA3.TOS

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 11:10:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <199404151310.a16717@s2.maus.de>
Source record: 189148

A>Anyways, if anyone has any ideas, let me know. Since Geneva and Lharc
A>are both useful items, I'd hate to do with either one

The next release (3.01) should work with Geneva, just wait some more days. If this release won't work then there are some incompatibilities in Geneva.

Warm regards from a cold and rainy germany,
Criss...

774. reclaiming Spectre partition

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 11:34:20 UTC
From: tonino@dutian.twi.tudelft.nl
Message-ID: <CoAtH9.683@dutiws.twi.tudelft.nl>
Source record: 189149

I have a 20MB disk partioned into logical drives C and D. Partition D
is a Spectre partition; partition D is TOS. My question now is: How can
I make partition D available to TOS again without having to reformat
the entire physical unit. The Spectre program won't do this. I also
have tried to zero drive D by the HDX program which didn't work either.

Thanks for your answer,

Hans Tonino
|> ********* HHH A A N S S *** <|
| * H H A A A N S S S * * |
| * H H A A A N S S S * * |
| * HHH A A N S S *** |
| |
+--- email: H.Tonino@cs.tudelft.nl ---------- What's in a name? ---+

775. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 12:09:19 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1709@usdtsg.DaytonOH.NCR.COM>
Source record: 189150

In article <H.eg.nTXIxoV0xNw@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <1994Apr7.093817@cs.man.ac.uk>, David Oldcorn writes:
[STuff deleted]

>For monochrome systems, there's mgif, which is surprisingly fast, and
>does a great job of displaying them. It's about as fast loading a JPEG
>as it is loading a GIF!
>
>Sorry to chip away at my reputation as a nay-sayer... ;-)

Geez, Chris, there goes my theory of a stable world ;-)

>> There is also the fact that you need a lot of memory to do the job... with
>> most ST's out there still only 1 Meg, it would be tricky to do any picture of
>> reasonable size.
>
>I've got 4M in my machine, so your mileage may vary with mgif.

I think his point of memory can be taken, depending on the
method used by the picture viewer. Take Gemview for instance - it
tries to create (within the confines of the graphics mode) an exact
display of the picture - so if the display takes up 3megs, then
3 megs for the picture are needed. I've tried a couple JPGs that
had like 1024x768 dimensions, and I had to boot up almost totally
clean to load it into Gemview (this is on a 4meg MSTe)...

On the other hand, there are programs like Mgif and Photochrome,
where it decides how much of the picture to display as it's loading,
so that really the only memory being used is enough to display
a representation of the picture. That is why (at least with
Photochrome) you can load GIFs that are quite large. That is also why
I could view said GIFs on my 8bit some time ago (at least those
I had enough room on the disk for :-)

Speaking of Photochrome, I just downloaded version 4 from GEnie.
It says in the docs that on a MSTe it will automatically switch to
16mhz/cache to load the picture, and back to 8mhz to view it.
Unfortunately, it doesn't seem to do the latter part on my MSTe :-(
It's a TOS 2.06/USA roms system. Anyone have any ideas?

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

776. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 12:36:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoAwDG.Hw7@barclays.co.uk>
Source record: 189201

```
In article <2ols9l$m04@rzsun02.rrz.uni-hamburg.de>,
1gross@rzdspc5.informatik.uni-hamburg.de (Stephan Gross) writes:
|> Hello everybody,
|>
|> : >In article <dbyfield.15d9@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca
|> : >(Douglas Byfield) writes:
|> : >>According to a short blurb in one of the ST mags, SMS2 is a totally new
|> : >>OS and is NOT compatible with any existing TOS based software.
|>
|> I think that none of you has ever read this article in the >german<
|> magazine "ST-Computer" 4/94. I did.
|> Hey, do you believe every article in the april-issue of a magazine?
|> Don't you think that it would be more than ignorant to create an OS
|> that is compatible to nothing? However, there are many other features
|> in this advertising that are too good to be real.
|> Nevertheless, if this thing did exist, I would apologize to the
|> Author.
Get appologising then :-) I know people who have had demos at computer shows
and it has been shown including screen shots on diferent platforms in various
non-april issue of other magazines.
ilure.
Personally, I think the whole idea is ludicrous and doomed to failure
--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

777. Re: [HELP] Falcon Bugs (VT52)??

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 12:50:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoAx0y.F99@cix.compulink.co.uk>
Source record: 189202

In message <1994Apr15.092632@cs.man.ac.uk>, oldcornd@cs.man.ac.uk said:
>
>There is a major bug in the Falcon's console output, in that any output
>wrapping round the end of the last line on the screen causes it to forget
>to do the carriage return. I haven't used MultiTos much, but if I remember
>rightly this bug is fixed for it.
>
>As far as I've seen, save/restore cursor still work. Remember, some of
>the other escape sequences use save/restore, and may disturb stored
>values. This may also occur if you cause the screen to scroll while the
>position is saved.

The best solution is to install NVDI. This cures the problem.

Ofir ogal@cix.compulink.co.uk

778. Q: What's the latest version of minix for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 12:59:55 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CoAxFw.BBu@cs.vu.nl>
Source record: 189203

```
And what is it's use?

thanks in advance,

Ivo.
```

779. Re: Speeding floppy->hardrive tran

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 13:13:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404151513.a6579@pb2.maus.de>
Source record: 189204

In article <A7672@AC2>, yammouni@vaxc.cc.monash.edu.au (DAVID YAMMOUNI) typed:

Hi there!

DY>have an ADSCSI host adaptor with a Quantem ELS 127s harddrive and I
DY>find that copying files from floppy to any partition above D or E
DY>takes forever!

IMHO the best and safest way to improve your harddisk performance is to install Tos 1.04 or higher in your mashine. It gives an overall boost in disk speed.

When I upgraded my first MegaST from 1.02 (Blitter-Tos) to 1.04 and later to KAOS 1.4x, the gain in performance was remarkable.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

780. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 13:13:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404151513.a6578@pb2.maus.de>
Source record: 189205

In article <A7378@AC2>, abarbiero@delphi.com (abarbiero) typed:

Hi!

A>well. I was curious if they were coming along with programs to run
A>disks like Microsoft Bookshelf or the Encarta disk. Running the

That would be really cool.

IMHO the retrieval-software for those CDs is on the CD itself and that is the problem. I don't think there is a software for Atari which can play this multi-media data on our machines.

Would it be possible to access the player-soft from a PC-emulator installed in an Atari?

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

781. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 14:10:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404151333.AA00909@ilmen.lanl.gov>
Source record: 189206

In c.s.a.s. Iain.Laskey@barclays.co.uk said:

> How does it work? Does it slave to disk like a mini virtual RAM system or what?

To be honest, I don't really know just how RAMdoubler on the Mac actually works. It is NOT a Virtural Memory design, however. Basically it has to do with the fact that Macs waste a _lot_ of memory in each application. An application may 'need' a total of 2 or 3 Mb to run, but only a portion (like half?) of that is generally needed at one time. Somehow RAMdoubler frees up that unused RAM and redistributes it to the various applications that are running. Keep in mind that System 7 powered Macs multitask by default... you can't turn it off like you could in early System 6 versions.

Like I say, I'm not sure how it was done, but it's a clever hack. Of course, it evidently does have trouble with some apps so it's not perfect. What is?

I'd still like to see this on the Atari, though!

-Hutch- @ Fair Dinkum Tech

782. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 14:14:59 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404151338.AA00913@ilmen.lanl.gov>
Source record: 189207

In c.s.a.s. sebelt01@starbase.spd.louisville.edu () said:

> To be concise: I'm interested in hacking/phreaking programs for the Atari
> ST(e). Please UUencode and mail any programs and source code that you may
> have. When I have collected a significant amount of these programs, I will
> make them available to anyone interested. Thanks.

Oh good, just what we need. Another anonymous Atari CRIMINAL in the making!

Grrrrr.

-Hutch- @ Fair Dinkum Tech

783. Re: TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 14:18:00 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2daeb06e@cindy.ct.se>
Source record: 189208

```
>> SC> You could try using the 'Revenge Doc Displayer' (RDD3) it should be
>> on SC> atari.archive.umich.edu by now (RDD320.ZIP).... but then again I
>> would SC> say that 'cause I wrote it...! It works well with Terradesk, I
>> use it SC> with 1.36 and experience no problems.
>> SC>
>> Ok! I will.
>> I have it on my BBS so i will test it right away.. Thanx for the info
>> mate!
SC>
SC> No problem, if you have any questions (or requests) about the RDD then
SC> please contact me (email preferably) and I'll see what I can do.
SC>
I sure will ;)

Grtz from Sweden:

_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

784. Falcon Games List! (it still grows..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 14:18:46 UTC
From: zcam1121@rpool3.rus.uni-stuttgart.de
Message-ID: <2om7o6$1n05@info2.rus.uni-stuttgart.de>
Source record: 189209

```
FALCON 030 - LIST OF GAMES
==========================

Compiled by Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
Last Update: 04/15/94
Titles: 595

-----------------------------------NEWS-----------------------------------
All new entries are marked with a "*" in front of their name! All games
supporting higher resolutions have a "^" in the "C"-row now!
I have added many titles from Richard Karsmakers great ST-News-List!
(Sorry no Backward settings...)
--------------------------------------------------------------------------

ST: Status. "PD" - Public Domain, Freeware, Postcardware etc.
"SH" - Shareware, Dongleware, Poolware etc.
"C1" - Commercial, newer games (full-prize).
"C2" - Commercial, older games (some of them reappeared in
Compilations, others are available as low-budget games,
many of them aren't available any more).

C: Compatiblity. "-" - The game does never run on F030.
"+" - The game runs with ST-Emulators like Backward etc.
"!" - The game runs without modifications (in ST-Low)!
Falcon games and some GEM based games may run in higher
resolutions.
An additional "^" means: Game does also run in higher
resolutions than ST-Low or ST-High!

MHZ: Mhz-rate of 68030 (and Blitter). "8" - 68030 with 8 MHz.
"16" - 68030 with 16 MHz.
This row (and the following) aren't important for games with
Compatibility = "!". These are the switches for the ST-Emulators.

DC: Data cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.

AC: Adress cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.

STE: STE-Bus-Mode. "-" - STE-Bus-Mode is not needed.
"+" - STE-Bus-Mode must be switched ON.

SND: Sound. "-" - The game has no sound on F030.
"+" - The game has slightly distorted sound with ST-Emulation.
"!" - No problems with sound on F030.
```

HD?: Harddisk installation?. "+" - The game can be installed on HD.
"-" - HD-Installation is not possible.

A "?" means: unknown.
"*" in front of the name: new entry!
">?<" means: Info maybe wrong (conflicting reports)!

NAME ST C MHZ DC AC STE SND HD?

1943 C2 ! - - - - ! ?
3D Pool C1 + 16 + + + ! ? 50 Hz only!
8-Ball C2 + ? ? ? + ? ? (switches unknown)
ABCtris 1.2 SH ! - - - - ! + Monochrome, german.
*Action ST ?? - ?
Afterburner C2 - ?
Airball C2 + ? ? ? + ? ? (switches unknown)
Airborn Ranger C2 - ?
Airbus A320 USA C1 ! - - - - ! + RGB only!
Air Warrior PD ! - - - - ! + ST-Med (Genie-Online)
*Alien Fires ?? - ?
Alien Syndrome C2 ! - - - - ! -
Alternate Real.: City C2 ! - - - - ! ?
Amberstar C1 - +
Anals of Rome C2 ! - - - - ! ?
Ancient Art of War C1 + ? ? ? ? ! ? (switches unknown)
Another World C1 + 16 + + + + +
Aquanaut C2 - ?
Archer Macleans Pool C1 + 16 ? ? + ! ?
Archipelagos C2 - ?
*Arctic Fox C2 - ?
Arkanoid C2 - ?
Arkanoid II C2 + - - - - ! - (switches unknown)
Armor Geddon C2 - ?
*Artificial Dreams C2 ! - - - - ! ?
Attack of Mutant Cam. SH + 16 + + + ! +
Auto Duel ?? ! - - - - ! ? >?<
Baal C2 + 16 ? ? + ! -
Backlash C2 + 8 - - + ! ?
Badlands C2 ! - - - - ! ?
*Balance of Power C2 ! - - - - ! ?
Ballerburg SH ! - - - - ! + (german)
Bang! ?? ! - - - - ! ?
*Barbarian (Psygnosis)C2 - ?
Barbarian (Palace) C2 + 16 + + + ! -
Bard's Tale C2 + 16 + + + ! +
Batman C2 - -
BatSub PD ! - - - - ! +
*Battle Chess C1 ! - - - - ! ?
Battle for the Throne ?? ! - - - - ! ?
Battle Hawks 1942 C2 - -
Battletech C2 ! - - - - ! ?
Battletris PD ! - - - - ! +

Battlezone C2 ! - - - - ! ?
Better Dead Th. Alien C2 ! - - - - ! +
Beyond Zork C2 + 8 - - + ! ?
*Bio Challenge C2 - ?
Bionic Commando C2 - ?
*Black Cauldron C2 ! - - - - ! ?
Blackhole PD ! - - - - ! + Falcon game. VGA only.
Black Lamp C2 - ? >?<
Blastaball C2 - ?
Blasteroids C1 ! - - - - ! ? (not Image Works!)
Block Out C2 ! - - - - ! ?
Blood Money C2 + ? ? ? + ! - >?< (switches unknown)
Bloodwych C1 ! - - - - ! - >?<
Bloody Run SH - + (german)
Blue Max C1 + 16 ? ? ? ! ? (switches unknown)
Bomb Jack C2 + 16 ? ? + ! -
Bombuzal C2 + 16 ? ? + ! - Line F - Emulation
Borodino C2 ! - - - - ! ? fast!
Boulderdash C2 ! - - - - ! -
*Brataccas C2 + ? ? ? + ? ? (switches unknown)
Breach C2 ! - - - - ! ? >?<
Breach 2 C2 - ?
Breaknoid ?? ! - - - - ! ?
Bubble Bobble C2 - ?
Bubble Trouble C2 ! - - - - ! +
Buggy Boy C2 ! - - - - ! + fast!
Bureaucrazy C2 ! - - - - ! + 8 Mhz recommended
Cadaver C1 + ? ? ? + ! - (switches unknown)
Caesar SH ! - - - - ! + (german)
California Games II C1 ! - - - - ! -
Campaign C1 ! - - - - ! +
*Cannon Fodder C1 + 16 + + + ! -
Captain Blood C2 - ?
Captive C2 - -
Carrier Command C2 + 16 - - + ! + Move PMMU & Screenadress
*Centipede ?? + ? ? ? + ? ? (switches unknown)
CBZone PD ! - - - - ! + Monochrome
Challenge Golf ?? - ?
Champions. Wrestling C2 - ?
Chaos Engine C1 - -
Chaos Strikes Back C1 ! - - - - ! +
*Chariots of Fire C2 - ?
Chess Champion 2175 C1 ! - - - - ! ?
Chessmaster 2000 C2 - -
Chopper X C2 ! - - - - ! ?
Chronoquest C2 + 16 ? ? + ! ?
Chronos C2 - ?
Chuckie Egg C2 ! - - - - ! +
Circus Attractions C2 - ?
Civilization C1 ! - - - - ! + newer, patched version!

Cloud Kingdoms C1 + ? ? ? ? ? ? (switches unknown)
Cold Revenge SH ! - - - - ! +
Colonial Conquest C2 ! - - - - ! + GEM
*Colorado C2 - ?
Columns SH ! - - - - ! + Falcon game. RGB only.
Conquest SH !^ - - - - ! + GEM
Cosmic Pirates C2 - ?
Crackdown C2 + ? ? ? ? ? ? (switches unknown)
Crack'ed C2 - ?
Crafton & Xunk C2 - ?
Crash Garrett C2 ! - - - - ! ?
Creatures C1 - -
Crystal Castles C2 ! - - - - ! + >?<
Crystal Cave PD - + Monochrome (german)
Cudlee's Quest C1 + 16 + + + ! ?
Curse of the Azure B. C1 ! - - - - ! +
Cutthroats C2 ! - - - - ! +
Cyberdrome C2 ! - - - - ! ?
Cybernetix SH + 16 + + + ! +
Cybernoid C2 ! - - - - ! -
Cybernoid II C2 - ?
Dark Castle C2 ! - - - - ! ?
*Dark Century C2 - ?
DC Snowball Fight PD + 16 + + + ! +
Deadline C2 ! - - - - ! +
Deathbringer C2 ! - - - - ! ?
*Debut C2 - ?
*Deep Space C2 + ? ? ? + ? ? (switches unknown)
Defender of the Crown C2 - -
Deflektor C2 - ?
Deja Vu C2 ! - - - - ! +
*Deja Vu II C2 ! - - - - ! +
*Delta Patrol C2 - ?
Demolition Man C1 ! - - - - ! ?
Demon's Winter C2 ! - - - - ! ?
Des Lasers et les Hom.SH ! - - - - ! + Falcon game. V1.0
Desolator C2 - ?
*Diablo C2 ! - - - - ! ?
*Disciples of Steel C2 + ? ? ? + ? ? (switches unknown)
Dogfight C1 - ?
Dom 1.0 SH ! - - - - ! + Monochrome, german.
Double Dragon C2 - -
Drachen PD ! - - - - ! + (german)
Dragon Breed C1 + ? ? ? ? ? ? (switches unknown)
Dragonflight C1 - +
*Dragon's Breath C2 ! - - - - ! ?
Dragons of Flame C2 - ?
Drakkhen C2 - ?
Dropix ST C1 ! - - - - ! ?
*Dungeon Adventure 5.2?? ! - - - - ! ?

Dungeon Master C1 ! - - - - ! ?
Dynablasters C1 + ? ? ? ? ? ? (switches unknown)
Dynabusters SH ! - - - - ! + RGB only/german samples
Eco C2 ! - - - - ! ?
Elf II C1 + 16 ? ? + ! -
Eliminator C2 - ?
Elite C2 ! - - - - ! ?
Elite II - Frontier C1 ! - - - - ! +
*E-Motion C2 - ?
Empire C2 ! - - - - ! + V2.0, ST-Med/High
Empire Strikes Back C2 - ?
Enchanted Land C2 - -
Enduro Racer C2 ! - - - - ! ?
Epic C1 ! - - - - ! ? >?< Maybe: FPU needed!
Escape PD ! - - - - ! + (german)
Exolon C2 ! - - - - ! ?
*Exotic C2 ! - - - - ! + Monochrome, german
Extensor C2 ! - - - - ! ? Wrong colors!
F15 Strike Eagle C2 - ?
F16 Falcon C1 - ? :-(
F19 Stealth Fighter C1 + ? ? ? + ! ? (switches unknown)
F29 Retaliator C2 - ?
Falctron PD ! - - - - ! + Falcon game.
*Fed. of free Traders C2 - ?
Fighter Bomber C1 - ?
Fire Brigade C2 ! - - - - ! ? fast!
Fish! C2 ! - - - - ! +
Flames of Freedom C2 ! - - - - ! -
Flight Simulator II C2 ! - - - - ! ?
Formel 1 ST SH - +
Formula One GP C1 + 16 ? ? ? ! + (switches unknown)
Foundation Waste C2 ! - - - - ! ?
Frogger PD - +
Full Metal Planete C2 + 16 ? ? + + -
*Fuzzball C2 - ?
Galdragon's Domain C2 + 16 ? ? + ! - >?<
Gauntlet II C2 + ? ? ? + ? - (switches unknown)
Gauntlet III C2 + 16 ? ? + ! -
GEM-Nethack PD !^ - - - - ! + GEM
GFL Champ. Baseball C2 + 16 ? ? + ! ?
Ghosts & Goblins C1 + ? ? ? + ? ? (switches unknown)
*Gnome Ranger C2 - ?
GNU-Chess PD !^ - - - - ! + GEM
Goal! C1 - ?
Gobliiins C2 - ?
Gobliins 2 C1 + 16 - - + + -
Gods C1 + 8 - - + ! -
Golden Island C1 ! - - - - ! ? Falcon game.
*Gold of the Americas C2 - ?
Goldrunner C2 ! - - - - ! -

*Goldrunner II C2 ! - - - - ! ? Maybe: RGB needed.
Goldrush C2 ! - - - - ! +
*Go-Up PD ! - - - - ! +
Grand Prix 500cc C2 - ?
*Gravity SH - ?
Great Battles C2 ! - - - - ! ?
Great Courts II C1 + 16 + + + + +
Great Giana Sisters C2 - +
Gremlins C2 + 8 - - + ! ?
*Gridiron C2 - ?
Guild of Thieves C2 ! - - - - ! +
Gunship C1 + 16 + + + ! + Old Screenadress
HacMan II SH ! - - - - ! +
Hardball C2 - ?
Hardcore (Demo) SH + 16 + + + ! + Waaah!
Harrier Assault C2 ! - - - - ! ?
Hawkeye C2 + ? ? ? + ? ? (switches unknown)
*Hero C2 - ?
Heroes of the Lance C2 ! - - - - ! ?
Heroquest C2 + 8 - - + ! -
Hillsfar C2 ! - - - - ! +
Hitchhikers Guide to..C2 ! - - - - ! +
Hole in One C2 + ? ? ? + ? ? (switches unknown)
Hollywood Hyinx C2 ! - - - - ! +
*Home Casino C2 ! - - - - ! ?
Hopper C1 ! - - - - ! ?
Hostages C2 - ?
*Hot Shot C2 - ?
Hoyles Book o.Games I C2 ! - - - - ! ? fast!
Huang Shi SH ! - - - - ! + Monochrome (german)
Humans (Dino Dudes) C1 ! - - - - ! ? Falcon game, unreleased
Hunter C1 + ? ? ? + ? ? (switches unknown)
Hunt for Red October C2 + 16 + + + ! ?
*I, Ball C2 ! - - - - ! ?
Ico's Revenge SH ! - - - - ! + Monochrome, german.
Ikari Warriors C2 ! - - - - ! - Speaker turns on...
*Immortal, The C2 - ?
Imperium C1 + ? ? ? + ? ? (switches unknown)
Imperium (Shareware) SH ! - - - - ! + (german)
Impossible Mission C2 - ?
Impossible Mission II C2 ! - - - - ! ? >?<
Indiana Jones (Adv) C1 ! - - - - ! +
Indiana Jones (Action)C2 - ?
*Infestation C2 - ?
Infidel C2 ! - - - - ! ?
Infinity One C1 ! - - - - ! ?
Insectoid 512 ?? + 16 + + + ! ?
Int. Karate + C2 - -
Int. Sports Challenge C1 ! - - - - ! -
Interphase C2 + 8 - - + ! - Flickering Colors!

Invaders PD - +
Ishar C1 ! - - - - ! + Falcon version.
Ishar II C1 ! - - - - ! + Falcon version.
Ishar III C1 ! - - - - ! ? Falcon game, unreleased
*James Pond C2 + ? ? ? + ? ? (switches unknown)
James Pond 2: RoboCod C1 - ?
*Jeopardy C2 ! - - - - ! ?
Jet C2 ! - - - - ! +
*Jimmy White's SnookerC1 ! - - - - ! ?
*Jinxter C2 ! - - - - ! ?
*Joan of Arc C2 ! - - - - ! ?
Joe Blade C2 ! - - - - ! ?
Journey to Center o.E.C2 ! - - - - ! ? fast!
Joust 1.01 PD ! - - - - ! + 50Hz recommended (fast)
*Jupiter Probe C2 - ?
*Kamikaze Chess ?? ! - - - - ! ?
Karate Kid C2 + 8 - - + ! ?
Kick Off 2 C1 + 16 + + + ! - 8 MHz recommended
Kid Gloves 2 C2 + 16 ? ? + ! -
Kid Kong ?? + 8 - - + ! ? Any Backward options
Kid Krazy C1 ! - - - - ! ?
Killing Cloud C1 - ?
*Killing Game Show C1 - ?
*Kings Quest II C2 ! - - - - ! +
Kings Quest IV C2 ! - - - - ! +
Klax C2 ! - - - - ! -
Klondike C2 ! - - - - ! ?
Knightmare C2 + ? ? ? + ? - (switches unknown)
Knight Orc C2 + 16 ? ? + ! ?
Knights of the Sky C1 ! - - - - ! + fast!
Kong SH + ? ? ? ? ! + (switches unknown)
Lands of Havoc C2 - ?
Larry I C2 ! - - - - ! +
Larry II C1 ! - - - - ! +
Larry III C1 ! - - - - ! +
Last Arcadian PD + 16 - - + ! + 8 MHz recommended
Lazer Zoom C1 ! - - - - ! ? Falcon game
Leaderboard Golf C2 ! - - - - ! ?
Leather Goddesses o.P.C2 ! - - - - ! +
Leathernecks C2 + ? ? ? + ? ?
*Leavin' Teramis C2 - ?
Legend of Faerghail C2 ! - - - - ! + >?<
Legend of the Sword C2 + 16 ? ? + ! ?
Legend of Valour C1 ! - - - - ! ?
Lemmings C1 + 8 - - + ! - >?< Timer A
Lemmings II (Tribes) C1 + 8 - - + ! - Move PMMU & Screenadress
Lethal Weapon C1 ! - - - - ! -
*Lethal XCess C2 - ?
Liberator C2 ! - - - - ! ?
Life & Death C2 ! - - - - ! ?

*Line Attack C2 ! - - - - ! ?
*Little Comp. People C2 ! - - - - ! ?
Llamatron SH ! 8 - - + ! +
Llamazap C1 ! - - - - ! ? Falcon game, unreleased
Loc. Crisslefridge PD - +
Lode Runner C2 - ?
Lombard RAC Rally C2 + 8 - - + ! - Best compatibility!
Loom C2 ! - - - - ! +
Lost Patrol C2 ! - - - - ! ?
Lotus Esprit Turbo C. C2 - ?
Lotus Esprit T.C. 2 C2 - ?
Lotus Esprit T.C. 3 C1 + ? ? ? ? ? ? (switches unknown)
Lure of the Temptress C1 - ?
M1 Tank Platoon C2 + 8 - - + ! + Best Compatibility
Mad Dog Williams C2 ! - - - - ! ?
Madtris SH ! - - - - ! + Falcon game. RGB only.
Magic Boy C1 + 8 - - + - ?
*Magic Pockets C2 + ? ? ? + ? ? (switches unknown)
Major Motion C2 ! - - - - ! ? 8 Mhz recommended
Maniac Mansion C2 ! - - - - ! +
Mariant PD ! - - - - ! +
Masterblazer C2 - -
McMinos SH ! - - - - ! + (german)
*Mean 18 C2 - ?
Megalomania C2 - ?
Megaroids PD ! - - - - ! +
Megatron PD ! - - - - ! +
Menace C2 - ?
Mercenary C2 - ?
Metal Mutant C2 + 8 - - + ! - Timer A
Metrocross C2 ! - - - - ! - Graphic problems
MidiMaze SH ! - - - - ! +
MidiMaze II SH ! - - - - ! + Erase the music file!
*Midwinter C2 + ? ? ? + ? ? (switches unknown)
Midwinter II C2 - -
Mig 29 Superfulcrum C1 + ? ? ? + ? ? (switches unknown)
Millenium 2.2 C1 - ?
Mini F1 SH ! - - - - ! - Falcon game.
Missile Command C2 ! - - - - ! +
Mission Elevator C2 ! - - - - ! ? fast!
Mission Genocide ?? ! - - - - ! ? 8 MHz recommended
Molecule PD ! - - - - ! +
Mont.Pythons F.Circus C2 + 16 ? ? + ! -
Moon Patrol C2 ! - - - - ! +
Moonmist C2 ! - - - - ! +
Moonshine Racers C1 + 16 ? ? + ! ? fast!
*Monster Business C2 - ?
Mortville Manor C2 ! - - - - ! -
*Motorhead C2 - ?
Mrs. Munchie ?? + 16 + + + ! ?

Mr. Tapper SH - + (german)
*Mudpies C2 + ? ? ? + ? ? (switches unknown)
Multi Briques SH + - - - - ! + Falcon game.
*Myth C2 ! - - - - ! ?
Mythos SH ! - - - - ! + (german)
Nebulus C2 - ?
Nigel Mansell's W.C. C1 + ? ? ? + ? ? (switches unknown)
Ninja Mission ?? + ? ? ? + ? ? (switches unknown)
Nitro C2 + 16 ? ? ? ! -
No Limit 2 SH ! - - - - ! +
No Second Prize C1 + ? ? ? + ! ? (switches unknown)
North Sea Inferno C2 ! - - - - ! - fast!
North & South C2 + 16 - - + ! -
Northstar C2 ! - - - - ! ?
*Nova PD ! - - - - ! +
Obliterator C1 - ?
*Odysseus 4.0 C2 ! - - - - ! + Mono, GEM (german)
Ogre C2 - ?
Oids C2 + ? ? ? + ? ? (switches unknown)
Oil Imperium C2 ! - - - - ! ? You can't save a game
Onslaught C2 - ?
*Oo-Topos C2 ! - - - - ! ?
Operation Jupiter C2 + 8 - - + ! - Best compatibility
Operation Lemmos SH - + (german)
Orion's Run SH ! - - - - ! + 8 Mhz recommended
Out Run C2 - ?
Overlander C2 + 16 ? ? + ! ?
Overlord C2 ! - - - - ! ?
Oxyd I & II SH ! - - - - ! + Monochrome
Oxyd Magnum C1 ! - - - - ! + Falcon version.
P47 Thunderbolt C2 + ? ? ? + ? ? (switches unknown)
Pacland C2 ! - - - - ! ?
*PacMan PD ! - - - - ! ? (Sinister Development)
PacMan on E's SH ! - - - - ! +
Pac-Mania C2 + ? ? ? + ? - (switches unknown)
PacMen PD - +
Paladin C2 ! - - - - ! ?
*Pandora C2 ! - - - - ! ? Graphic problems
Paperboy C2 - ?
Paradroid 90 C2 - ?
Parasol Stars C1 + ? ? ? + ? ? (switches unknown)
Patience SH !^ - - - - ! + Monochrome (german)
Patrizier C1 - +
Peking (Color) PD ! - - - - ! + (german)
Pengy PD + ? ? ? + ! +
Phantasie III C2 ! - - - - ! ?
Pharao C2 ! - - - - ! -
*Pinball Dreams C1 ! - - - - ! ? Falcon game, unreleased
Pirates! C1 + 8 - - + ! + -> newer version!
Platonix SH ! - - - - ! +

Planetfall C2 ! - - - - ! +
Plutos C2 ! - - - - ! +
Pool Billard SH - + (german)
Populous C2 - ?
Populous II C1 + ? ? ? + + + (switches unknown)
*Powermonger C1 - ?
Powerdrift C2 + 8 - - + ! ? Best compatibility
Power Tower PD - -
*Prehistoric Tale C2 - ?
Premium Mah Jongg II SH ! - - - - ! + (german)
Prohibition C2 ! - - - - ! ?
Psion Chess C2 ! - - - - ! +
*Purple Saturn Day C2 - ?
Push Over C1 ! - - - - ! ?
*Puzzle Pack ?? ! - - - - ! ?
Quest for Time Bird C2 - ?
Questron II C2 ! - - - - ! ?
R.A.I.D. ?? ! - - - - ! ?
Railroad Tycoon C1 + 16 + + + + + crashes sometimes
Rainbow Islands C2 - ?
Rampage C2 ! - - - - ! -
Ranarama C2 - ?
Rayoid SH ! - - - - ! +
Reach for the Skies C1 ! - - - - ! + >?<
Real Ghostbusters C2 ! - - - - ! ?
*Resolution 101 C2 ! - - - - ! ?
Return of the Jedi C2 ! - - - - ! ?
*Return to Genesis C2 - ?
Revenge of Mutant C. SH + 16 + + + ! +
Rick Dangerous C2 - ?
*Rick Dangerous II C1 ! - - - - ! ?
Risk SH ! - - - - ! ? fast!
Risky PD ! - - - - ! + Monochrome
River of No Return PD - +
Robocop C2 + ? ? ? + ! ? Corrupted Screen
Robocop 2 C2 + ? ? ? + ? - (switches unknown)
Robotron 2084 C2 + 8 + + + ! ?
Robot War 0.96 SH ! - - - - ! + Monochrome
Robozone C2 + ? ? ? + ? ? (switches unknown)
Rockford C2 ! - - - - ! ?
Rock 'n' Roll C2 - ?
Rogue PD ! - - - - ! + fast!
Rogue II SH ! - - - - ! + fast!
R-Type C2 + ? ? ? + ? - (switches unknown)
Sapiens C2 - ?
*Scrabble Deluxe C2 ! - - - - ! ? fast!
Secret of Monkey Isl. C2 ! - - - - ! +
Sensible Soccer C1 + 16 - - - ! -
*Sentinel C2 - ?
Setz Ab PD ! - - - - ! + Monochrome (german)

*Seven Gates of Jamb. C2 - ?
Shadowgate C2 - ?
Shadowlands C1 - ?
Shadowlord C2 ! - - - - ! ?
Shadow of the Beast C2 - ?
Shanghai PD !^ - - - - ! + GEM
Sherman M-4 C2 - ?
Shift I & II SH ! - - - - ! + Monochrome (german)
Shocker 2 SH ! - - - - ! + Monochrome (german)
Shoot'em up Const.Kit C2 + 16 ? ? + ! ?
*Shufflepuck Cafe C2 - ?
Sidewinder C2 - ?
Sim City C1 ! - - - - ! + (GEM)
Skate C2 + 16 ? ? + ! ?
Skulldiggery C2 + ? ? ? + ! ? >?< (switches unknown)
*Skweek C2 - ?
Sky Chase C2 ! - - - - ! - fast!
*Skyfox C2 - ?
*Sleeping Gods lie C2 - ?
Sleuth C1 ! - - - - ! ?
Solomon's Key C2 - ?
Sorcerer C2 ! - - - - ! ?
Space 1889 C2 + 8 - - + ! - Timer A
Space Ace C2 - ?
Space Crusade C2 ! - - - - ! ? >?<Press fire at begin.
Space Junk C1 ! - - - - ! ? Falcon game, unreleased
*Space Port C2 - ?
Space Quest I C2 ! - - - - ! +
Space Quest II C2 ! - - - - ! +
Space War 2000 PD - -
Space War 2400 C2 ! - - - - ! ?
Spacewar PD ! - - - - ! +
Spacola C2 ! - - - - ! ? Monochrome, german.
Special Forces C1 - ?
Speedball C2 ! - - - - ! -
Speedball II C2 + 8 - - + ! -
Spellbound C2 - ?
*Spellbreaker C2 ! - - - - ! ?
Spider-Man (Adv.) C2 ! - - - - ! ?
Spitting Image C2 + 16 ? ? + ! ?
Star Fleet I ?? ! - - - - ! ?
Starflight C2 + ? ? ? + ? ? (switches unknown)
Starglider C2 - ? >?<
Starglider 2 C2 + ? ? ? + ? ? (switches unknown)
StarNukers ?? ! - - - - ! ? ST-Med
StarQuake C2 ! - - - - ! -
Star Raiders C2 ! - - - - ! ?
Starray C2 - ?
Star Trek - Klingon W.SH + 16 + + + ! +
*Star Wars C2 + 16 + - - ! ?

```
Stationfall C2 ! - - - - ! +
Steel Empire C1 ! - - - - ! +
Steel Talons C1 ! - - - - ! ? Falcon game, unreleased
Stellar Crusade C2 ! - - - - ! ?
ST Invaders C1 ! - - - - ! ?
*ST Karate C2 - ?
Stone Age C1 ! - - - - ! + Dino-game!
Stone Age Deluxe SH ! - - - - ! ? Boulderdash-clone!
*ST Pool C2 - ?
*Stratego C2 ! - - - - ! ? RGB only.
Street Fighter C2 - ?
Street Fighter II C1 ! - - - - ! -
Strip Poker C2 ! - - - - ! ?
Strip Poker II C2 - ?
*ST Soccer C2 + ? ? ? + ? ? (switches unknown)
Summer Games C2 + 8 - - + ! - Best compatibility
Sundog C2 - ?
Super Breakout PD ! - - - - ! + Monochrome.
Super Cycle C2 - ?
Super Sprint C2 ! - - - - ! - >?<
Suspended C2 ! - - - - ! +
Switchblade C2 - ?
Take Two PD ! - - - - ! + (german)
Talespin C2 - ?
Tanglewood C2 - ?
Tass Times in Toont. C2 ! - - - - ! +
Team Yankee C2 ! - - - - ! ?
Teenage M.H.Turtl. II C1 + 16 ? ? + ! ?
Terrorpods C2 - -
The Crypt C2 + 8 - - + ! - Best compatibility
Their finest Hour C1 ! - - - - ! + fast!
*The Kristal C2 ! - - - - ! ?
The Pawn C2 ! - - - - ! ?
Thurg & Murg SH ! - - - - ! +
Time Bandits C2 ! - - - - ! ?
*Time & Magic C2 - ?
Titanen der See SH !^ - - - - ! + Monochrome (german)
TNT C2 + 16 - - + ! -
Topas SH ! - - - - ! + (german)
Tornado C1 ! - - - - ! ? Falcon game, unreleased
Total Eclipse C2 ! - - - - ! ?
Towers SH ! - - - - ! + Get patched version!
Traders C1 + 16 + + + ! +
Trailblazer II C2 ! - - - - ! -
Transarctica C1 ! - - - - ! - Falcon version.
Trinity C2 ! - - - - ! +
*Triple Yahoo 1.0 SH !^ - - - - ! + GEM
Turbo Outrun C2 + 16 ? ? + ! ?
Turrican I C2 - -
TV Sports Football C2 ! - - - - ! -
```

```
TV Sports League (?) C2 ! - - - - ! ?
Two-on-Two C2 + 8 - - + ! - Best compatibility
Typhoon Thompson C2 - ?
Ultima II C2 ! - - - - ! -
Ultima III C2 - ?
Ultima IV C2 ! - - - - ! -
UMS C2 ! - - - - ! ? GEM
UMS II C1 + 16 ? ? + ! + Changed Fill-Patterns
Uninvited C2 ! - - - - ! +
Universe II C2 - ?
Universe III C2 ! - - - - ! ?
U.N.Squadron C2 + ? ? ? + ? ? (switches unknown)
Uridium C2 + ? ? ? + ? ? >?< (switches unknown)
Utopia C1 - ?
Utopos SH - + STE only.
Vengeance of Excali. C2 ! - - - - ! ?
Vertical Mayhem PD ! - - - - ! + Falcon game. RGB only.
Vindicators C2 - ?
Virus C2 + ? ? ? + ? ? (switches unknown)
Vixen C2 ! - - - - ! ?
*Vroom C1 - ?
Walz SH ! - - - - ! + Falcon game.
Wargame Constr. Set C2 ! - - - - ! ?
Warhawk C2 ! - - - - ! ?
War in Middle Earth C2 ! - - - - ! -
Warlock C2 - ?
*Warp C2 - ?
Winglord SH ! - - - - ! +
Wings C2 - ?
Wings of Death C2 + 16 + + + + -
*Winnie the Pooh C2 ! - - - - ! ?
Winter Games C2 ! - - - - ! ?
*Wishbringer C2 ! - - - - ! ?
Wizball C2 - ?
Wonderland C1 ! - - - - ! +
World Snooker C2 - ?
Xenomorph C2 + ? ? ? + ? - (switches unknown)
Xenon C2 + ? ? ? + ? - (switches unknown)
Xenon 2 Megablast C1 - -
Xevious C2 ! - - - - ! ? Wrong Colors!
Xybots C2 + ? ? ? + ? ? (switches unknown)
Zak McKracken C2 ! - - - - ! +
Zany Golf C1 ! - - - - ! ? Bombs on exit.
Zool C1 - -
Zork I - Zero C2 ! - - - - ! +
Zynaps C2 ! - - - - ! ? Flickering Colors
------------------------------------------------------------------------------

Statistics:
Games which never run on F030 : 170 28.6 %
```

Games which run with ST-Emulators : 128 21.5 %
Games which run without Modifications: 297 49.9 %
There are 21 games especially done for the Falcon. With a ST-Emulator you
can run 70.4 % of the ST(E)-Games. In reality I expect ~65 %...

Some hints for ST-Emulators:

1.) If you get 2 Bombs, try the STE-Bus-Emulation-Mode.
2.) If you don't get correct sound, try to switch between "Timer A" and
"MFP"-Interrupt. Try "ST-Sound corrected".
3.) If your game is protected and doesn't load properly try to switch off
both caches and switch the CPU to 8 MHz.
4.) In Backward always use "TOS patched" and "STE-Bus-Mode". You have no
disadvantages when using them (well...nearly none).
5.) Set the Bootup-resolution to ST-Low. There are some programs which
allow you to alter the Non-Volatile-RAM of the Falcon.
6.) If you have TOS 4.01 try to get TOS 4.02 from Atari! Some games have
problems with the errors in TOS 4.01.
7.) Known ST-Emulators:
Backward - Lots of switches, nice GEM-Interface, options can be
switched while playing, the best!
Magi-Boot - The first ST-Emulator.
Gamefix - German STE-Emulator ("TOS-Disk"), nice.
VCB - Writes Bootsectors. Switches can be made while playing!
FBoot - Writes Bootsectors. Only Caches ON/OFF, CPU 8/16 MHz.
Falcon SX - ACC which allows to switch CPU 8/16 Mhz and Caches ON/OFF.

Do you have informations about another game? Do you have some corrections
for the list? -> EMail me! This list should be as big as possible and
therefore I need your help!

Please EMail me the following:
NAME: The name of the game.
STATUS: Is it PD, Shareware or Commercial?
COMPATIBILITY: Does it run on the F030? Perhaps with a ST-Emulator?
If a ST-Emulator is needed:
MHZ: Do you have to switch the CPU to 8 MHz?
CACHES: Do you have to switch the caches off?
STE-MODE: Do you have to switch to STE-Bus-Mode?
SOUND: Does the game have the proper sound on F030?
HD: Is it possible to install the game on harddisk?

Remember: All informations are subject to error! No warranty that the
given information is correct! I'm unable to test all the games in the list!

Feel free to spread this list wherever you want! But take care: Commercial
use of this list is prohibited! For example: publishing this list in any

magazine is not allowed (you have to contact me first)!

You can always get the latest copy of this list from:
ftp.uni-kl.de in /pub/atari/falcon, name: f_games_list.zip

Thanks to: Michael Papadopoulos, Thomas Binder, Ari, Kevin Grubb, Victor Bruhn, Andrew Hague, Patrik Sanfridsson, Christian Perle, Brian Baird, Dr. Bruce Noonan, Randall Kopchak, Brian Freeman, Steven Elliot, George Cubra, Meg Schwartz, Dan Ackerman, Jeff Ziolkowski, Ian Hodgson, Graig Graham, Carsten Tolkmit, Frank Doernenburg, Joost van der Leij, Patrik Sanfridsson, Stuart Denman, Warwick Allison, Richard Karsmakers and Jack Kitowicz!

If you have more informations about ST-games or corrections for the list, please EMail me:
Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
or higgi@yeti.faveve.uni-stuttgart.de

---

785. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 14:37:13 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2om8qp$29r@percy.cs.bham.ac.uk>
Source record: 189210

1gross@rzdspc5.informatik.uni-hamburg.de (Stephan Gross) writes:
>I think that none of you has ever read this article in the >german<
>magazine "ST-Computer" 4/94. I did.
> Hey, do you believe every article in the april-issue of a magazine?
>Don't you think that it would be more than ignorant to create an OS
>that is compatible to nothing? However, there are many other features
>in this advertising that are too good to be real.

I saw it demonstrated in January this year, which is slightly too
early to be an April Fool's joke!

But it's a waste of time, IMHO, as it is incompatible with TOS.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

786. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 15:01:04 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Apr15.160104.1@gst-soft.demon.co.uk>
Source record: 189211

TITLE: Re: Another multi-tasking OS for ST ?

> Nevertheless, if this thing did exist, I would apologize to the
> author.

You had better, because if you'd read one of my earlier posts
you would notice that we have it here!

Chris Wood
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

787. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 15:09:10 UTC
From: bartok@bnr.ca
Message-ID: <2omamm$qav@crchha60.bnr.ca>
Source record: 189212

In article <1994Apr14.075316.1@cc.curtin.edu.au>,
<zrollinso@cc.curtin.edu.au> wrote:
>Has anybody had any experience running a Viper (archive 2150S) tape drive
>from an Atari ST(e)? Any special software required?
>
I have been using the Viper in my Mega-2 ST for almost 2 years now. I have an ICD Advantage host adaptor and use the Beckemeyer SCSI Tape backup software. I can backup a little over 100 meg in 30 minutes. I also use a unix type "tar" program to exchange files with my ST and the HP at work. I have never had any problems.

Vince
--
+---+
| #include std.disclaimer /// No email to bnr.ca - it will bounce back. |
| Instead post replies in USENET or mail me at vcross@genie.geis.com |
+---+

788. Safari Fonts #27 & #28

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 15:12:18 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CoB3KI.353@undergrad.math.uwaterloo.ca>
Source record: 189213

I recently purchased Safari Fonts #27
(Atomic Age, Crazy Dazy, Celebrate, Milk Wagon)
and #28
(Fatta, Fatta Sans, Rabbit Ears, Fireworks, Sashimi)
and tried to use the Type 1 fonts in PageStream 2.

Three of the fonts worked fine: Fatta, Fatta Sans, Rabbit Ears.
The others didn't seem to change the Times font I had selected.
I tried editting the files with emacs to correct things such as
missing initial letters in FontName's and apparently missing /'s.
The fonts now show up as blanks and the hexadecimal info does still not
seem to be placed in the PS when printing.

Is this a known problem? Can I fix it or do I need to send my disks
somewhere?
Does anyone have an Internet/Compuserve/GEnie address for Computer Safari?

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

789. Re: software neede

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 15:13:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoB3Ly.IAE@westminster.ac.uk>
Source record: 189214

Marcos Vera (mvera@inf.utfsm.cl) wrote:

: I have a big problem. This college close ftp, gopher, veronica all
: kind of all common users (me too), so I can't get any atari software
: myself.

Too bad. All this free information being denied to students and staff. I don't know how I'll survive if it happened to me.

: I heard about uuencode-uudecode system, but I don't have the atari version
: to those software but I know that unix systems installed here, It has
: them. So my cuestion is : Those unix version could translate the atari
: software into a compatible way with my atari system ?

The Unix version produces ascii files for any computer and vice versa. If you UUD/UUE on one machine, then you can also do the reverse on another.
All you need to do really is to get the uuencoded file from a site, and uudecode
on your Unix box. Transfer to floppy, and take home to your ST. That's it.

: Can anyone send to me those atari versions to uuencode-uudecode ?

If you still want them, then e-mail me.

: Can anyone tell about other way to get those software in a
: right way ?
: Please I need some help, because I don't have money to get
: commercial atari software.

Hope this helps...

Danny.
CyberSTrider =);-)
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

790. Falcon version of Quartet ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 15:18:30 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2omb86$s78@dunlop.cs.strath.ac.uk>
Source record: 189274

Hi, I've had Quartet for quite a while of the ST and I've now got a fair amount of music in .4V files.

The thing is, I'm now going to upgrade to a Falcon and I don't want to lose all the music.

I'm wondering if there is going to be a Falcon version of the program (Octet ???) or if there is a program to convert Quartet files to another format which could be used with some sort of sequencer on the Falcon with more than 4 tracks.

Any help appreciated...

Ronnie
----
rgibson@uk.ac.strath.cs

791. Re: Source for Falcon in USA?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 15:29:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94105.112911STIRRE31@MAINE.MAINE.EDU>
Source record: 189215

I bought my Falcon from Computer STudio in North Carolina and had
no problems. They even accepted my STe as a trade-in. Their
phone number is (704) 251-0201. However, if you tell me where
you live I can try to find a closer dealer.
sincerely,
scott tirrell

792. Anyone in the greater Des Moines area.....

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 15:30:59 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2ombvj$sc6@terminator.rs.itd.umich.edu>
Source record: 189216
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'll soon be graduating from U of Minnesota and moving to Des Moines.
I'm wondering if anyone in the greater Des Moines area has a machine on
which they could spare a telnet connection so that I could get back to
umich to do archive stuff.....? Any pointers would be greatly appreciated.

Cheers,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

793. Re: Cyrillic font (w/ term prog)

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 16:35:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2omfoj$7v3@mailer.fsu.edu>
Source record: 189217

Brian Haigh (ua887@freenet.Victoria.BC.CA) wrote:

> Does anyone out there know of any term programs, desk accessories, add-ons,
> or whatever, that might allow the use of Cyrillic characters with a terminal
> program?

There was an article about this in Current Notes some time ago. I _think_
there is a version of ST_Writer (a shareware or freeware ST word processor)
that is set up for Cyrillic word processing.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

794. Re: Adding a drive which is emulated by a piece of software....

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 17:10:00 UTC
From: bo.leuf@cindy.ct.se
Message-ID: <2daeda5f@cindy.ct.se>
Source record: 189218

> [...]
> On a smiliar similar, has anyone got a RAMdisk that completely emulates
> a floppy drive? I saw one in the past that partially emulated it, but
> didn't handle the flop_read or flop_write calls. Would be handy for us
> folks with single-floppy systems. Also would allow fast production of
> floppies... (Copy a bunch of files to the RAMdisk, then do a fast sector-
> copy to the real floppy. [...]

The ramdisk part of Turtle does exactly this when doing backups.

DCRAMIT.ACC allows it as well -- at least when set to the same sector/track paramters. Interleave is standard unless something non-standard is copied into the ramdisk. A few others (PD and commercial) I've also seen allow it.

I've generally noticed this from NeoDesk, which indicates on disk-copy whether or not a copy operation can proceed by sector or by file.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

795. re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 17:17:26 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2omi76$322@freenet.hut.fi>
Source record: 189219

I think it would be an extremely good idea to get Doom for the falcon and I
can probably send a list of about 10 finnish people would like to see the game
made on this machine. If this machine is not capable of running Doom smoothly
then the Falcon sucks (sorry :)) and I am going to buy a 486 66 Mhz (sorry
again). Up untill now I have trsuted the falcon's DSP to be pretty fast so
I expect it to be capable of running Doom easily.
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

796. Re: Unused Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 17:18:28 UTC
From: hsp4@columbia.edu
Message-ID: <2omi94$6ku@apakabar.cc.columbia.edu>
Source record: 189220

In article <2oim97$lhi@unix1.cc.uop.edu>, <dflynn@vms1.cc.uop.edu> wrote:
>The Computer Science Department at our local university donated 8 ST's
>to my elementary school. The only software that came with the machines
>was BASIC and some Compilers. We also were given a laser printer and
>several hard drives. The problem is that there is no place to buy
>software for these machines. Is there a site to get shareware?
>Are these machines just old junk? Are there telecommunications and
>word processing programs for these?

For shareware, try atari.archive.umich.edu or GEnie or Delphi or CompuServe
or a number of other FTP sites (the best way to get to aaue is via Gopher,
since the anonymous ftp ports are usually full). For software, either
try mailordering from Toad (800-448-TOAD) or going to ATY Computer in
Oakland (510-something--call directory assistance). There is also a
users group based in Sacramento (although I don't have their name--the users
group list is one or two issues back in Atari Explorer Online, catalogued
on aaue).

In terms of actual software available, for wordprocessing, you can use
WordPerfect (my choice for papers--I export to a DTP), Calligrapher,
AtariWorks (integrated), and any of a whole load of other programs.
As for Comm software, there are a number of good comm packages--PD or
commercial.

>I hate to see these computers locked in a closet, but noone knows what
>to do with them. Our school is predominantly Macintosh. Can these be put
>on the ethernet network or used to dial into the internet?

Ataris make wonderful Macs (albeit not quite yet running System 7), too.
They aren't that practical for Ethernetting, though, due to the cost of
the cards. Worst case--take one home with you and use it for Llamatron!
:-)

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

797. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 18:34:00 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2daeec46@cindy.ct.se>
Source record: 189221

```
CR> Where would you put 8 SIMMs? The current design BARELY has room to
CR> accomodate
CR> 4 SIMMS, and if you require that people remove their internal drive to
CR> install
CR> the board, then VERY few people will buy it.

Open the case, that's the only solution.

CR> Will the system even allow you to run 8 meg? If you configure to 4 meg
CR> and
CR> try to access memory beyond that, the system bus errors. If you
CR> configure to 16 meg, then the system may not come up at all, or worse, may
CR> try
CR> to use memory that doesn't exist. Don't forget that the memory
CR> restrictions
CR> are imposed by the Falcon hardware itself, NOT the RAM Gizmo, or any of
CR> the
CR> derivative products on the market from other companies, such as the Falcon
CR> Wing.

Yes, configure it for 14Mb, and at boot, set the appropiate values in the $4xx
registers. (Memtop etc)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

798. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 18:35:31 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2037.2DAEDE73@dhhalden.no>
Source record: 189283

>|> You are getting off track here, gentlemen. The original poster asked about
>|> an Atari utility similar to 'RAM Doubler' for the Mac. That utilty fools the
>|> machine into thinking it has twice as much _RAM_ than it actually does. It
>How does it work? Does it slave to disk like a mini virtual RAM system or what?

I tried to post a reply to the original posting when it first appeared, but it never came through, so I'll try again...

From what I've been told by the Mac techs I know (my cousin is running an AppleCenter) the RAMdoubler works its magic with two tricks:

1. Every Mac app has to reserve a given amount of memory for itself. This is seldom filled up all the time and RAMdoubler steals the unused part back to the system, making it appear free. Think about it like this:

You have an 8 meg Mac
The system is using 2 megs
Excel grabs 3 more, but are using only 1 meg at the moment.
Word grabs 3 more megs, but like Excel it's only using 1.

Your mac would normally now be out of memory for other apps. RAMdoubler grabs the 4 megs unused by the running apps and make them available to the system, thus giving you the impression of having 12 megs in total.

2. Mac files and apps have two forks - one resource and one data. When you load an app, the whole thing is stuffed into the area of memory the app has. Now, you normally don't need all the resources at the same time, so RAMdoubler compresses the resource fork and uncompresses the needed resources whenever the app request them. This saves another large amount of RAM to be made available to the system, thus giving you (in total) approximately twice as much RAM as you have physically.

It works great on Macs with smaller amounts of mem (i.e.4-16MB) used for everyday things like word processing etc. They tried to use it on a few Quadra 950's already having 128 and 48MB of RAM respectively. These were used for heavy duty DTP/prepress work, running QuarkXpress and Adobe Photoshop and the likes. *That* didn't work out at all - it just crashed the system.

I doubt the technique could be applied to the TT/Falcon machines (it needs 030 or better), give the way GEM works. Personally, I'm of the opinion that if you need more storage or RAM capacity you should shell out for some more HW... You're bound to get problems someday.

If some better informed Apple techie knows better, speak up. I haven't written that piece of software... :)

Jon

```
---------------------------------------------------------------------
E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
---------------------------------------------------------------------
```

799. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 19:16:26 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2omp6r$t7i@ornews.intel.com>
Source record: 189222

hutch@ilmen.lanl.gov (John Hutchinson) writes:

>In c.s.a.s. sebelt01@starbase.spd.louisville.edu () said:

>> To be concise: I'm interested in hacking/phreaking programs for the Atari
>> ST(e). Please UUencode and mail any programs and source code that you may
>> have. When I have collected a significant amount of these programs, I will
>> make them available to anyone interested. Thanks.

>Oh good, just what we need. Another anonymous Atari CRIMINAL in the making!

>Grrrrr.

>-Hutch- @ Fair Dinkum Tech

I feel the same way. I've become very conscientous in the last few
months of paying my shareware fees and supporting commercial
developers. In all cases, these developers work hard to support a
platform the doesn't get recongized very well.

If this type of activity goes on, no one will want to develop for the
ATari platforms and we'll be left with aging equipment and second rate
software.. basically all we'll have is dust.

I definately won't support this hacking/phreaking cause by mailing any
software to that address.. BS!

Michael

--
=-=-=-

800. 2600 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 19:32:15 UTC
From: sb1680@albnyvms.bitnet
Message-ID: <1994Apr15.193215.5250@sarah.albany.edu>
Source record: 189223

I have a original Atari 2600 in good working condition, minus joysticks.
I have about 30 games, a pair of paddles a some kind of control pad. I
need some cash. Make me an offer.
E-mail
SB1680@ALBNYVMS.BITNET

801. Re: Cannon Fodder for the Atar

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 19:49:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404152149.a15661@la.maus.de>
Source record: 189224

>At least, ST-Format magazine reviewed it this month. So it exists.. ;-)
>! But whether it is Falcon-compatible, or not... No idea. ;-(

The demo on ST-Format isn't Falcon compatible. It also doesn't work on TOS 2.05/2.06.

Holger

802. Re: Reading minds?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404152158.a6588@pb2.maus.de>
Source record: 189225

In article <A8521@AC2>, blevin@cisco.com (Bryan Levin) typed:

BL>Please tell us, since we can't read minds ;-)

Eeek, you can't read minds? Poor fella ;-)O}

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

803. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404152158.a6590@pb2.maus.de>
Source record: 189226

In article <A8931@AC2>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) typed:

RS>I hope its not this Epileptic mode, ie, the one that causes fits...
^^^^^^^^^

ROTFLBTCDICAJTTWADBSIHPWTRHITSBKABAYB 8-)=}

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

804. Re: Speeding floppy->hardrive

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404152158.a6589@pb2.maus.de>
Source record: 189227

In article <A8629@AC2>, hallvart@ifi.uio.no (Hallvard Tangerï¿½s) typed:

Yo!

HT>> does not speed up the Floppies only the Hard Drive...
HT>> > Also you will ne amazed at the new features that TOS 1.4 has...
HT>> > There are many Dealer is OZZ that can supply TOS 1.4 Roms....

HT>Why not go all the way to TOS 2.06? I have an STE and the change
HT>from "Rainbow TOS" (I think it's 1.6) to 2.06 is amazing. I just feel
HT>like I can't do anything on a machine with anything less than that now.

In non STE's it's easier to install TOS 1.04 (which is the Rainbow-Tos).
For TOS 2.06 you have to do some hardware-fiddling to fit in and access the
MegaBitEproms correctly.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

805. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 19:59:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404152159.a17464@ms.maus.de>
Source record: 189228

In article <gaps14.766077346@cent.gla.ac.uk>, Michael James
(gaps14@udcf.gla.ac.uk) wrote:
>I know somebody who's just got a CD drive for his Falcon, and he's wondering
>why it only works when MiNT is on. Does anyone know why this is?

The physical driver (CDARGEN.BOS) in Atari's MetaDOS packages only supports
the SCSI port of the TT (and the ACSI port for the CDAR 504). Read the
readme :-)

806. Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 20:20:00 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <778@apdnews.idca.tds.philips.nl>
Source record: 189259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has someone around there any experience with using Spectre on
a ST with CPU accelerator AND a cache? I have built the PAK/3
(with 68020/68881 (16Mc) and 32kb cache) from the German magazine C't.

Without the cache SPectre runs like a charm, with the cache on
Spectre upon entering Mac mode hangs the system, leaving a
random bit pattern on the bottom of the screen.

The speed difference is enough to warrant me persuing this further.

Any comments? Maybe Dave's listening again? (Welcome back BTW,
news about Spectre has been missed by a lot of people).

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

807. CD-ROM drive & Supra SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 20:43:19 UTC
From: selick@acs3.bu.edu
Message-ID: <2omu97$nsr@news.bu.edu>
Source record: 189229

I'm currently trying to hook up a NEC Intersect CD-Rom reader to my 1040 STe tos 1.6 4 megs with a Supra SCSI host adaptor. Should this work? I've got the cd-rom drive on SCSI address 5, and when metados activates the drive, the system hangs for awhile, then goes to the default desktop. Double clicking the C drive gives the response "data on drive c may be damaged...". Without running metados, my regular drives (scsi 0, lun 0 & 1) run fine, so I don't suspect the cable.

Are there other drivers I should know about?

Thanks,
Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

808. Mega 4 ST w/ SM124 & 32mb HD 4 sale...

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 21:02:01 UTC
From: dud@u.washington.edu
Message-ID: <2omvc9$pc9@news.u.washington.edu>
Source record: 189230

My uncle has a Mega 4 ST at his office that has been replaced with a 486/66 :(. It needs to be sold. It has an SM124 monochrome monitor, an ICD ADSpeed 16 MHz acclerator, and a 32 meg Seagate ST138n HD in an ICD FAST case.

Any offers?

Dan Aylward
dud@u.washington.edu

809. Wanted: Autotracing program...

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 21:06:00 UTC
From: dud@u.washington.edu
Message-ID: <2omvjo$pe8@news.u.washington.edu>
Source record: 189231

I need a program that autotraces bitmaps into vector graphics; something that would cost about $150-$200 new, but, say, $50 used?

Any suggestions or offers?

Dan Aylward
dud@u.washington.edu

810. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 21:09:04 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr15.210904.18615@abo.fi>
Source record: 189261

In <1994Apr13.200827.8188@ultb.isc.rit.edu> mrz5149@ultb.isc.rit.edu writes:

> Anyway, I would think that running DOOM on the Falcon wouldn't be all that
> bad, especially since some people play DOOM on a 386 which isn't all that much
> different than a 68030. After all, even my poor Mac IIvx can play Pathways
> Into Darkness at a reasonable speed, and Bungie had to deal with Apple's
> idea of page flipping (*blek*). I would assume the Falcon is capable, esp.
> with a coprocessor.
>

You must be right... Why is it so hard for some people to realize the same..?
Everybody who says: "It can't be done.." should wonder how Doom can be reality
in 386-machines ;-) ! Is Falcon _that_ bad..??

> Well, the question is, who's going to do the port and then who's going to
> be nutty enough to optimise it for 68030/DSP combo. There's going to have
> to be some MAJOR re-working involved in the graphics end.

Demo-makers, I think..! =-) They - if anybody - know, how to whip last bit of
power out of the beast. Who'll do it? I've asked one Finnish demo-group
- but haven't got any comments yet. They _can_, I'm pretty sure. But another
thing is, if they will... Let's hope.

811. Re: NFS for MiNT released

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 21:44:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoBLqv.EC5@cix.compulink.co.uk>
Source record: 189263

>How does this relate to MintNet (MiNTnet???)? I am in danger of becoming
>badly confused.

The NFS requires the services that MiNT-Net supplies - in order to
function.

>I am seriously interested in networking my Atari-infested residence, and
>would very much like to hear about others' experience in this area.

Well I've tried a few freeware networking programs for the ST, but not
found anything stable,small and fast enough that works under MTOS. MiNT-Net
(and the NFS) are currently my best new hope as they are based on tried
and tested technology and are the most open of all the networking software
I've tried.

The main problem with MiNT-Net (and NFS) is that they are both in early
stages of development and AFAICS don't quite yet constitute a full and
proper networking system.

I'm *extreamly* hopeful though that they will turn out to be the best
solution in the long run.

:-)

Roland.

@CiX

812. A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 21:53:17 UTC
From: wilsont@rahul.net
Message-ID: <CoBM4t.38x@rahul.net>
Source record: 189267

Yes, I'm a real falcon developer, I wrote Sonovisa which is currently
selling, I specialize in graphics, and have written texturemapping
routines, and know how to use the DSP.
(Theres my credentials if you care...)

A few Things to note:

1. The blitter in the falcon is slow, A tower of movem.l's is faster.

2. The 256 color mode in the falcon is *worthless* for texture mapping.
It takes 8 word writes to change one pixel to any value.

3. True color is a lot better, since you get 1 word/pixel. However, its
that WORD write over the standard VGA *byte* required that slows it down.

4. the DSP isn't much help either. Why? well it only has 32k of ram
total to use, And transfering textures is done over the same slow bus.
The DSP could do 3D transforms, but its not gonna help texture mapping.

5. Wheres the money in it? Hey, I like the falcon and atari, but I can't
see the point in porting stuff to the falcon. In the case of Sonovista
The Falcon was suited perfectly to the application. And we sell
Falcon and software bundled together.

In the end, a person could port Doom over with everything, sound,
graphics and such, but it would be too slow. So slow that it would
be unplayable. As and example, a 386-16SX had 1-2 frames a second, and
maybe got to 8-10 when the screen was shrunk all the way down to
its smallest setting. (80x60?)

This has been my professional Opinion.

If you want to play Doom on an Atari, buy a Jaguar.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

813. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 22:30:32 UTC
From: ssolutions@cix.compulink.co.uk
Message-ID: <CoBnuw.GAn@cix.compulink.co.uk>
Source record: 189264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I have been told the way to go is Mag!cs or what ever its called..
It is [g], I have been using it now for few months and I find that is
very stable and runs most Atari software.
There are some problems with PD stuff which is not well written.

It works with the Auto Overscan and by now I have given up on software
that is not screen resolution independent, such as Protext, if I
wanted a PC I would have bought one. :-))

>How does this stack up with Geneva, compatiblity with older software,
>how much ram used etc...

It uses around 350K ram, I don't know how much Geniva uses with the
Shell included, no good quoting usage without a shell.

>What sort of support will I get here in New Zealand, and what will it cost me..
Well System Solutions is the UK distributor for Mag!x and the software
is properly supported.
The cost for upgrades will be a nominal fee of around £15 for minor
updates.
The present version of Mag!x works with Sts, STes, TTs but not
Falcons, the Falcon version is to be release sortly.

>Can I buy it by Credit Card, etc..??
Yes we do take CC.

>
>The other things are what type of DeskTop shell will I need, Please don't say
>Gemini, I am fed up with half baked Translation of German programs, plus
>I have never liked Gemini...

Mag!x has its on shell call Mag!x Desk, it is very good, has some
realy nice touches, such as unlimited number of Icons on desktop and
installed programs, additional program icons, additional file icons,
etc.

>I still use Neodesk, will it work 100% with it and support all its features..??
I don't really know, never like Neodesk and haven't tried, but it
should work.
We will be also selling a replacement desktop from Germany [g] called
Ease, this is very good, more flexible than the Mag!x desktop.

>No I don't wish to spash out hard earnt money just to fing I have been conned
>like I have with Auto Overscan, with no support..
No much to support with the Overscan, the software updates can be
obtain from us or from Compo.

>There is very little support for most German programs out side Germany,
>so who will support Mag!cs...???
We will. [g]

>With Neodesk and Geneva I get full support on GEnie, were would the update
>support come for Mag!cs..??
We are on Cix so you can always get through to me with any querries.

>A BBS may be, like GRSRZ has or even GEnie, or even a good FTP site, that
>works like GSZRZ does.....??
SS have a BBS running 24hrs and 14400, the number is; 081-299 3933

>All food for thought...???
Uhmm!

>Can any one answer these questions..??
I've tried. :-))

ATB
G. Campo
ssolutions@cix.compulink.co.uk

814. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 22:42:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoBoF6.GuA@cix.compulink.co.uk>
Source record: 189232

>Atari's CD-rom driver does not work with MultiTOS/MINT > 1.04
>If you need this send me email and I can proved it :)

I've discovered this too. Its a real pity Atari/ICD don't fix it. It can't be that hard.

:-(

Roland.

@CiX

815. teddyterm

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 22:44:44 UTC
From: sarnila@tukki.jyu.fi
Message-ID: <SARNILA.94Apr16014438@tukki.jyu.fi>
Source record: 189233

Some time ago there was talking about teddy term, and that it would appear
on ftp sites. Havn't found it anywhere. Where couls I find it?

--

Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi
---

816. Re: Doom on falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-15 22:47:37 UTC
From: linz@int-evry.fr
Message-ID: <2on5i9$hsf@reseau.cict.fr>
Source record: 189234

Christer Melander (sa314@utb.shv.hb.se) wrote:

: About the blitter!

: The Blitter on atari falcon is only about 1,5 times faster than the ste
: blitter, due to 16Mhz. And this means that it is faster to move with the
: 68030 instead. The only use you can have with the blitter is when you do
: calculations in the 68030 , that doesn't need the memory access. You can of
: course not use the blitter and 68030 on the memory at the same time.
: You can put the blitter in (HOG?) mode so the processor gets 64 cycles and
: the blitter 64 and so on. (I think it was 64) This is good ,for example,
: starting a 68030 command and then the blitter can put data at the
: same time. Therfore i do not understand how you got the 240kb/vbl. The 68030
: can move at maximum 68400 kb/vbl data to the memory ()+,and ca:136000kb/
: vbl of the same data(like d0) to for example clear the screen. I may be
: wrong , but i doubt it. Therefore the blitter is in my opinion(Hmm. opinion)
: nearly useless.

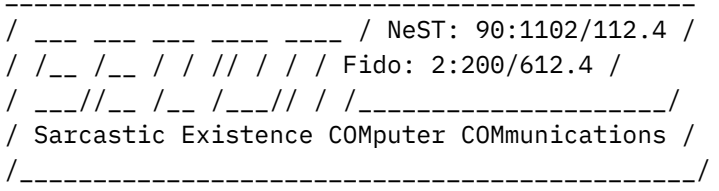
: Well any comment!
: Bye for now.

The blitter is slower than the 68030, that's right, but it is much faster
when handling shifting of the source data ! I guess it is faster too
if you want to logically combine the source and a pattern. It may be
its only advantages.

817. Re: Lanix

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 01:04:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2daf47e1@p4.secom.ct.se>
Source record: 189235

```
RT> All this talk about a new OS ... ;) .. I'd like to see Lazer develop
RT> the "Lanix" they have a preview of in their "Autowaschen Verboten"
RT> Falcon030 demo ... <GRIN>

;-) Indeed, I love it! Especially the icons ;-)

Greetz, magnus_thylander@p4.secom.ct.se...
```



818. Atari Falcon Serial I/O

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 01:19:01 UTC
From: <>
Message-ID: <2onee5$etq@mother.usf.edu>
Source record: 189236

I put these messages on GEnie, and I was wondering if anyone here could help.

I have been dinging around with the SCC for a while now with marginal success. I have a sequence of numbers that is sent to the SCC to initialize it, so I have been using that. In order to get baud rates higher than 19200, you have to set the chip to x1 mode, rather than the normal x16 clock mode. Well, in the process of figuring out the normal x16 rates, I discovered, that the values that the Falcon's BIOS gives to the chip are consistent with the PCLK signal being 8.0544mhz, NOT 8.0000mhz like we're told. This caused confusion, but in my tests, I would only have to try either to see what worked.

The next thing I did was to reset the chip with one change to the values being programmed into it. I set the chip to the x1 mode, instead of the x16 mode. I soon discovered that, using the formula for calculating the baudrate countdown values, the 8.whatever mhz signal does not allow me to hit any of the standard baud rates dead on. So when I set the closest value and tried to use the modem, it was apparent that the data rate was very wrong. Some times, I would get a rate that the modem would 'sort of' recognize, but when information came back from the modem at full tilt (I asked it 'at&v'), most of it came in garbled. Calculations also showed that the baudrates I was setting the chip to were only a few percent off, which is perfectly acceptable for async, and even 19200 and 9600 when the chip is in x16 mode are slightly off. This tells me that either x1 mode doesn't work, or that the PCLK rate that Atari says is being given to the chip is REALLY different.

Next, I'll be trying to use the RTxC signal being piped into the BR generator and see how that works. I want to avoid the TRxC signal since it can only be divided by 1, 16, 32, and 64. Ick.

Later......

OK... Just a minute a go, I made a few minor changes to my testing program. Instead of the PCLK, I connected the 3.672mhz RTxC clock in x16 mode to the baudrate generator. I was able to get baud rates with decent accuracy at up to 57600.

But then I put the chip in x1 mode and bye bye it went again.

The formula for calculating the timeconstant for baud rate is:

$$\frac{\text{clock frequency}}{(\text{bit rate}) * (\text{clock factor})} - 2$$

When I use the clock factor of 16, this works fine. When I use the clock factor of 1, it does not.

Given the data that's coming in, does anyone have any suggestions for a round-about way of determining if the baud rate is too fast or too slow? I know where I can find a device to measure the frequency coming out of the port, but taking my computer there would me most inconvenient. If I can find some that work correctly, then perhaps I can determine what's wrong with my use of that formula.

819. Re: 'Miracle' Piano Software for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 02:16:53 UTC
From: steve-j@teleport.com
Message-ID: <2onhql$4ob@kelly.teleport.com>
Source record: 189237

In article <Co9pKE.9C0@cpd.tandem.com>,
Greg Kilfoyle <gregk@nskernel.tandem.com> wrote:
>Hi All,
>
>I recently discovered that the 'Miracle Piano' software is now available without
>having to purchase the keyboard - any MIDI keyboard should work. And the price
>was about $79 (for IBM-PC).
>
>Does anyone know if there is a version of this software available for the ST?

It was only done for Mac, IBM, Amiga, and Nintendo.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

820. Re: Source for Falcon in USA?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 02:23:59 UTC
From: steve-j@teleport.com
Message-ID: <2oni7v$4s1@kelly.teleport.com>
Source record: 189238

In article <CoA92M.64A@world.std.com>,
Steven J Edwards <sje@world.std.com> wrote:
>If one were going to purchase a new Falcon in the United States, what
>would be the suggested sources? As Atari dealers seem to be somewhat
>less common than Bigfoot sightings, I assume that mail order is the
>likely strategy.

I'd recommend mail ordering it from one of the following:

Computer STudio
Westgate Shopping Center
Asheville, NC 28806
(704)251-0201

or

Toad Computers
(800)448-8623 (I don't have the address handy)

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

821. Re: GIF slideshower for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 02:26:11 UTC
From: Rob <robo28@delphi.com>
Message-ID: <hi7Ma5z.robo28@delphi.com>
Source record: 189239

I too would like to get my hands on a GIF or JPEG slideshow for Falcon...
Especially one that works with VGA. The old Photochrome worked great on my
ST....
Thanks

822. What is NVDI and will it help my native Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 02:30:48 UTC
From: Rob <robo28@delphi.com>
Message-ID: <pC7tilw.robo28@delphi.com>
Source record: 189240

That's really all I want to know.. From contextual clues I have derived
that it speeds up the graphics (I hope so :-)) Is it better that Warp 9?
Any info would be appreciated since this prg (hardware?) goes for $70 vs $30
for Warp 9.. Thanks,
Rob
ROBO28@delphi.com

823. Is there such a thing as a PCS to GIF converter?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 02:33:23 UTC
From: Rob <robo28@delphi.com>
Message-ID: <hC8OCzz.robo28@delphi.com>
Source record: 189241

If so I need one.. Photochrome was the best image viewing and translation program that I've seen for the ST but now I've got a Falcon so I want to convert all my *.PCS files back to *.GIF... Any help?/??

Thanks Rob

824. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 02:46:02 UTC
From: mdg@ukc.ac.uk
Message-ID: <9393@gos.ukc.ac.uk>
Source record: 189242

In article <CoBM4t.38x@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
:>2. The 256 color mode in the falcon is *worthless* for texture mapping.
:> It takes 8 word writes to change one pixel to any value.
:>3. True color is a lot better, since you get 1 word/pixel. However, its
:> that WORD write over the standard VGA *byte* required that slows it down.
:>4. the DSP isn't much help either. Why? well it only has 32k of ram
:> total to use, And transfering textures is done over the same slow bus.
:> The DSP could do 3D transforms, but its not gonna help texture mapping.

1. The 256 colour mode is not *worthless* for texture mapping, because
you can use the DSP to convert planar -> chunky pixels, which also
means that the DSP is not so useless as you might think for texture mapping.
2. You can do the conversion with the SOUND-DMA and get a respectable 25fps
texture mapping conversion 'free' and have enough DSP time free to do 8
channel sound.

:>In the end, a person could port Doom over with everything, sound,
:>graphics and such, but it would be too slow. So slow that it would
:>be unplayable. As and example, a 386-16SX had 1-2 frames a second, and
:>maybe got to 8-10 when the screen was shrunk all the way down to
:>its smallest setting. (80x60?)
:>This has been my professional Opinion.
:>If you want to play Doom on an Atari, buy a Jaguar.

I disagree totally, A Falcon could run Doom as fast as a 486sx-25 with some
careful programming, you have to remember that a substantial part of the
cpu time in doom goes into transfering graphics data to the screen, on a
Falcon this is 2 times faster than most PCs.

Griff
--

825. Minixfs pl10 test version ...

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 02:50:14 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Apr16.025014.14977@mnemosyne.cs.du.edu>
Source record: 189243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some people have been having problems locating the pl10 test version. Well its on atari.archive now (but you may have more luck accessing it as msdos.archive.umich.edu). I've also just sent it to ftp.uni-muenster.de (though it may take a while to get moved to a public area).
Steve.
P.S. In case anyone missed my earlier post, the pl10 test version may fix the Falcon crashes (but don't bet on it).

826. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 03:18:19 UTC
From: abarbiero@delphi.com
Message-ID: <pmxMq3z.abarbiero@delphi.com>
Source record: 189244

<Bales_N@CIRAD.fr> writes:

>Which do you guys think is the best. I know the STE has a newer sound chip
>and better graphics, but Mega ST has a better keyboard (I do quite a bit of
>word processing) and looks good.

I would suggest you combine the two... get a MegaSTe, if you can
find one used they are a great bargain, having an internal SCSI drive
and all the TT030/STe ports (sans the analog joystick ones). 16MHz
may not be a lot compared to a Falcon030, or one of the 25 or 36MHz
k, but it is nice.

I have two MSTe's right now, and one of them has a bad HD controller
chip in it otherwise it is perfect (I spend 250 bux renewing everything
else with it!) oh... yeah... a Mega STe has a VME slot for all those
cool graphics cards.

Andreas@AEO
ABARBIERO@Delphi.com

827. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 03:21:01 UTC
From: abarbiero@delphi.com
Message-ID: <pkxNaH9.abarbiero@delphi.com>
Source record: 189245

Stephe Lewis Foskett <lancer@guardian.WPI.EDU> writes:

>As for the RAM, the MAX ANY ST or STE (megas included) can use is 4
>megs. If the mega ST is a Mega 2, then RAM is a question. It cannot
>be upgraded with SIMMs and apparently is a pain in the ass to upgrasde

Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
to your ST. I know it works on a Mega, and it may on a MSTe, but I have
seen them for sale at a few Atari dealers.

Andreas@AEO

828. Re: Various ST Items Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 03:26:04 UTC
From: abarbiero@delphi.com
Message-ID: <pE6Oa98.abarbiero@delphi.com>
Source record: 189246

<Dom Alvear> writes:

>JVC SC1224. The "classic" Atari color monitor with the two-tone front bezel,
>flush, rectangular power switch and round power LED. Not the "Mega" style.

err... I have a sc1224 for sale... what's your EMAIL?

Andreas@AEO

829. Re: Pagestream 3 (Was: Re: Doom for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 03:34:25 UTC
From: abarbiero@delphi.com
Message-ID: <hkzMSZ5.abarbiero@delphi.com>
Source record: 189247

Chris Ridd <C.J.Ridd@cs.bham.ac.uk> writes:

>Talking of which, what is happening about Pagestream 3, and have
>letters to SoftLogik helped/hindered?

They have helped, I need to call again and see how much they have
helped... :-)

Thanks for the interest!

Andreas@AEO

830. Re: Help: Elite combat techniques.

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 03:37:02 UTC
From: abarbiero@delphi.com
Message-ID: <pG7NCl+.abarbiero@delphi.com>
Source record: 189248

Get the bad guy on screen, press pause (escape) and then click on him!

Away you go!

Andreas@AEO

831. Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 03:54:44 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.766468484@gold>
Source record: 189249

What is Devpac DSP? Is it available now? In the US?

832. Re: Wanted: Autotracing program...

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 04:03:49 UTC
From: abarbiero@delphi.com
Message-ID: <hE+NaJ1.abarbiero@delphi.com>
Source record: 189250

Dan Aylward <dud@u.washington.edu> writes:

>
>I need a program that autotraces bitmaps into vector graphics; something
>that would cost about $150-$200 new, but, say, $50 used?
>
>Any suggestions or offers?
>
>Dan Aylward
>dud@u.washington.edu

EMail me if you are interested in a working copy of Silhouette!

Andreas@AEO

833. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 04:07:04 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ono98$ihq@terminator.rs.itd.umich.edu>
Source record: 189251
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 58490 Apr 9 10:08 ./Archivers/esscd506.lzh
-rw-rw-r-- entropy 3771 Apr 9 10:13 ./Archivers/0index
-rw-r--r-- lenn 138866 Apr 9 10:08 ./Archivers/stzip25.tos
-rw-r--r-- lenn 269068 Apr 9 10:08 ./Archivers/lha3.tos
-rw-r--r-- lenn 155922 Apr 9 10:08 ./Utilities/mb36_bin.lzh
-rw-rw-r-- entropy 26163 Apr 9 10:17 ./Utilities/0index
-rw-rw-r-- weiner 6325 Apr 10 11:19 ./Applications/0index
-rw-r--r-- molin 637 Apr 2 09:51 ./Applications/Wordproc/dj_wwrtr.lzh
-rw-r--r-- molin 4915 Apr 2 09:51 ./Applications/Wordproc/epsjet.lzh
-rw-r--r-- molin 6084 Apr 2 09:51 ./Games/vpoker.lzh
-rw-r--r-- lenn 18649 Apr 10 11:01 ./Games/0index
-rw-r--r-- entropy 12487 Apr 10 11:10 ./Graphics/0index
-rw-r--r-- molin 245888 Apr 10 10:29 ./Graphics/phoenix2-030.zip
-rw-r--r-- molin 261504 Apr 10 10:29 ./Graphics/phoenix2demo.zip
-rw-r--r-- molin 101248 Apr 2 09:51 ./Music/mmm226.lzh
-rw-rw-r-- weiner 3276 Apr 10 10:51 ./Music/0index
-rw-r--r-- molin 16700 Apr 4 21:03 ./Utilities/easyboot.lzh
-rw-r--r-- molin 41795 Apr 2 09:51 ./Utilities/letemfly.lzh
-rw-r--r-- molin 8320 Apr 2 09:51 ./Utilities/truedi20.lzh
-rw-rw-r-- entropy 26225 Apr 10 11:33 ./Utilities/0index
lrwxr-xr-x molin 28 Apr 10 10:32 ./Tt/phoenix2-030.zip -> ../Graphics/phoenix2-030.zip
-rw-r--r-- molin 698798 Apr 9 02:51 ./Programming/jagdem_s.zip
-rw-r--r-- entropy 5117 Apr 10 11:05 ./Programming/0index
-rw-r--r-- molin 90911 Apr 10 11:36 ./0ls-lR.Z
-rw-r--r-- molin 1110611 Apr 8 10:00 ./Falcon/lazer_1.lzh
-rw-r--r-- molin 1249204 Apr 8 10:17 ./Falcon/lazer_2.lzh
-rw-r--r-- dpz 4764 Apr 10 11:27 ./Falcon/0index
lrwxr-xr-x molin 28 Apr 10 10:32 ./Falcon/phoenix2-030.zip -> ../Graphics/phoenix2-030.zip
-rw-r--r-- molin 877145 Apr 6 09:09 ./Magazines/Diskmags/Stnews/stnews91.zip
-rw-r--r-- molin 90837 Apr 10 11:38 ./0ls-lRc.Z
-rw-r--r-- molin 108955 Apr 10 11:35 ./0compind.Z
-rw-r--r-- molin 234945 Apr 10 11:35 ./0index
-rw-rw-r-- entropy 3805 Apr 12 17:20 ./Archivers/0index
-rw-r--r-- lenn 135168 Apr 12 17:18 ./Archivers/stzip24.tos
-rw-r--r-- lenn 903 Apr 14 14:26 ./Demos/synergy.inf
-rw-r--r-- entropy 12537 Apr 14 02:03 ./Graphics/0index
-rw-rw-rw- lenn 41088 Apr 14 02:00 ./Graphics/pchrome4.zip
-rw-rw-r-- weiner 6388 Apr 15 22:50 ./Applications/0index
-rw-r--r-- molin 273761 Apr 15 11:35 ./Applications/Other/labp_usa.zip
-rw-r--r-- molin 159136 Apr 13 10:52 ./Games/swar2000.zip
-rw-rw-r-- entropy 8757 Apr 15 10:13 ./Mint/0index
-rw-r--r-- weiner 23727 Apr 10 12:32 ./Mint/Filesystems/mfs10tst.zoo
-rw-rw-r-- weiner 182201 Apr 15 10:12 ./Mint/Network/nfs-042.tgz
```

```
-rw-r--r-- molin 6201 Apr 2 09:51 ./Misc/dead_mon.lzh
-rw-rw-r-- entropy 2604 Apr 15 23:00 ./Misc/0index
-rw-r--r-- weiner 167586 Apr 15 10:15 ./Sound/Players/stracker.zip
-rw-r--r-- weiner 4048 Apr 15 10:16 ./Sound/0index
-rw-rw-r-- weiner 280576 Apr 15 10:18 ./Utilities/pgp23ab.lzh
-rw-rw-r-- weiner 29526 Apr 15 10:18 ./Utilities/pgpshl06.zip
-rw-rw-r-- entropy 26282 Apr 15 23:06 ./Utilities/0index
-rw-r--r-- molin 44732 Apr 15 22:35 ./Utilities/splitter.lzh
-rw-r--r-- weiner 23320 Apr 15 10:28 ./Utilities/bootxs200.lzh
-rw-r--r-- weiner 7232 Apr 15 23:13 ./Telecomm/0index
-rw-r--r-- molin 242378 Apr 15 07:08 ./Telecomm/bbsxdemo.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

834. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 06:04:51 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoC8w3.8Cy@sdf.lonestar.org>
Source record: 189252

In article <2oh18i$1dh@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr writes:
>}|> can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.
>}
>}move.l -(a0),-(a1) is faster.
>}
>
> What ?????? It's new, then, coz' it wasn't the case on the 68000. And I
>think seriously that it's wrong. I'll check it if think about it...
>
> MB.
>
>

Pre-decrement is 2 clocks _SLOWER_ than post-increment. AT least
according to my sources!

835. Re: Doom on falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 06:08:35 UTC
From: abarbiero@delphi.com
Message-ID: <hO1Oir7.abarbiero@delphi.com>
Source record: 189051

Arnaud LINZ <linz@int-evry.fr> writes:

>The blitter is slower than the 68030, that's right, but it is much faster
>when handling shifting of the source data ! I guess it is faster too
>if you want to logically combine the source and a pattern. It may be
>its only advantages.

The Blitter will help when it is used correctly, it can assists, but not
beat the '030.

Andreas@AEO

836. Re: Adding a drive which is emulated by a piece of software....

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 06:09:29 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoC93u.8F8@sdf.lonestar.org>
Source record: 189253

In article <2oh1ns$amg@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>Howard Chu writes:
>>On a smiliar similar, has anyone got a RAMdisk that completely emulates a
>>floppy drive? I saw one in the past that partially emulated it, but didn't
>
> Pseudo related question, anyone know if it's possible to create a RAMDISK
>that uses the Drive B handle on the Falcon? Except for the posibility of a
>SCSI Floppy (doubt I'll buy one) and Floppy Disk to Floppy Disk copying (don't
>use it, always use HD to FD) it's really a waste of a handle. Would be a nice
>place to stick a 1 meg ram disk.
>
> Dan Ackerman
> ackerman.29@osu.edu

Use MiNT and the RAMFS XFS file system RAM Disk driver and add the following line to your MiNT.CNF file :

ALIAS B:\ U:\RAM\

This will make B:\ an alias drive for the RAM DISK. If you use an older MiNT that doesn't have mounting ability you have to use

ALIAS B:\ R:\ which is still a waste of a handle.

I use this :

ALIAS B:\ C:\DISKB\

A folder on my hard disk stores what some programs like to put on drive B: and I never have to read an alert about inserting a disk for drive B:

If you use RAMFS, the entire RAMDISK is dynamically sized.

837. Re: Unused Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 06:15:12 UTC
From: abarbiero@delphi.com
Message-ID: <pM+sKT4.abarbiero@delphi.com>
Source record: 189052

I am forwarding the founding message of this thread to Atari United!,
They will continue the support and tell the nearest user group HOW
to get in touch with them, STeve's software is is Sacramento (close to it
anyway) and ATY is in Oakland, both STeve and Alex are great dealers and
wil help out. I will also send a letter and some publications to them.

Thanks!
Andreas@AEO

838. Re: OMEN?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 06:17:44 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <766464110.0@mettav.royle>
Source record: 189254

It was none other than Bob Tapp that wrote on 7 APR 94 that ,

BT> From: tapp@uvphys.phys.uvic.ca (Bob Tapp)
BT> Organization: UVic, Physics & Astronomy, Victoria, BC

>> recompile GEM source into OMEn Compatible code it'll be absolutely
>> amazing but I seriously doubt if it will !
BT> I think it only means you can use Atari GEM compilers to compile
BT> code written for OMEn.

As expected but still better than slinging everything and starting from scratch
, if only with the software to compile...

BT> Quoting from the February 1992 OMEn newsletter:

Is this part of a regular bulletin or just a one off ?

Does anyone know if they are on the Net ?

Graham Irvine
grin@mettav.royle.org

* Origin: Graham's Point at the Tavern (100:1011/0.8)

839. Re: Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 06:18:09 UTC
From: abarbiero@delphi.com
Message-ID: <hs+uyJx.abarbiero@delphi.com>
Source record: 189053

Wilko Bulte <wilko@idca.tds.philips.nl> writes:

>Has someone around there any experience with using Spectre on
>a ST with CPU accelerator AND a cache? I have built the PAK/3
>(with 68020/68881 (16Mc) and 32kb cache) from the German magazine C't.
>
>Without the cache SPectre runs like a charm, with the cache on
>Spectre upon entering Mac mode hangs the system, leaving a
>random bit pattern on the bottom of the screen.
>
>The speed difference is enough to warrant me persuing this further.
>

Could you send me or put me in touch with the article or people who
reprint this article on PAK/3?

Spectre 3.1 will fix those problems from what I understand, and it will
work on a TT030!

Thanks,
Andreas@AEO

840. GRIBNIF

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 06:32:50 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CoCA6r.3p7@uqac.uquebec.ca>
Source record: 189255

Hello,

I am looking for GRIBNIF's toll free order number. If any one has it,
please send it to me.

Thanks,

Joe

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

841. Gnu C fault???

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 07:13:00 UTC
From: Andreas_Steinbacher@me.maus.de
Message-ID: <199404160913.a8308@me.maus.de>
Source record: 189256

```
Hello!

I have installed Gnu C in Version 2.5.8. This Version and also 2.3.3
obviously have the same fault. The following program converts Fahrenheit in
Celsius. It's a sample out of the book "Programming C" from Ritchie,
Kernigham.

----------------------------Cut here---------------------------------

/* Programm zur Umrechnung von Temperaturwerten aus Fahrenheit nach */
/* Grad Celsius */

main ()

{
float fahr, celsius;
int lower, upper, step;

lower = 0;
upper = 300;
step = 20;

fahr = lower;

while (fahr <= upper)
{
celsius= (5.0 / 9.0) * (fahr - 32.0);
printf ("%4.0f %6.1f\n", fahr, celsius);
fahr = fahr + step;
}
}
-----------------------------------------------------------------------

The output of the program after compiling with the command

cc fahr.c -o fahr.tos

is:

0 -17.8
20 -6.7
0 -17.8
20 -6.7
0 -17.8
20 -6.7
0 -17.8
20 -6.7
etc...
```

The right result should be:

```
0 -17.8
20 -6.7
40 4.4
60 15.6
80 26.7
100 37.8
120 48.9
140 60.0
160 71.1
180 82.2
200 93.3
220 104.4
240 115.6
260 126.7
280 137.8
300 148.9
```

I got this with the following commandline:

```
cc -traditional fahr.c -o fahr.tos
```

By examining the assembler source fahr.s it seems that the Gnu C compiler has problems with the internal functions which convert int to float.

How do I solve this problem without always using the parameter -traditional?

Is there a fault in the compiler? And if yes: where do I get a correct compiler?

Bye, Andreas!

842. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 08:45:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404161045.a17485@ms.maus.de>
Source record: 189257

In article <RALPH.94Apr13115157@hal.cerfacs.fr>, Ralph Sobek
(ralph@cerfacs.fr) wrote:
>JR> Yes. Atari's MetaDOS drivers do not support drives connected to the ACSI
>JR> port, and MetaDOS won't work properly with MiNT. For a solution for the
>JR> first problem, you'll probably have to get a third-party driver (ICD's or
>JR> Hard&Soft's come to mind).
>
>What do you mean exactly? ICD's AdSCSI makes a SCSI CD-ROM have an
>ACSI port (the IDs have to be less than 8). As such MetaDOS 2.3
>permits me to access my CD-ROM drive. Also, I use ICD's *old*
>ICDCDROM.BOS driver for whatever it is worth.

When you use ICDCDROM.BOS, you're obviously not using Atari's MetaDOS
drivers (at least not their BOS driver). Try CDARGEN.BOS... That's why
I wrote what I wrote ("For a solution for the first problem, you'll
probably have to get a third-party driver (ICD's or Hard&Soft's come to
mind)."). :-)

843. Re: Freeze Dried term 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 09:46:08 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <h62Nqpw.biblinski@delphi.com>
Source record: 189260

The last we heard from Aaron was that he was still working on v2.30 of FzDT, and that he hoped to have it done sometime in May. But, as it was supposed to be ready for release in February and then March, a certain skepticism might be in order. <g>

To be fair, however, Aaron is working full time to cover school costs, and has had some recent personal tragedies to deal with. We are still optimistic that version 2.30 will see the light of day soon, but like any good Atarian, are realistic enough to know that it will most likely be delayed further.

--Gordie Meyer
ATARI UNITED! SoftWareHouse

844. Upload in comp.binaries|sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 09:49:26 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDQKBGYD@jimmy.sta.sub.org>
Source record: 189258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there.

Could someone be so kind and tell me how I con manage to upload files to comp.binaries.atari.st and to comp.sources.atari.st?

Can I send files directly to this groups? Or is there a moderator?

bye, Jimmy

--
jimmy@jimmy.sta.sub.org | f1 - keyboard error, no keyboard connected | |||
Achim Wilhelm | press F1 to continue ... | / | \

845. Re: Anyone in the greater Des Moines area.....

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 09:53:49 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <hY3vav1.biblinski@delphi.com>
Source record: 189289

There are several options for telnet access in the greater Des Moines area. Drake University and Iowa State University both have full Internet access, if further education is in the picture. There is a commercial Internet provider based in Johnston (I think), which is adjacent to the north. (There is a regular c.s.a.s reader who accesses that way, if he's reading this... Hi, Lannie! Remember M.A.G.I.C.?) And, there are the online services that have Internet access. (Not mentioning any names...)

There is even an Atari User Group in the area, should you feel the urge to actually meet face-to-face with other Atarians. <g>

--Gordie Meyer
biblinski@delphi.com

846. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 10:20:13 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr16.102014.1031@cathy.ijs.si>
Source record: 189262

In article <1k284498@mk.maus.ruhr.de>,
Martin Bartsch <maba@mk.maus.ruhr.de> wrote:
>Great game! Go out and buy it! I have a lot of fun with only the four
>demo-level.
>

How do you solve demo level 2? I solved it twice, but by accident (I couldn't
repeat the process afterwards) - and never with more than one soldier
alive at the end. Demo level 4 is a bitch too - especialy since you can get
killed before you even start to move...

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

847. Zmodem? Any pd Term. that works?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 10:30:10 UTC
From: ath@cscns.com
Message-ID: <CoCL6B.CMs@cscns.com>
Source record: 189265

Hi,

I have joined the Atari world about 2 months ago, and I have been looking
for a terminal prog. that supports Zmodem. What I would really like is
a Zmodem that can auto-start transfers. I did look at Connect v2.46, and
from the doc's, it sounded great; unfortunatly, I only have a stock ST, and
the system doesn't have enough memory for Connect.

Can anyone please tell me what the best term. software is for Atari netting?

Thanks,
Matthew.

--
The NightWatchman . . .
ath@cscns.com

848. Re: teddyterm

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 10:36:33 UTC
From: ath@cscns.com
Message-ID: <CoCLGy.CrE@cscns.com>
Source record: 189266

Pekka Sarnila (sarnila@tukki.jyu.fi) wrote:

: Some time ago there was talking about teddy term, and that it would appear
: on ftp sites. Havn't found it anywhere. Where couls I find it?

: --
: --
: Pekka Sarnila, University of Jyvaskyla Finland
: sarnila@tukki.jyu.fi
: --
There is a copy on atari.archive.umich.edu in the atari/Telecomm dir,
however, it is missing the .rsc file. (i.e. no workey). Now, I did
send mail to the programmer, Mark Matts, and he should be releasing
a complete vs. soon. I would imagine that it would be uploaded to
atari.archive. Now, there is another alternative . . . you could
dial up Mark's BBS. It is in the UK, and the number can be found if
you unpack the disfunctionate tterm2 on a.a.u.e. Look in the text files.

Hope this helps . . .

Matthew.
--
The NightWatchman . . .
ath@cscns.com

849. Re: Adding a drive which is emulated by a piece of software....

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 11:09:18 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr16.110918.1032@cathy.ijs.si>
Source record: 189268

In article <2ofkjj$ii8@elroy.jpl.nasa.gov>,
Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
>flop_read or flop_write calls. Would be handy for us folks with single-floppy
>systems. Also would allow fast production of floppies... (Copy a bunch of files
>to the RAMdisk, then do a fast sector-copy to the real floppy. Avoid all the
>slow seeks that would otherwise be needed to update the directory and FAT on
>a real floppy...)

Or you can buy Kobold (for DEM 130). Basicaly it does exactly that:
it analyzes the FAT and then it just slurps the files in. Similarly when
writing. Version 2.5 is very good - it works in turbo mode on Datalited drives
without any problems. (But it allows you to acces some drives in GEMDOS mode
if you have to).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

850. JAguar-Developer

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 11:14:00 UTC
From: Bjoern_Bernbom@nf.maus.de
Message-ID: <199404161314.a11223@nf.maus.de>
Source record: 189269

Hello !

I want to ask :

Are here any Jaguar-Dvelopers ?

Bye
Bjoern

Der neue THE_DOT ? Nicht immer, aber immer ï¿½fter :-)

851. Download Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 11:15:14 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr16.081514.23131@dal1>
Source record: 189270

I'm having a few problems with downloading with a new
high speed 14,400 modem. It's V.32 and V.42 bis 14,400 and
when ever I download say a 600K file I only get about 80K
and then CRC errors all over the place. I have tried a few
CTS fixes etc with no luck. Any suggestions? Much appreciated.

852. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 12:16:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <199404161416.a16746@s2.maus.de>
Source record: 189271

HJV>would it be a lot of work to provide decent documentation with
HJV>your (splended, I must admit) library? Or comment the source code...?

I'd like to program but I hate to comment or document anything. ;-)

This library was developed for my own personal usage. It has been released because some people have been (and are) interested in the library and especially its sources. So if you don't like it you've to look for another library. But I don't know if there's another library which is freeware and I doubt that all sources will be available.

Regards,
Criss...

P.S: Version 1.40 has just been released... ;-)

853. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 12:16:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <199404161416.a16745@s2.maus.de>
Source record: 189272

```
CR>Also, E_GEM programs (inc. LZHSHELL 2.99) tend to override any changes
CR>the user makes to the .RSC files (eg changing colours), which is not
CR>good practice.

1. Since release 3.00 of the LZH-Shell you can set the dialog-optic.
(and that's good practice!)

2. Most changes aren't ignored

3. It depends on the author in which way he's using the library.

4. You can change the source-code whereever you want.

Warm regards,
Criss...
```

854. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 12:49:30 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CoCrMI.CJp@cix.compulink.co.uk>
Source record: 189273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>The present version of Mag!x works with Sts, STes, TTs but not
>Falcons, the Falcon version is to be release sortly.

With no exact timescale known by anyone.

>Mag!x has its on shell call Mag!x Desk, it is very good, has some
>realy nice touches, such as unlimited number of Icons on desktop and
>installed programs, additional program icons, additional file icons,
>etc.

Tony, is there any way you guys could take a few 256 colour screen shots
of these new desktops and upload them to CIX, it would help with making
the coice of which to purchase, as I've got both Mag!x and Ease on
backorder.

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

855. QWK FROM PURPLE MOUNTAIN

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 14:10:00 UTC
From: brad.schleifer@canrem.com
Message-ID: <60.46645.4514.0N19AD53@canrem.com>
Source record: 189275

I've never seen this QWK door from purple mountian?? Only one I know of
is STQWK.. Please let me know where I can find this software??

Thanks

---
* MMST 2.99 UnRegistered MaxiMiser has been used 37 times. Time to register?

856. MEGA ST VS STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 14:13:00 UTC
From: brad.schleifer@canrem.com
Message-ID: <60.46646.4514.0N19AD54@canrem.com>
Source record: 189276

Get a 1040STE.. It has better sound.. Better output.. The keyboard isn't
TOO bad..And with the Deca (sp?) adapter you can use a PC keyboard..
Ram/Tos/1.44 meg Drivers all easily upgraded in this machine..

---
* MMST 2.99 UnRegistered MaxiMiser has been used 37 times. Time to register?

857. New FALCON Art Package

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 15:02:33 UTC
From: f90rusa@dd.chalmers.se
Message-ID: <2ooum9$q36@morgoth.dd.chalmers.se>
Source record: 189277

New Falcon Art Package: RAINBOW v1.0

What? * 16-bit colour* 100% machine code (no slow GEM)*
paint studio photo studio* Tabby-driver* fast-palette*
rearrangable user interface switch freely between VGA/RGB during session*
*useful tools, difficult to explain but take a look at the demo version
and you will see what I mean*

Initially RAINBOW was developed as a tool for professional game programmers,
but it is also very useful and enjoyable for 'amateurs'. (low price)

Where? Demo version on German ftp-site: ftp.tu-clausthal.de
pub/atari/falcon/graphics/painter/rainbow1.zip
...and on most swedish BBSs with a falcon area (be sure to get v1.0)...

The demo version has everything but the SAVE-option.

858. Disk Optimizer

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 15:49:28 UTC
From: mvera@inf.utfsm.cl
Message-ID: <CoCzyx.7Ku@inf.utfsm.cl>
Source record: 189278

I don't have ftp access, so Can anyone send me a great shareware
program about disk optimizer (to floppies) ?
Thank you very much.

--
mvera@inf.utfsm.cl | "Gracias a la vida que me ha dado tanto..." |
Marcos Vera Yanez | (Violeta Parra) |
Universidad Tecnica ==
Federico Santa Maria (Valparaiso, Chile) ***********************************

859. Re: What is NVDI and will it help my native Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 16:10:33 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2op2lp$p74@charm.magnus.acs.ohio-state.edu>
Source record: 189279

My personal choice between NVDI and Warp9 is NVDI. It works beautifully on the F030 and with MTOS. If you use MTOS at all Warp9 is out, it doesn't work and who know's if it will ever. I've had a problem with a few games if I boot NVDI first but that's easy to avoid with any boot configuration program.

Warp 9 does have at lot of bells and whistles, but if you are a serious user as opposed to a hobbyist, you'll want NVDI.

Just my .02 worth.

Dan Ackerman
ackerman.29@osu.edu

860. Re: Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 16:21:57 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.766513317@spoetnix.idca.tds.philips.nl>
Source record: 189280

abarbiero@delphi.com writes:

#Wilko Bulte <wilko@idca.tds.philips.nl> writes:
#
#>Has someone around there any experience with using Spectre on
#>a ST with CPU accelerator AND a cache? I have built the PAK/3
#>(with 68020/68881 (16Mc) and 32kb cache) from the German magazine C't.
#>
#
#Could you send me or put me in touch with the article or people who
#reprint this article on PAK/3?

You can contact the publisher of the magazine:

C't - magazin fur computertechnik
Verlag Christian Heise GmbH
Postfach 61 04 07
3000 Hannover 61
Germany
phone +511 5352-0
fax +511 5352129

They got a readers question hour on weekdays 1300-1400

They do reprints if I'm correct. They also supply the
PCBs for approx DM 100 each (it is a multilayer)

Their BBS number: +511 555302 (2400 baud)

#Spectre 3.1 will fix those problems from what I understand, and it will
#work on a TT030!

I surely hope so. The article posted from Genie by Dave Small
was not clear IMHO about what 3.0(!) does on a cached machine.

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

861. mltsa!apearson - can't deliver message to

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 16:35:01 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CoD22K.A2p@midge.bath.ac.uk>
Source record: 189281

Since I can't email you at:-

mltsa!apearson%mlgtw@com.att.att

can you give me an address which will work?

862. Re: Zmodem? Any pd Term. that works?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 16:38:14 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5S-MCz+.robo28@delphi.com>
Source record: 189282

Matthew Athey <ath@cscns.com> writes:

>Can anyone please tell me what the best term. software is for Atari netting?

Well the best PD term software that I used on my stock ST was Freezed Dried
Term. It has an excellent ZModem protocol that is AUTOMATIC. Try it!

Rob

863. Re: Zmodem? Any pd Term. that works?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 17:04:43 UTC
From: abarbiero@delphi.com
Message-ID: <5W6OaNz.abarbiero@delphi.com>
Source record: 189284

There are a lot of PD programs out there, STorm and a few others are shareware, I would suggest laying out the cash for STalker as it can run in a window (limited GEM multitasking, and you at least get the desktop) and I use it for everything that I do.

It is by Gribnif and available at any dealer.

Andreas@AEO

864. Re: Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 18:52:17 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2opc51$lse@irz401.inf.tu-dresden.de>
Source record: 189285

In article <2nujj8$ko5@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> Interstel was still around recently in the U.S. I spoke with them a year
>or so ago about some Atari versions of there software. They were mad because
>they had them but whoever was doing their distribution (EA maybe?) wouldn't
>take them and by their contract they couldn't release them elsewhere.

Could you please try to recontact them? I still want to buy some of their older
games.REALLY!

Matthias
--
.----------------------+---.
| Matthias Rauhut > public mail:mr2@irz.inf.tu-dresden.de |
| > mail concerning ftp:ftp@irz.inf.tu-dresden.de |
| > IRC:st-guru |
| > Luthien 3058:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`--'

865. Re: Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 20:10:24 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2opgng$poe@charm.magnus.acs.ohio-state.edu>
Source record: 189286

Their number is printed on most of their software ad's, at least it used to be. I think they're located in Texas. Can anyone correct me on this and is there anyone local to them that could talk to them? Please let us know. I would try and call them, but there is no guarantee as to when I'll get the time and remember.

So please if there is someone who could do this please let me know so that I don't have to feel guilty :)

Dan Ackerman
ackerman.29@osu.edu

866. Re: Info wanted: Any ST magazines in U.S.?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 20:23:37 UTC
From: osteele@u.washington.edu
Message-ID: <2ophg9$hno@news.u.washington.edu>
Source record: 189287

I've got tons of older ST magazines of all kinds, drop me a line in
e-mail if you want to pick some out.

867. SLIP FAQ (Software List)

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 21:22:00 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199404162121.RAA21042@bottom.magnus.acs.ohio-state.edu>
Source record: 189288
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

As a start to the Atari SLIP FAQ, I have prepared a preliminary list of software available for the Atari 680x0 series. If you know of any additions or corrections please let me know.

ATARI 680x0 TCPIP Software List -- April 16, 1994

Ka9q (old version): Available at numerous sites, although several sites have been reported to have a corrupt version. Good copy located at ftp.tu-clausthal.de under pub/atari/telecomm/tcpip. Wolfgang Ley moderates this site and has made sample configs available in the same directory.

KA9Q-Nos: SLIP, PPP & NNTP software. Currently supported. Mail reader available. Located at ftp.tu-clausthal.de under pub/atari/telecomm/tcpip/ka9q & ftp.demon.co.uk under pub/atari/ka9q (this site is maintained by the author of the atari version).

MiNT-Net : Port of Berkley Unix Sockets, still in an early stage. Looks promising. Still under development. Requires MiNT to run.\ Available at most Atari FTP sites. atari.archive.umich.edu in atari/Mint/Net

pe1chl: A version of Ka9q, available for both the Atari and MSDOS. Currently supported. Available ftp.tu-clausthal.de under pub/atari/telecomm/tcpip/pe1chl

STICP: Available at many Atari FTP sites. I dont believe that it is supported any more.

TUW-TCP: Standard package designed for Ethernet card, but sources and instructions available for making your own driver. Runs as an .ACC or .PRG. Does not like MultiTOS. Located at ftp.tu-clausthal.de under pub/atari/telecomm/tcpip/tuw-tcp.

I have a volunteer willing to translate the final FAQ to dutch, it would be nice to have volunteers for french and/or german, etc. I am also still looking for suggestion, info, tips tricks etc. If you have any thing you would like to share about these packages or SLIP in general feel free to send it.

Dan Ackerman
ackerman.29@osu.edu

868. Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 22:15:47 UTC
From: raver909@telerama.lm.com
Message-ID: <2opo2j$c9f@telerama.lm.com>
Source record: 189290

Is there any FTP site with Ansiterm 1.9? If you have it could you mail me
a copy of it?
BTW: Is there an Ansiterm 2.0 yet?
Joe

--
~

869. Atari 520STfm and equipment For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 23:08:46 UTC
From: larry_a@netcom.com
Message-ID: <larry_aCoDKAn.AK5@netcom.com>
Source record: 189291

For Sale:

Atari 520STfm w/ 1 Meg Ram and internal DS 3.5" Drive
SC3000 Color Monitor (Has a built in Single Side 3.5" Disk Drive)
Megafile 30 Hard Drive with Vertex 185B 110 Meg Drive hooked in
(for 140 megs total storage)
IB External 5.25" Floppy Drive (for use with PC-Ditto & such)
Atari Mouse
2 joysticks

2 huge boxes of original software, most of them with manuals. I would like to sell this as a group if possible, asking $500 plus shipping, or best offer.

Please mail all offers to larry_a@netcom.com, or contact me at (510) 494-1053 evenings.

Larry Anderson

870. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 23:18:56 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.766538336@vipunen.hut.fi>
Source record: 189292

THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>Demo-makers, I think..! =-) They - if anybody - know, how to whip last bit of
>power out of the beast. Who'll do it? I've asked one Finnish demo-group
>- but haven't got any comments yet. They _can_, I'm pretty sure. But another
>thing is, if they will... Let's hope.

If you are the person who asked this at Necronomicon BBS, you should have your answer by now... But I'll answer this also here...

As it comes my opinion... It can be done. Raycaster alone does not take so much cpu-time, the same kind of discussion was going in alt.sys.amiga.demos, and one coder (Mats Knip, also from HUT) uploaded there some small demos he had done. They were much like doom or wolfenstain 3d, but without all textures, just plain walls. Program called 1frame.exe runs - as its name says - on every frame (50 fps) on standard 7.14 MHz Amiga 500. 2planes.exe was the same except it has depth-shading on the walls. (And didn't manage to keep the speed of 50 fps...)

Thish should prove that the only hard part is drawing the walls fast enough. On falcon the only suitable mode for this is true-color, as it is the only chunky pixel mode in the bird. Planar modes just can't be used for fast texture-mapping, so forget those ideas of reducing colors to 256. (Although doom does not do texturemapping in very strict definition... there is rotation only around y-axis...)

Fact is that it can't be done in 50 fps on falcon. (I'm talking here about PAL frequencies...) It just can't move enough graphics in one vbl. Two frames should be very well possible (25 fps in PAL), and three frames certainly (16.6 fps in PAL). Even on 3 fps is it not too slow to be playable, many 3d-vector games run in much lower refresh rates.

We (Aggression) are still not going to do it, since we have not enough time. We have other game projects, too bad that none of them is for falcon. (Although those STe-games we are doing now will of course be falcon-compatible, and maybe there will be some extra for falcon owners.) I can't answer any questions conserning our game projects, so don't e-mail me if you have something to ask about them.

What comes to the debate of using C instead of assembler in games... why not, but as it comes to my experience, the most optimized code is a result of the used system for some routine, not just calculating clock cycles and selecting the fastest option. What I mean is that if you for instance sort a table with a slow algorithm your C-compiler will not replace it with a fast one... unless you have a compiler with great amount of AI... It is not impossible to reach same speeds with C than with assembler, but when we are talking of the most

optimum speeds, the best advantage in C, its portability, will dissapear. You can't tranfer the code with machine specific optimizations... And that's exactly what is needed in here, for instance, to make the drawing to the screen as fast as possible.

Of course the game system can be ported as C source, but I suppose that it is not very optimized C code... (If the results of its speed reported here are correct, I have played it only on 486DX2/50MHz...) Just to compare it to those small demos by Mats Knip, it takes far too much time. At least the drawing is as easy on PC as it is on falcon, as VGA uses chunky pixel mode.

If you want to see what can be done on STe, take a look at Braindamage demo (available at least in a.a.u.e in STe-directory). Its endpart, a ride through a city, is very similar to doom (although no textures). It is partly pre-calculated, but runs every frame, and has more than half of raster time left. If you know how horizontal rasters are done on ST, you will notice that the rasters in lower part are "in sync" in color 0, which proves that we don't use the raster time during that for anything else.

Kiia Kallio
Lancelot/Aggression
kkallio@vipunen.hut.fi

871. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 23:33:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoDLFt.8oB@cix.compulink.co.uk>
Source record: 189293

>|> : >>According to a short blurb in one of the ST mags, SMS2 is a totally ne

>Get appologising then :-) I know people who have had demos at computer shows
>and it has been shown including screen shots on diferent platforms in various
>
>non-april issue of other magazines.
>ilure.

Are we talking about SMS2 or OMEn here or both?

Either way, I think the following statement is more or less correct,
especially for OMEn:

>Personally, I think the whole idea is ludicrous and doomed to failure

No offense to the authors intended, but what market were thay addressing
when they chose to write OMEn? Who is going to write software for an OS
which isn't standard on *any* machine. The fact that it runs on other more
popular machines does not help in making programs more portable. PC and
MAC owners for a start just aren't going to be bothered.

Roland.

@CiX

872. Re: CD-ROM drive & Supra SCSI interface?

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 23:33:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoDLFv.8ow@cix.compulink.co.uk>
Source record: 189294

>I'm currently trying to hook up a NEC Intersect CD-Rom reader to my
>1040 STe tos 1.6 4 megs with a Supra SCSI host adaptor. Should this work?

Yes

I don't know anything worth knowing about MetaDOS so I won't comment,
appart from the fact that the freeware 2.3 doesn't seem to support ST host
adaptors by default and therefore is useless on the ST (AFAICT) :-(

>Are there other drivers I should know about?

There is the ICD Pro utilitly disk which have a MiNT/MTOS driver on them
which does work (although it has some limitations).

There are also another couple of drivers just appeared. One of which id
called EXTENados (or something like this). Both of these are apparently
better than the ICD one.

Roland.

@CiX

873. looking for used copy of "Stalk the Market"

Newsgroup: comp.sys.atari.st
Date: 1994-04-16 23:57:47 UTC
From: rge@helix.nih.gov
Message-ID: <1994Apr16.235747.21972@alw.nih.gov>
Source record: 189295

I'd like to buy a copy of this prog to try it out. I'd also appreciate any reviews or comments on it's use and usefulness.
thanks much

874. Sleepy Joe

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 00:27:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoDnxE.9zx@cix.compulink.co.uk>
Source record: 189296

Does anyone know where I could find a copy of a screen saver called Sleepy Joe?

Thanks

Ofir ogal@cix.compulink.co.uk

875. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 00:55:18 UTC
From: peter@barbakane
Message-ID: <1994Apr17.005518.29771@sifon.cc.mcgill.ca>
Source record: 189297

In article <H.eg.NXupRxbLtk6@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <2da66808@secom.ct.se>, Rickard Troedsson writes:
> > The Falcon can handle DOOM, yes, but they will have to optimize their
routines
> > quite a bit.
>
> They'll never do it; 20k machines isn't enough to justify the time
> needed, even if _every_ Falcon owner bought a copy.
>
> > Was DOOM originally developed on a NeXT or under NeXT Step/PC? .. If
it was on
> > a NeXT (68030+56001) they should have most of the code already.
>
> NeXT machines are all 68030 or 68040; only the rare NeXTdimension had
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> the DSP (as well as an Intel i860). There's almost no chance of DOOM
^^^^^^^
> for NeXT using the DSP.
>
> From one post of id's, I thougt they were using NEXTSTEP for Intel on
> Dell hardware, but someone else assured me they were using real black
> NeXT hardware.
>
> --
>
----------==========----------

>
cherborth@semprini.waterloo-rdp.on.ca
> Chris
Herborth

Chris,

All NeXT machines, starting from 68030 cubes with only optical drives and
ending with the latest 68040 Turbo Color, have the 56001 DSP built in.
The NeXTdimension has no use for the DSP, since it's sole purpose is to
have 32bit graphics display at the same speed as a monochrome NeXT, and to
have lots of other nifty real time video features (all this is where the
i860 comes into play).

Peter.
B7NS@MUSICB.McGill.CA

876. Re: Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 01:20:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoDqE7.B5t@cix.compulink.co.uk>
Source record: 189298

```
In message <zieg0008.766468484@gold>, zieg0008@gold.tc.umn.edu said:
>
>What is Devpac DSP? Is it available now? In the US?

Should be from Oregon Research boblu@tekgem.bv.tek.com
otherwise try hisoft@cix.compulink.co.uk
-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

877. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 01:38:20 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoDr7y.Gur@sdf.lonestar.org>
Source record: 189299

```
========================
I doubt the technique could be applied to the TT/Falcon machines (it needs 030
or better), give the way GEM works. Personally, I'm of the opinion that if you
need more storage or RAM capacity you should shell out for some more HW...
You're bound to get problems someday.
========================

It works because the MAC uses software memory management, it then combines the
software and the hardware memory management to make maximum use of free
RAM. However, it sounds like it simply uses memory that is not in use.
GEMDOS and MiNT are highly into dynamic memory where you don't take all the
RAM you might need, but you only allocate what you are using anyway, so
we can run the two programs you mentioned in 4MB of RAm, they need the
RAM Doubler to do so.
```

878. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 04:15:46 UTC
From: whitema@rtsg.mot.com
Message-ID: <2oqd5i$9pk@delphinium.cig.mot.com>
Source record: 189300

In article <1994Apr14.075316.1@cc.curtin.edu.au>,
<zrollinso@cc.curtin.edu.au> wrote:
>Has anybody had any experience running a Viper (archive 2150S) tape drive
>from an Atari ST(e)? Any special software required?
>
>
>Steven Rollinson
>Steve.Rollinson@MIS.WMC.wmc.telememo.au

Steve,
Yes, it works quite well. I have one set up here. It's connected through
and ICD SCSI+ and I use software from Beckemeyer Development to do all
my backups and restores. BTW, DO NOT terminate the tape drive if you use
the ICD SCSI+. It causes bad things to happen.

Michael
whitema@rtsg.mot.com

879. XtraRAM+8? (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 05:17:17 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Apr17011717@wpi.WPI.EDU>
Source record: 189054

0{{ "abarbiero" == abarbiero <abarbiero@delphi.com> writes:
abarbiero> Stephe Lewis Foskett <lancer@guardian.WPI.EDU> writes:
>> As for the RAM, the MAX ANY ST or STE (megas included) can use is 4
>> megs. If the mega ST is a Mega 2, then RAM is a question. It
>> cannot be upgraded with SIMMs and apparently is a pain in the ass
>> to upgrasde

abarbiero> Not so anymore... the XTRA RAM-8 allows you to add 8 more
abarbiero> MEGS of RAM to your ST. I know it works on a Mega, and it
abarbiero> may on a MSTe, but I have seen them for sale at a few Atari
abarbiero> dealers.

So what IS this thing and how does it work? I've heard about it but
nothing specific! Can anyone comment? Does it page the memory?

Having just bought Geneva, I'm very interested in breaking the 4 meg
barrier!

.s.
(BTW, get Geneva!!!)
--
- lancer@wpi.wpi.edu - - Helmet, "In the Mean Time": -
- To die unsung would really bring you down although wet eyes -
- would never suit you - walk through no archetypal suicide -
- To die young is far too boring these days... -

880. Need help finding software (if it exists!)

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 05:48:58 UTC
From: steve-j@teleport.com
Message-ID: <2oqika$efr@elaine.teleport.com>
Source record: 189055

While someone pointed out JPEG Viewer v2.xx as a 'slideshow'
program for JPEG & GIF images, it's not quite what I was
looking for. So if anyone knows of a GIF/JPEG slideshow
program (shareware/freeware/PD) for the Falcon (one that'll
automatically cycle through pictures and, preferably, scale
down high resolution pictures to current resolution -- and
not just by 'halfing' them), PLEASE let me know.

Also, if anyone knows of a Falcon .MOD player capable of
handling .669 format files, PLEASE let me know.

Thanks!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

881. Re: SLIP FAQ (Software List)

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 05:52:24 UTC
From: abarbiero@delphi.com
Message-ID: <RC8MTmA.abarbiero@delphi.com>
Source record: 189056

Daniel D Ackerman <dackerma@magnus.acs.ohio-state.edu> writes:

> As a start to the Atari SLIP FAQ, I have prepared a preliminary list of
>software available for the Atari 680x0 series. If you know of any additions
>or corrections please let me know.

When you have it done PLEASE let me know! I would LOVE to print it in
AEO, as there are unending questions from those who have no knowledge
of even the Usenet.

Andreas@AEO

882. Atari ST/TT Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 05:54:59 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCoE33o.HDv@netcom.com>
Source record: 189057
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.misc,ba.market.computers

```
Software for sale - - - - - Software for sale

Calamus SL (plus Raster Generator, Vector Graphic, and Speedline
modules, all of my fonts, and User-2-User files) -- $200
LookIt 1.2 / PopIt 1.3 -- $10
Wordflair II -- $50
Degas Elite -- $15
Flight Simulator II -- $20
GFA Basic 3.6 -- $60
NewDesk Icon Editor 2.15 -- $15
Universal Item Selector III -- $20

All prices include shipping. All programs come with disks and
original manuals. Everything is in excellent, pristine condition.

If you don't like the prices, make an offer! I don't want to keep
this stuff.

If interested, please contact me at ekrimen@netcom.com, or on GEnie
at AEO.5.

Thanks!

Ed Krimen

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
```

883. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 06:44:30 UTC
From: "CALARCO,PASCAL VINCENT,MR" <FPCA000@MUSICB.MCGILL.CA>
Message-ID: <17APR94.01881286.0083@VM1.MCGILL.CA>
Source record: 189058

In article <9404151338.AA00913@ilmen.lanl.gov> hutch@ilmen.lanl.gov (John Hutchinson)
writes:
>In c.s.a.s. sebelt01@starbase.spd.louisville.edu () said:
>
>> To be concise: I'm interested in hacking/phreaking programs for the Atari
>> ST(e). Please UUencode and mail any programs and source code that you may
>> have. When I have collected a significant amount of these programs, I will
>> make them available to anyone interested. Thanks.
>
>Oh good, just what we need. Another anonymous Atari CRIMINAL in the making!
>
>Grrrrr.
>
>-Hutch- @ Fair Dinkum Tech
>.
Ahh, lighten up. After all, its just for 'informational purposes
only.' <grin>

dr nightmare

oOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOo
Pascal V. Calarco InterNet: fpca@musicb.mcgill.ca
Grad. School of pcalarco@binkley.cs.mcgill.cs
Library & Info. Studies RadioCityZen BBS: (514)842-7126
McGill University GEnie: P.CALARCO
Montreal, PQ
oOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOoOo
"Do what thou wilt shall be the whole of the law." - A.Crowley
---

884. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 06:51:53 UTC
From: "CALARCO,PASCAL VINCENT,MR" <FPCA000@MUSICB.MCGILL.CA>
Message-ID: <17APR94.02014132.0083@VM1.MCGILL.CA>
Source record: 189059

In article <2omp6r$t7i@ornews.intel.com> mhsmith@ornews.intel.com (Michael Smith) writes:
>hutch@ilmen.lanl.gov (John Hutchinson) writes:
>
>>In c.s.a.s. sebelt01@starbase.spd.louisville.edu () said:
>
>>> To be concise: I'm interested in hacking/phreaking programs for the Atari
>>> ST(e). Please UUencode and mail any programs and source code that you may
>>> have. When I have collected a significant amount of these programs, I will
>>> make them available to anyone interested. Thanks.
>
>>Oh good, just what we need. Another anonymous Atari CRIMINAL in the making!
>
>>Grrrrr.
>
>>-Hutch- @ Fair Dinkum Tech
>
>I feel the same way. I've become very conscientous in the last few
>months of paying my shareware fees and supporting commercial
>developers. In all cases, these developers work hard to support a
>platform the doesn't get recongized very well.
>
You obviously have no clue..how many h/p programs have you seen that
are shareware or even less commercial? There's lots of h/p wares for
the x86s, Amigas, an even Macs, and I haven't seen one PD/shareware
offering.

>If this type of activity goes on, no one will want to develop for the
>ATari platforms and we'll be left with aging equipment and second rate
>software.. basically all we'll have is dust.
>
Gimme a break. This is the *first* time I've ever seen h/p discussed
with the Atari on this newgroup. And h/p has nothing to do with
whether the Atari will survive. Stop blowing it out of proportion.

>I definately won't support this hacking/phreaking cause by mailing any
>software to that address.. BS!
>
I certainly will!

>Michael
>
>--
>=-=-=-

>=-=-=-

885. Cart/Vmebus specs wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 08:21:28 UTC
From: cs1cu@herts.ac.uk
Message-ID: <2oqri8$jds@altair.herts.ac.uk>
Source record: 189060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

HELP!

I am in dire need of any technical specs anyone can get me on the
specs for the ports on the 520STFM - especially the cartridge port,
and also anything anyone can mail me on the VMEbus specs and pinouts.
(no, I'm not trying to produce a cart-VMEbus - if I was going to post
that one it would have been sent 1st April ;)).
Any replies to :
T.Darby@altair.herts.ac.uk
100271,3534@compuserve.com
or reply to usenet.

Thanks
Tim

--
-- /--\===== --+
'Quoth the raven - Eat my shorts !' ' __________ |
Tim Darby - T.R.Darby@altair.herts.ac.uk (student) |o-------o\ |
- 'Rumbarumbarumba squee, whirrr, cla-chunk ... BOOM!' ----- 0_____0 -----+

886. Small system for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 08:29:39 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1994Apr17.082939.9574@galileo.cc.rochester.edu>
Source record: 189061

```
Forsale:

Atari 520ST (1 Meg RAM), 720k external floppy drive +
Thomson Color Monitor.
Both exterior looks old. The ST has some missing screws and
the monitor has a missing power button.
Internally work normally, no screen burn on monitor screen.
Monitor come with stand, has screen size controls at the back,
has ttl and rca input also but no speaker.
$170 + shipping.

Thanks
...
ling cherd
.
```

887. Copying - Salvage Files - PD w/out FTP

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 08:44:57 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Apr17.034457.17343@wmichgw>
Source record: 189062

Need some help!

I first and foremost need to find a way to get PD software to my Atari which has no modem. I can retrieve everything I need at work on an IBM that has no sector editor. I'm not sure what other way I can download things to the PC and then read them directly into my Atari.
REAL PROBLEM #1) I have MasterTracks Pro for my Atari and I have been using it for years to record music. Unfortunately, I never did send in to get my backup copy and Passport has since quit manufacturing and supporting the people who bought it. I've begged many times for them to search their desks for one copy that they could send to me but it was too much effort!! JERKS!! The disk is copy protected. How can I make a backup of this!!
REAL PROBLEM #2) I have sequence that I only made one copy of about two years ago. Apparantly the file has gone bad. Is there a utility that can salvage bad files? Am I doomed to spend another 160 hours on this song?

I realize I am stupid for not taking precautions then. I know so much more now and much wiser and less stupid. But if anyone can help, I would greatly appreciate it! If I can't FTP, is there someone I can get a bunch of PD software/utilities from? I have a calculator accessory I can trade...I'm so pathetic!!! HELP ME!!!

Brian Mc

888. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 10:06:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2or1n2$5lh@nasim.sta.sub.org>
Source record: 189063

azog (azog@world.std.com) wrote:
> I know others say 'get the latest version of the MiNT libraries', and'get
> the latest version of GCC', but myself, I still have some problems with
> these.

What type of 'problems'?

> So anyways, in any makefile, I always add the -mint switch to the
> CFLAGS line. Works fine for me.

Assuming you are only using the MiNT-Library, it would be a good idea to
rename the MiNT-Libraries to their GNU equivalents. I wrote a small script
I always use after unpacking the new libraries. So you never have to add
-mint to CFLAGS.

```
#!/bin/sh
mv bmcrt0.o bcrt0.o
mv bmgcrt0.o bgcrt0.o
mv bmiio.olb biio.olb
mv bmiio16.olb biio16.olb
mv bmint.olb bgnu.olb
mv bmint16.olb bgnu16.olb
mv mcrt0.o crt0.o
mv mgcrt0.o gcrt0.o
mv miio.olb iio.olb
mv miio16.olb iio16.olb
mv mint.olb gnu.olb
mv mint16.olb gnu16.olb
```

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

889. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 10:16:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2or295$n7q@golem.wcc.govt.nz>
Source record: 189064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CoBnuw.GAn@cix.compulink.co.uk>, ssolutions@cix.compulink.co.uk ("Brandt Fernades Europe ") writes:
>>I have been told the way to go is Mag!cs or what ever its called..
>It is [g], I have been using it now for few months and I find that is
>very stable and runs most Atari software.
>There are some problems with PD stuff which is not well written.
>
>>What sort of support will I get here in New Zealand, and what will it cost me..
>Well System Solutions is the UK distributor for Mag!x and the software
>is properly supported.
>The cost for upgrades will be a nominal fee of around ?15 for minor
>updates.

Here we go again, you meen I haveto pay for Bug fixes, Neodesk
and Geneva Bug fixes are free, you just dnload them from GEnie..

>>Can I buy it by Credit Card, etc..??
>Yes we do take CC.
>

Yes but what is the price,,,???

>We will be also selling a replacement desktop from Germany [g] called
>Ease, this is very good, more flexible than the Mag!x desktop.

But how much does it cost..??

>>There is very little support for most German programs out side Germany,
>>so who will support Mag!cs...???
>We will. [g]

Do you meen Real Online support with the ability to dload upgrades..??

>>With Neodesk and Geneva I get full support on GEnie, were would the update
>>support come for Mag!cs..??
>We are on Cix so you can always get through to me with any querries.
>

But that does not get me updates..??

>>A BBS may be, like GRSRZ has or even GEnie, or even a good FTP site, that
>>works like GSZRZ does.....??
>SS have a BBS running 24hrs and 14400, the number is; 081-299 3933

Will that let me dnload updates..??

>
>ATB

>G. Campo
>ssolutions@cix.compulink.co.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

890. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 10:24:43 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2or2pb$q3n@aggedor.rmit.EDU.AU>
Source record: 189065

abarbiero@delphi.com wrote:
:
: Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
: to your ST. I know it works on a Mega, and it may on a MSTe, but I have
: seen them for sale at a few Atari dealers.
:
: Andreas@AEO

Does this mean 12Meg total or 8Meg total???

--

Rob. (roba@nutmeg.ntu.edu.au)

891. Re: Zmodem? Any pd Term. that works?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 10:31:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2or35i$n7q@golem.wcc.govt.nz>
Source record: 189066

In article <CoCL6B.CMs@cscns.com>, ath@cscns.com (Matthew Athey) writes:
>Hi,
>
>I have joined the Atari world about 2 months ago, and I have been looking
>for a terminal prog. that supports Zmodem. What I would really like is
>a Zmodem that can auto-start transfers. I did look at Connect v2.46, and
>from the doc's, it sounded great; unfortunatly, I only have a stock ST, and
>the system doesn't have enough memory for Connect.
>
>Can anyone please tell me what the best term. software is for Atari netting?
>
>Thanks,
> Matthew.

Well that leaves only THE STORM and RUFUS 141, the Big problem with Rufus is its still in German and has no Medium Res support, its a great Terminal program, but it has this lack of English support, a great pitty..

THE STORM has the features you need but is still a bit Buggy, its upto version 1.02, but you will need all the 4 parts to update it to that version, it does Background dialing and Background Zmodem dnloads as a Program, its the only one I know that does this....

There is also this funny thing called Stalker 3, not PD, but it does not have built in text Editor, you have to get STneo as well, does background Zmodem dnloads as a ACC...

I think this is for a major update....

I will leave the rest for the other netters to answer...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

892. Re: Calamus Font Editor?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 10:34:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2or3ce$n7q@golem.wcc.govt.nz>
Source record: 189067

In article <7663701@pacush.frmug.fr.net>, sun_burst@pacush.frmug.fr.net (Taras Golovanivsky) writes:
>Hi.
>
>Is there a Font Editor for Calamus?
>
>Thanx.

From memory there is this Great one from CodeHead..

I think its call Genus or some thing like that, can also handled locked Calamus fonts from memory...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

893. Re: Download Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 10:41:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2or3pl$n7q@golem.wcc.govt.nz>
Source record: 189068

In article <1994Apr16.081514.23131@dal1>, stevedc@ac.dal.ca writes:
> I'm having a few problems with downloading with a new
>high speed 14,400 modem. It's V.32 and V.42 bis 14,400 and
>when ever I download say a 600K file I only get about 80K
>and then CRC errors all over the place. I have tried a few
>CTS fixes etc with no luck. Any suggestions? Much appreciated.

You don't need CTS fixes for Dnloading, but you do need biger buffers.

Use HSMODA02 its claimed tp be the best.....

Will fix uploads and dnloads....

Also are you trying to save to floppy, I don't know if that is possible
with hs tranfers, but if you can set the dnload buffers large...

This is posible with GSZRZ a German Zmodem program....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

894. Re: Zmodem? Any pd Term. that works?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 10:45:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2or40u$n7q@golem.wcc.govt.nz>
Source record: 189069

In article <5S-MCz+.robo28@delphi.com>, Rob <robo28@delphi.com> writes:
>Matthew Athey <ath@cscns.com> writes:
>
>>Can anyone please tell me what the best term. software is for Atari netting?
>
> Well the best PD term software that I used on my stock ST was Freezed Dried
>Term. It has an excellent ZModem protocol that is AUTOMATIC. Try it!
>
>Rob

This has no support for VT 100 and uses a poor version of Zmodem that is to
slow...

Not what I would call a good terminal program, and has not been supported
by the author for over a year...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

895. Re: Copying - Salvage files - PD w/o FTP, etc."

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 13:14:01 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HB9Y4BEKOI8WY2MF@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189070

Brian:

The ST/TT/Falcon can read standard 720kb PC disks with no problems, so if you can FTP thru work you should have no problem. I used my roommates' PC to FTP lots of software before getting a modem.

BTW, what ST do you have and which version of TOS does it have? This is important since older versions of TOS can't properly format PC readable disks...

REAL PROBLEM #1:

SO, your music program is copy protected, huh? Some of these programs are easily copied using standard copy programs like ACOPY, ProCopy, etc.

However, many of these programs are unavailable and difficult to find. For starters you can try FTPing a program called DiskMech. This is a good disk analysis tool that also can do copies of protected software. As it is shareware, getting it would be inexpensive and not cost you alot of money.

If it can't copy your disk it can be used to at least do a complete disk analysis which then can be posted where someone might be able to suggest a commercial program to fit your needs. However, as your music program is kind of old, there will probably be several copy utilities that will able to handle it.

Also, there are still several mail-order PD vendors in the states that offer a good variety of stuff. Send me E-mail directly if you want some address and related info regarding these companies.

I hope this at least points you in the right direction....

Ari

896. Re: teddyterm

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 14:18:55 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <766592335snz@filesys.demon.co.uk>
Source record: 189072

In article <CoCLGy.CrE@cscns.com> ath@cscns.com writes:

>Pekka Sarnila (sarnila@tukki.jyu.fi) wrote:
>
>: Some time ago there was talking about teddy term, and that it would appear
>: on ftp sites. Havn't found it anywhere. Where couls I find it?
>
>There is a copy on atari.archive.umich.edu in the atari/Telecomm dir,
>however, it is missing the .rsc file. (i.e. no workey). Now, I did
>send mail to the programmer, Mark Matts, and he should be releasing
>a complete vs. soon. I would imagine that it would be uploaded to
>atari.archive. Now, there is another alternative . . . you could
>dial up Mark's BBS. It is in the UK, and the number can be found if
>you unpack the disfunctionate tterm2 on a.a.u.e. Look in the text files.

Mark's BBS number is +44 533 413443 and is online 2200-0700 UK time.
Although I recently mailed the latest copy of TTerm to atari.archive.umich.edu
so it should be up there real soon.

Regards,

Stu...!

--
==
\\\\\\\-----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==

897. Re: Sleepy Joe

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 14:24:40 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDROEFXX@jimmy.sta.sub.org>
Source record: 189071

In <CoDnxE.9zx@cix.compulink.co.uk> "Ofir Gal" wrote :

>Does anyone know where I could find a copy of a screen saver called Sleepy
>Joe?

Sleepy Joe is a german, commercial sold multifuntional program. Therefore it
shouldn't be available at any server. And I don't know who supports Sleepy Joe.

bye, Jimmy

--
jimmy@jimmy.sta.sub.org | f1 - keyboard error, no keyboard connected | |||
Achim Wilhelm | press F1 to continue ... | / | \

898. compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 14:47:02 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2ori56$6d@aggedor.rmit.EDU.AU>
Source record: 189073

Ive just spent a fun evening trying to compile Mint 1.08

Using a cross compiler on a sun box

I keep on getting an error in main.o of an undefined _main

I have the latest libs and includes.. any ideas??

--

Rob. (roba@nutmeg.ntu.edu.au)

899. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 15:41:16 UTC
From: ssolutions@cix.compulink.co.uk
Message-ID: <CoEu8s.2KC@cix.compulink.co.uk>
Source record: 189074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>
>Tony, is there any way you guys could take a few 256 colour screen shots
>of these new desktops and upload them to CIX, it would help with making
>the coice of which to purchase, as I've got both Mag!x and Ease on
>backorder.
>
>= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
>= / \ __ / ------ = 7, Crescent Road, Portwood, =
>= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
>= ////// ' \/ ` --- = United Kingdom. =
>= //// / // : : --- = Fax +44 (061) 429-9803 =
>=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

I'll try to get some screen shots uploaded of both Ease and Mag!desk
in the next few days.
Will let you know.
At the mo I am running in Mono, so will have to set up a TT to get
some colour on Mag!x and a Falcon for Ease.
```

900. Astrolog and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 16:01:40 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2ormh4$h2e@sun2.ruf.uni-freiburg.de>
Source record: 189075

Is there anybody out there who has sufficient experience in C-programming
in order to compile the C-program Astrolog 4.10 of Walter "Cruiser" Pullen
for the Atari ST ?

The sources are available via ftp in hilbert.maths.utas.edu.au in the
subdir pub/astrology/Astrolog named ast41src.zip.
I also can send them via email (270 KB, uuencoded even larger)

Astrolog 4.10 is a freeware program which can do basic astrological compu-
tations and which surely would be welcomed by many ST-Users. I also know
of some which are looking for such a kind of program.

Is there anybody who has enoug interest and knowledge of either astrology
and c-programming on the ST in order to do such a work ?

--
****
* Andreas Bunkahle * bunka@mibm.ruf.uni-freiburg.de **********************
* Cetero censeo televisionem videonemque esse delandam ******************
****

901. Astrolog and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 16:02:39 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2ormiv$h2e@sun2.ruf.uni-freiburg.de>
Source record: 189076

Is there anybody out there who has sufficient experience in C-programming
in order to compile the C-program Astrolog 4.10 of Walter "Cruiser" Pullen
for the Atari ST ?

The sources are available via ftp in hilbert.maths.utas.edu.au in the
subdir pub/astrology/Astrolog named ast41src.zip.
I also can send them via email (270 KB, uuencoded even larger)

Astrolog 4.10 is a freeware program which can do basic astrological compu-
tations and which surely would be welcomed by many ST-Users. I also know
of some which are looking for such a kind of program.

Is there anybody who has enoug interest and knowledge of either astrology
and c-programming on the ST in order to do such a work ?

--
****
* Andreas Bunkahle * bunka@mibm.ruf.uni-freiburg.de **********************
* Cetero censeo televisionem videonemque esse delandam ******************
****

902. Astrolog and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 16:06:18 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2ormpq$h2e@sun2.ruf.uni-freiburg.de>
Source record: 189077

Is there anybody out there who has sufficient experience in C-programming
in order to compile the C-program Astrolog 4.10 of Walter "Cruiser" Pullen
for the Atari ST ?

The sources are available via ftp in hilbert.maths.utas.edu.au in the
subdir pub/astrology/Astrolog named ast41src.zip.
I also can send them via email (270 KB, uuencoded even larger)

Astrolog 4.10 is a freeware program which can do basic astrological compu-
tations and which surely would be welcomed by many ST-Users. I also know
of some which are looking for such a kind of program.

Is there anybody who has enoug interest and knowledge of either astrology
and c-programming on the ST in order to do such a work ?

--
****
* Andreas Bunkahle * bunka@mibm.ruf.uni-freiburg.de **********************
* Cetero censeo televisionem videonemque esse delandam ******************
****

903. Astrolog and the ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 16:07:49 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2ormsl$h2e@sun2.ruf.uni-freiburg.de>
Source record: 189078

Is there anybody out there who has sufficient experience in C-programming
in order to compile the C-program Astrolog 4.10 of Walter "Cruiser" Pullen
for the Atari ST ?

The sources are available via ftp in hilbert.maths.utas.edu.au in the
subdir pub/astrology/Astrolog named ast41src.zip.
I also can send them via email (270 KB, uuencoded even larger)

Astrolog 4.10 is a freeware program which can do basic astrological compu-
tations and which surely would be welcomed by many ST-Users. I also know
of some which are looking for such a kind of program.

Is there anybody who has enoug interest and knowledge of either astrology
and c-programming on the ST in order to do such a work ?

--
****
* Andreas Bunkahle * bunka@mibm.ruf.uni-freiburg.de **********************
* Cetero censeo televisionem videonemque esse delandam ******************
****

904. Re: Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 16:21:03 UTC
From: <>
Message-ID: <2ornlf$pj2@mother.usf.edu>
Source record: 189079

In article <2opo2j$c9f@telerama.lm.com> raver909@telerama.lm.com (Joe LeSesne) writes:
>Is there any FTP site with Ansiterm 1.9? If you have it could you mail me
>a copy of it?
>BTW: Is there an Ansiterm 2.0 yet?
> Joe
>
>--
>~
>
I do not know of any FTP sites that have ANSITerm, but if you know of one what does not have it, I can put it there. It would be best if I put it on an FTP site rather than mail it to you so that more people can get it.

ANSITerm 1.91 is the version of ANSITerm you get when you register it, and there are a few nice improvements that I don't even remember since it's been so long since I implemented them. They include things like faster scrolling, linkable macros, and auto-logon.

There is no ANSITerm 2.0. IF there is ever a new version of ANSITerm, it will be called ANSI Link and it will be Falcon/MultiTOS compatible and run in a window. This is a long time off since I have a too many other things to do, not to mention the magazine.

Timothy Miller
Processor Direct Magazine
Two Worlds Publishing

905. Re: Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 16:36:20 UTC
From: <>
Message-ID: <2oroi4$pkv@mother.usf.edu>
Source record: 189080

Also, ANSITerm works on the Falcon too. That's what I'm using now, in fact. The problem is that it doesn't do baud rates higher than 19200, it can't hangup, read DTR, or sent a break signal. In that regard, it broke just like most other pre-Falcon terminal programs. The rest of it works just fine.

906. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 16:57:41 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1gaw@outb.wimsey.bc.ca>
Source record: 189081

JL>>I doubt that the technique could be applied to the TT/Falcon(it needs o30
or better.

Uh-Jon? The TT and Falcon ***<ARE>***030 machines. Maybe it is the way
Tos/Gem work, but not the lack of an 030! :-)

907. Re: teddyterm

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 17:03:20 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CoEy1K.5s8@cix.compulink.co.uk>
Source record: 189082

>Some time ago there was talking about teddy term, and that it would appear
>on ftp sites. Havn't found it anywhere. Where couls I find it?

A new version is due out shortly, if you want to mail me in a few weeks
time I can uuencode it and mail it to you.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

908. Lemmings

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 17:03:22 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CoEy1M.5st@cix.compulink.co.uk>
Source record: 189083

Has anyone out there got a second hand copy of Lemmings that they would care to part with. Asking for a friend, I hate games. Reply by email please.


```
= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

909. Re: Wanted: Autotracing program...

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 17:04:25 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1gb2@outb.wimsey.bc.ca>
Source record: 189084

Dan:Codeheads carry Avant Vector-and-about 6 months ago they slashed the price from @ $550 down to $200. AFAIK, this was not a sale, but a permanent price change. Get a hold of an Avant Vector demo if you can-very nice program.
Doug

910. Re: What is NVDI and will it help my native Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 17:08:44 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1gb4@outb.wimsey.bc.ca>
Source record: 189085

From what I have seen, all the bench marks point to NVDI for 256 colours and over-below that, most benchmarks/magazine comparisons seem to indicate that there is way less difference between W9 and NVDI as far as speed goes. It really depends on your use. I am a prime example. I now use Warp 9 on a 4 meg 1040 STE with mono monitor. However when I get my Falcon this spring, I want a SVGA monitor. So I will be springing for NVDI for the colours! :-)

911. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 17:29:28 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CoEz94.6H9@cix.compulink.co.uk>
Source record: 189086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I'll try to get some screen shots uploaded of both Ease and Mag!desk
>in the next few days.

That would be superb, hopefully we can all then see what is on offer.

>Will let you know.

Awaiting an announcement.

>At the mo I am running in Mono, so will have to set up a TT to get
>some colour on Mag!x and a Falcon for Ease.

Grin, no trouble to you guys at SS I assume. BTW what is your own
machine Tony?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

912. Atari United! Conference on Free-Net TONIGHT (Sunday)

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 18:07:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2orttg$k2i@usenet.INS.CWRU.Edu>
Source record: 189087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

On Sunday, April 14, 1994 at 8pm Eastern Daylight Savings Time, the
Cleveland Free-net will be sponsoring a live Atari Conference on Free-net's
local chat system (the IRC). This sunday our special guest will be
Patti Barbierno. Patti is the co-founder and public relations person
for Atari United!, a national Atari Users Group.

All Atari users are welcome and encouraged to attend this meeting.

The meeting's format:

>From 8pm until 9pm the meeting will be a semi-closed forum consiting
of a question and answer session with Patti. Only myself, Patti, and
any auxiliary operators will be able to send text on the channel...

However, users will be able to ask questions by sending a private
message to myself...I will then forward the questions to Patti at the
appropriate time.

Send any questions to me at aa338@po.cwru.edu.

I will have details on using the chat system and our conference in
the general bulletin board of the Atari SIG ASAP.

To get to the general board type 'Go Atari' at the "Your choice ==>"
prompt. Next enter '4' to get to the general bulletin board.
Finally, look for the post towards the bottom of the list called
'IRC Crash Course'. You may need to hit '+' a few times inorder to page
down the list of bulletins.

In the meantime, the conference will be held on channel #Atari

Once again the date for this event is Sunday April 17, 1994 (that's
this next sunday)...

Time: 8pm EDT

At least during the formal part (the Q&A with Patti)
I'm going to have the channel set up so only operators (our guests, myself,
and an auxiliary operator) able to chat on the channel...

You will be able to ask questions, however...they will submit their
questions to me by typing

/msg ATARI_SIG ask (their question)

This question is placed on a queue...

What's more, users can view these questions (view the queue) by sending me this command

/msg ATARI_SIG View

This not only let's them know how long "the line is", but it helps prevent people from asking the same question...

---

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

---

Mark Leair (aa338@cleveland.freenet.edu)

--

913. ST Format EMail address?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 18:41:10 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2orvs6$1qd@freenet.hut.fi>
Source record: 189088

Does anybody know if ST Format has an Internet EMail address. If someone
does, could they send it to me?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

914. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 19:24:33 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2os2dh$66g@news.u.washington.edu>
Source record: 189089

Where is the 'EGEM' package located? What are the files called? I'm new
here so I was not aware of EGEM, but it sounds interesting.

mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>In <2og9do$c54@percy.cs.bham.ac.uk>, Chris Ridd writes:

>[> There is no documentation for the library, which might be a problem.

>This is not really a problem; I've used EGEM for the installation program
>of MasterBrowse and the entire ESS-Code program. All the documentation
>you need is in the example program source code. It pretty much shows
>you how functions should be called and how your program needs to be
>structured to use EGEM. The STARTUP.RSC file contains all of the
>extended objects, so you can just paste them to your resource file
>and you are ready to go. The only thing I had trouble with was the
>concept of being able to open any dialog box at any time, regardless of
>the fact that others are currently open. Working out how _that_ should
>be done was a real problem for me.

>[> Also, E_GEM programs (inc. LZHSHELL 2.99) tend to override any changes
>[> the user makes to the .RSC files (eg changing colours), which is not
>[> good practice.

>In general, it is not good practice to edit the resource files of
>programs. They are the way they are for a very good reason, usally
>(though colours are not usually critical, positioning often is.) I
>would not blame this on EGEM, though. It is a function of the
>program in question. For example, LZHSHELL allows you to change
>colours from inside the program. What is happening in that case is that
>the program is setting the colours to the colours used as the
>defaults.

>[> --Chris
>[> X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>[> Cix: chrisridd@cix

>--
>() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
>() Michel Forget / Electric Storm Software () My cat stole my ()
>() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
>() ess@tibalt.supernet.ab.ca () them off for milk. ()
>() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

915. Info on Atari 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 19:34:00 UTC
From: eudoh@sct.edu
Message-ID: <2os2v8$g96@st6000.sct.edu>
Source record: 189090

Could someone please email me some info on an Atari 1040 ST.....
I know nothing about this machine, and am looking for as much information
as possible or even a source for information...
thank you..


```
==========================================================================
| Etop Udoh Southern College of Technology |
| 3210 Hudson Rd. Internet: Eudoh@sct.edu |
| Marietta, Ga 30060 |
|::::::::::::::::::::[ S O N I C D R U I D ]::::::::::::::::::::|
|"......... If you aint got nothing, you got nothing to lose..........."|
|========================================================================|
```

916. Font Editors

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 19:36:30 UTC
From: ua887@freenet.Victoria.BC.CA
Message-ID: <1994Apr17.193630.10681@freenet.victoria.bc.ca>
Source record: 189091

Hi there....I'm looking for a font editor of some sort that will allow me to change the upper end of the system font (192-254) to Cyrillic characters (KOI-8), and then use this font with any ol' term program. Is there a font editor around that someone could point me to?

Thanks....bh

917. Re: Copying - Salvage Files - PD w/out FTP

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 19:59:56 UTC
From: warrl@hebron.connected.com
Message-ID: <2os4fs$3d2@hebron.connected.com>
Source record: 189092

mcwilliams@wmich.edu wrote:
: Need some help!

: I first and foremost need to find a way to get PD software to my Atari
: which has no modem. I can retrieve everything I need at work on an IBM that
: has no sector editor. I'm not sure what other way I can download things to
: the PC and then read them directly into my Atari.

Download to that PC. On the PC, format a 3/5" disk to 720K and use it to
move the stuff to the ST. (You can format the disks on the ST instead,
provided you *first* verify that it will produce disks usable on the PC.
The format routine built into early versions of TOS missed one critical
2-byte field; I think that was fixed around 1.62. A number of third-party
format routines claim to produce PC-compatible disks, and a few of them
actually do. Note that aside from the failure of early TOS to correctly
set this 2-byte field, there is *no* difference between TOS format and
MS-DOS 720K format.)

918. comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 20:01:00 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2db1a392@cindy.ct.se>
Source record: 189093

Why not create a comp.sys.atari.programmers? There's a LOT of discussion both here, in the .tech and in the .advocacy group that's CLEARLY suited for a special group.

(..and no, I'm not willing to go thorugh the hassle .. sorry .. ;)

Anyone?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

919. Re: Info on Atari 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 20:03:02 UTC
From: warrl@hebron.connected.com
Message-ID: <2os4lm$3hq@hebron.connected.com>
Source record: 189094

Etop Udoh (eudoh@sct.edu) wrote:

: Could someone please email me some info on an Atari 1040 ST.....
: I know nothing about this machine, and am looking for as much information
: as possible or even a source for information...
: thank you..

Well, it's grey, it has keys, it has places to plug in a bunch of cables...

Er...

What kind of information did you have in mind?

920. Re: Atari United! Conference on Free-Net TONIGHT (Sunday)

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 20:05:43 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2os4qn$2fa@usenet.INS.CWRU.Edu>
Source record: 189095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

Just a little more information on the conference:

The conference is being held in Cleveland Free-net's local IRC, not the world-wide IRC. One needs a registered Free-Net ID to use this system.

Not yet registered on the Free-net? Register today and not miss a single conference in the future! See the April CAIN newsletter for further information on upcoming conferences...
--

921. SuperBomberMan???

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 20:22:32 UTC
From: nj1@ukc.ac.uk
Message-ID: <7467@merlin.ukc.ac.uk>
Source record: 189096

I remember a few months ago reading that somebody is converting the SNES game SuperBomberMan to the Falcon...

Has anybody any news on it???

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

922. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 20:34:18 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <766778042.0@mettav.royle>
Source record: 189097

It was none other than Tommi Hietavuo that wrote on 10 Apr 94 that ,
TH> prove that we're serious. If anything.. But there'll have to be
TH> _lots_ of us
TH> doing this! Everybody is needed now. In England, people succeeded
TH> to get Civilization for ST by doing this. If this works, we could
TH> try the same again

Well I'm not for putting a downer on the effort's but I think the 'letter'
campaign was only partially responsible , the main reason MPS converted amongst
other's Civilisation was because of the phenomenally good sales of
F1 grand Prix.

TH> - e.g towards MicroProse (who promised Falcon-games, but...).

No ,Microprose never promised Falcon games .. merely that they would ensure all
there games were Falcon compatible. Problem ATM with MPS is
that they have severe financial problem's and were rescued only by the
intervention of Spectrum Holobyte who haven't considered Atari for a long time
.

TH> Let's start - and see what'll happen! There's nothing to lose..

Agree with that though !

MHYG
Graham

923. Gdos driver

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 20:38:00 UTC
From: jesper.kock@cindy.ct.se
Message-ID: <2db1acae@cindy.ct.se>
Source record: 189098

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

924. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 20:55:42 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr17.205542.24774@abo.fi>
Source record: 189099

In <kkallio.766538336@vipunen.hut.fi> kkallio@vipunen.hut.fi writes:

> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>
> >Demo-makers, I think..! =-) They - if anybody - know, how to whip last bit of
> >power out of the beast. Who'll do it? I've asked one Finnish demo-group
> >- but haven't got any comments yet. They _can_, I'm pretty sure. But another
> >thing is, if they will... Let's hope.

> As it comes my opinion... It can be done. Raycaster alone does not take so
> much cpu-time, the same kind of discussion was going in alt.sys.amiga.demos,
> We (Aggression) are still not going to do it, since we have not enough time.
> those STe-games we are doing now will of course be falcon-compatible, and maybe
> there will be some extra for falcon owners.)

I understand well that you don't have much time to spare for unscheduled projects. What, however, makes me wonder a little, is this: considering that Falcon _is_ (whether all of us like it, or not) a computer of future. STE is past. It may be more profitable to support an older machine than the Falcon - but it is really sad seeing talented programmers abandon the Bird just, because it hasn't got enough air under its wings yet. What I mean is: if we Atarians just stick to "old" hardware, not really willing to take any risks - how long will there be Atari computers..?

And who really cares..?

I do. And most of my friends do. We believe in Falcon, and hope that the same people who make smaller and bigger wonders happen on ST/STE (demos, etc.) would use their talent and skills to produce some really great Falcon-software. Since the "big guns" (big software houses) don't have enough courage to invest on the marginal-machines (Acorn, Atari, even Mac) - very much rests on individual Atari (etc..) -programmers.

Sometimes it seems like for some people it's almost fashionable to ignore Falcon (and probably other future's Atari-models too..) - and say: "Hey, why buy such computer? It's crap anyway, too expensive, nobody else buys them - and nobody probably will..". Well, it's a very fine computer - and well worth buying. If you liked your ST - you're going to love Falcon...
Yes, it's not cheap - but it's worth its price.
And, finally: it's not a dying computer. Quite recently it has finally begun selling well. In my friendhood, for example, it's the most common Atari. And around here we have lots of Ataris..! ;-)

So: Aggression, and other demo/game-groups: don't think making "Doom for Falcon" and such things are pure waste of time and money! No way.. Because there are _many_ of us, who are going to stay in Atari-computing - and also use

the newest hardware available. So, there are - and, especially, will be - lots of buyers for your products. It's great if you support the STE-line - but don't think that today's ST/STE-owners will be ST/STE-owners forever. Nor will most of us be tomorrow's PC/whatever-users either..! Not, if there are good Atari-alternatives around. Fortunately, there are.

> If you want to see what can be done on STe, take a look at Braindamage demo
> (available at least in a.a.u.e in STe-directory). Its endpart, a ride through
> a city, is very similar to doom (although no textures). It is partly pre-
> calculated, but runs every frame, and has more than half of raster time left.
> If you know how horizontal rasters are done on ST, you will notice that the
> rasters in lower part are "in sync" in color 0, which proves that we don't
> use the raster time during that for anything else.

I've seen what can be made on STE - and it is fine, even great. But what I'd really love to see, is what can be done on Falcon! ;-)> Would you make only 286-demos, if there were better PC's available - and becoming more common..? I've used all ST-models from 520ST (w. RAM-TOS 1.0..!) and 1-sided disk drive, to very well equipped TT's and, finally, Falcon. I must say, it would be really sad for such a great computer, not to be supported. So, I (and many of us) hope that you'll find time and interest to make some mind-blowing games, and demos for the Bird in the future..!

Thanks for your interesting comments, and keep on making good stuff...

thietavuo@abo.fi

925. Re: Adding a drive which is em

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 21:03:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404172303.a6636@pb2.maus.de>
Source record: 188801

In article <A9719@AC2>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) typed:

RS>I have had problems with PFX on some programs and lots of problems
RS>with packing ACC's, I have never tried AFX though, this is the one for
RS>data files....

Never ever use PFX on ACC's! I thought there ws a note in the docs (not being sure if English docs are available)

AFX works fine for all kinds of data which is read completely when used e. g. fonts or uncompressed pictures.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

926. Re: Another multi-tasking OS f

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 21:03:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404172303.a6635@pb2.maus.de>
Source record: 189100

In article <A11420@AC2>, 1gross@rzdspc5.informatik.uni-hamburg.de (Stephan Gross) typed:

SG>I think that none of you has ever read this article in the >german<
SG>magazine "ST-Computer" 4/94. I did. Hey, do you believe every article
SG>in the april-issue of a magazine? Don't you think that it would be

Well, the Ad was _not_ an April Fools Trick!

SG>more than ignorant to create an OS that is compatible to nothing?

AFAIK, the OS came from the Sinclair-machines. It was originally developed on/with/for this platform.

SG>However, there are many other features in this advertising that are
SG>too good to be real. Nevertheless, if this thing did exist, I would
SG>apologize to the author.

I'd say: Get your apology ready. Ready that is. ;-)

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

927. Re: Wanted: Autotracing program...

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 21:07:08 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr17.210708.25734@abo.fi>
Source record: 188802

In <2omvjo$pe8@news.u.washington.edu> dud@u.washington.edu writes:

>
> I need a program that autotraces bitmaps into vector graphics; something
> that would cost about $150-$200 new, but, say, $50 used?
>
> Any suggestions or offers?

Avant Vector from German Trade-It is excellent. One of the best on any computer format. It's not cheap, but it is fast, nice to use, and the results are very good..

928. FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 21:07:39 UTC
From: alberto@terapin.com
Message-ID: <alberto.3uid@terapin.com>
Source record: 188803

Hi all, could someoene please post or send me the FAQ for this group?

Thanks,

alberto@terapin.com

929. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 21:38:12 UTC
From: mpark@u.washington.edu
Message-ID: <2osa84$81p@news.u.washington.edu>
Source record: 188804

rgivan@cix.compulink.co.uk ("Roland Givan") writes:
[...]
>Either way, I think the following statement is more or less correct,
>especially for OMEn:

>>Personally, I think the whole idea is ludicrous and doomed to failure

>No offense to the authors intended, but what market were thay addressing
>when they chose to write OMEn?
[...]

I'd just like to point out that not all people measure success in
terms of market share.

--m

930. Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 21:47:14 UTC
From: mpark@u.washington.edu
Message-ID: <2osap2$888@news.u.washington.edu>
Source record: 188805

I have recently managed to get the Falcon to understand
the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
can display the pictures, play the sounds, and lets you
click on items in the pictures). I wonder, is there
any interest out there in such a program?

--m

931. MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 22:07:14 UTC
From: Koos_Kuil
Message-ID: <2db1b372@f397.n282.z2.fidonet>
Source record: 188806

Hello all,

Is there anybody with an MPEG player for the Falcon 030? I only have an
DOS version on this moment, but the Falcon screen resolutions are much
better.

Greetings,
Koos

```
===============================================================
= Willie's Atari ST(e)/TT/Falcon BBS, +31-5978-18087 v32b/24h =
= Fidonet: 2:282/397, NeST: 90:500/103 =
=======================================( added using f-keys )====
--- JetMail 0.99beta7 [unreg]
* Origin: Willie's Atari STe/TT BBS, 05978-18087 ABC/V32B (2:282/397)
```

932. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 22:24:56 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCoFCxK.D7p@netcom.com>
Source record: 188807

In article <2osa84$81p@news.u.washington.edu> mpark@u.washington.edu (Michael Park) writes:
>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>[...]
>>Either way, I think the following statement is more or less correct,
>>especially for OMEn:
>
>>>Personally, I think the whole idea is ludicrous and doomed to failure
>
>>No offense to the authors intended, but what market were thay addressing
>>when they chose to write OMEn?
>[...]
>
>I'd just like to point out that not all people measure success in
>terms of market share.

But most do.

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

933. The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 23:03:29 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBAIB2929E8WYBSB@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188808

Instead of the SOS, why don't we start a new thread on the best and worst games released for the 16/32 bit Atari machines?

There have been many great ones as well as some real stinkers. Furthermore, I think people could actually benefit as it could inspire them to pick up a copy (and help developers too).

All kinds of games should be mentioned. It would help if you list the genre, availability, hardware requirements, notable features, playability, graphics, and sound.

For starters, I think the following are among the best ST games I've played and seen:

* Time Bandits - Arcade. Any color ST with 512kb ram. Excellent graphics and playability. Long shelf life! Commercial (1985) and can still be found at some liquidators.

* Falcon - Simulation. Color ST or STe w/no HD and 512kb ram. Superb graphics sound and playability. Commercial (1987) by Spectrum Holobyte and can still be found at some dealers, etc.

* SunDog - RPG. Any color ST or STe w/512kb or ram. Great graphics and gameplay. Extremely long shelf life. Commercial (1985) by FTL games. Possibly can still be found at some liquidators.

* Realms - RPG/Strategy. Any color ST or STe w/512kb and no HD. Awesome graphics, animation and play. Commercial (1992) by Virgin Games. Still available at most places.

* Defender of the Crown - RPG/Strategy. Color ST only w/512kb and no HD. SHort play life but excellent graphics and animation! Commercial (1986) by Mindscape/Cinemaware. Can still be found at some dealers and liquidators.

* Star Wars - Arcade. Any color ST or STe w/512kb or ram. Just like the original arcade classic! terrific graphics and sound! Commercial (1987) by Domark. Can still be found at some dealers.

* Arkanoid II - Arcade. Any color ST or STe w/512kb. Beautiful clone of the original with very good graphics and sound. Commercial (1987) and can still be found out there.

* Andies Attack - Arcade. Any ST or STe w/512kb. Minter's classic version of Defender! Brilliant graphics in 512 colors via rasters. Commercial (1988) by Llamasoft.

* Speedball - Arcade. Any ST or STe w/512kb. BitMap Brothers classic. Awesome graphics and game play. Commercial (1987) and can still be found...

Whew...I have more but I leave listing other titles to you people out there.
But, before I go I must list some bad ST games...

Jet
Artura
3d-Breakthru
RoboCop
Missle Command
Fire & Forget
Silent Service I
Empire Strikes Back
WarHawk
Outrun
Hardball
Dan Dare

Most of these game are bad because of cheezy graphics, sound, and/or play...

Ari

934. Re: XtraRAM+8? (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 23:12:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2osfp7$rg6@golem.wcc.govt.nz>
Source record: 188809

In article <LANCER.94Apr17011717@wpi.WPI.EDU>, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>0{{ "abarbiero" == abarbiero <abarbiero@delphi.com> writes:
>abarbiero> Stephe Lewis Foskett <lancer@guardian.WPI.EDU> writes:
>>> As for the RAM, the MAX ANY ST or STE (megas included) can use is 4
>>> megs. If the mega ST is a Mega 2, then RAM is a question. It
>>> cannot be upgraded with SIMMs and apparently is a pain in the ass
>>> to upgrasde
>Having just bought Geneva, I'm very interested in breaking the 4 meg
>barrier!

You will need TOS 2.06 upgrade for this to work..

Also I think it treats Ram like the TT dose, fast and slow ram,
the custom chips can only access 4 megs of Ram....

I wonder what software is compatible with this set up....??

>- lancer@wpi.wpi.edu - - Helmet, "In the Mean Time": -

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

935. Re: New FALCON Art Package

Newsgroup: comp.sys.atari.st
Date: 1994-04-17 23:20:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2osg8f$bgv@uqcspe.cs.uq.oz.au>
Source record: 188810

f90rusa@dd.chalmers.se (Rufus S|derberg) writes:

>New Falcon Art Package: RAINBOW v1.0
>* 16-bit colour* 100% machine code (no slow GEM)*

<weep>

... gotta go real fast when drawing dem pictures, cos den da game go zoom!

ie. that's no use on a 24 or 32 bit graphics card.......

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

936. Re: Mega 4 ST w/ SM124 & 32mb HD 4 sale...

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 00:57:02 UTC
From: stchip@delphi.com
Message-ID: <5EysrmG.stchip@delphi.com>
Source record: 188811

Dan Aylward <dud@u.washington.edu> writes:

>My uncle has a Mega 4 ST at his office that has been replaced with a
>486/66 :(. It needs to be sold. It has an SM124 monochrome monitor, an
>ICD ADSpeed 16 MHz acclerator, and a 32 meg Seagate ST138n HD in an ICD
>FAST case.

Tell me more about the monitor. Any burn in? Will you break the set up?
Also prices
Jon O:}

937. Re: What is NVDI and will it help my native Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 01:18:55 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1711@usdtsg.DaytonOH.NCR.COM>
Source record: 188812

In article <2op2lp$p74@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>
> My personal choice between NVDI and Warp9 is NVDI. It works beautifully
>on the F030 and with MTOS. If you use MTOS at all Warp9 is out, it doesn't
>work and who know's if it will ever. I've had a problem with a few games
>if I boot NVDI first but that's easy to avoid with any boot configuration
>program.
>

I wonder if Warp9 will work with the someday-to-be-released(?) AES 4.1.
I wonder, because MiNT 1.08, and 1.09 both work with Warp9 for me, so I'm guessing it's something in the AES?

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

938. Re: Info on Atari 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 01:32:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1712@usdtsg.DaytonOH.NCR.COM>
Source record: 188813

In article <2os4lm$3hq@hebron.connected.com> warrl@hebron.connected.com (Donald Edwards) writes:
>Etop Udoh (eudoh@sct.edu) wrote:
>
>: Could someone please email me some info on an Atari 1040 ST.....
>: I know nothing about this machine, and am looking for as much information
>: as possible or even a source for information...
>: thank you..
>
>Well, it's grey, it has keys, it has places to plug in a bunch of cables...
>
>Er...
>What kind of information did you have in mind?

Everyone's a comedian :-)

Perhaps the Atari Hardware FAQ that's posted here monthly would answer
his questions? (if I had a copy, I'd mail it)...

Oh well, quickie info from the top of my head:

68000-based system, 8mhz, 512 color palette (3 modes: 320x200x16,
640x200x4, 640x400x2), standard printer and (25pin) modem ports, DMA port,
cartridge port, 1040STfm (if an "f" then an internal floppy drive;
if an "m" then a rf modulator i.e. connect it to the TV), probably has
a double-sided/density drive (720k), a self-contained unit (keyboard built-in),
etc. I'm sure I'm missing a lot... (oh yeah, 1 meg memory built-in
usually :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

939. Re: Copying - Salvage Files - PD w/out FTP

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 01:43:10 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2osoje$9ce@acme.gatech.edu>
Source record: 188814

In article <2os4fs$3d2@hebron.connected.com>
warrl@hebron.connected.com (Donald Edwards) writes:

>Download to that PC. On the PC, format a 3/5" disk to 720K and use it to
>move the stuff to the ST.

If he has a 520ST with a SS drive, I think he'll have problems with PC
formatted disks. Perhaps that's why he said he needs a sector editor
for the PC.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

940. RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 01:48:02 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <766778042.1@mettav.royle>
Source record: 188815

It was none other than -Unknown- that wrote on 11 Apr 94 that ,

-> Hi, on mac machines there is a software programme
-> which doubles the RAM. is there anything like that
-> on the atari?

Do you mean RamDoubler from Connectix ? that need's the internal MMU
of the 030 and above so would possibly work on the Falcon/TT but I doubt
very much is they are considering that market at the moment ;-(

MHYG
Graham

941. Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 01:50:34 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <766778042.2@mettav.royle>
Source record: 188816

It was none other than -Unknown- that wrote on 11 Apr 94 that ,

-> Is CANNON FODDER (the game) available for our
-> beloved Atari? or is it one of those prgs which will
-> never come out for our machine?

It is available .

MHYG
Graham

942. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 01:57:21 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2ospe1$7st@usenet.INS.CWRU.Edu>
Source record: 188817

In article <2ori56$6d@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>Ive just spent a fun evening trying to compile Mint 1.08
>
>Using a cross compiler on a sun box
>
>I keep on getting an error in main.o of an undefined _main
>
>I have the latest libs and includes.. any ideas??
>
>
>Rob. (roba@nutmeg.ntu.edu.au)

Rob, why don't you compile it on your ST? I don't understand this cross-compiling theory unless a completely new and underdeveloped machine is involved... the ST has gcc out for it along with almost all the standard unix utilites, tcsh, etc... what's the point of using another machine ?? if you're concerned with speed of compilation, yes, a sun box will compile MiNT 10 to 20 to 30 times faster, but then you have to transfer the thing over to the ST, and unless your ST is on the network, you're going to spend some time waiting for those blocks to go by, not to mention bothering with calling the other machine, etc...

by the way, my 8mhz mega compiled mint 1.08 in maybe 10, 15 minutes...

--Bart

943. ATARI ST FTP SITES LIST -18-04-94

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 03:13:30 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ostsq$4ts@holmenkollen.ifi.uio.no>
Source record: 188818

This is an update of my FTP list for the Atari ST series computers, if you know of any other sites that aren't on the list, or you have suggestions for improvement etc. contact me on: hallvart@ifi.uio.no

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

```
A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
-------
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/
```

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address (IP),
NOT both!
4) "Name": anonymous [CR].

5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX (or 'close' if you only want to quit the FTP site you're on for the moment)

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on wh ich the programs
were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin yrsa" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no) 18-Apr-94

944. Easy-Boot

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 04:09:44 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ot168$ji@golem.wcc.govt.nz>
Source record: 188819

EasyBoot turned up on a.a the other day, this is my boot-manager program (akin to X-Boot/Deskmanager/Superboot etc.). This is v1.0 and is basically terrible. Full of bugs and bits that basically don't work! :)

v1.5 does everything that X-Boot 3 does _except_ 'sets' and the GEM-like interface! It handles AUTO, CPX, ACC, ASSIGN, Desktop configs, and 3 other file types of your choosing (e.g. Boot-up sample, desktop picture, and bootup quote....). It also is now (As far as I can tell) bug-free, has a clock-based bootup timeout (selectable), and generally IMHO is a really good little program!

As soon as I get a modem, I'll stick it on a.a! :) If anyone wants to (ack) send me comments on v1.0 - go for it! :)

945. Re: Copying - Salvage Files - PD w/out FTP

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 04:18:12 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Apr17.231812.17381@wmichgw>
Source record: 188820

In article <2osoje$9ce@acme.gatech.edu>, gt1448b@prism.gatech.edu (David Paul Forrai) writes:
> In article <2os4fs$3d2@hebron.connected.com>
> warrl@hebron.connected.com (Donald Edwards) writes:
>
>>Download to that PC. On the PC, format a 3/5" disk to 720K and use it to
>>move the stuff to the ST.
>
> If he has a 520ST with a SS drive, I think he'll have problems with PC
> formatted disks. Perhaps that's why he said he needs a sector editor
> for the PC.
> --
> David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

I have a 1040st and I believe I have old TOS because I got my computer in '88 and have not had it modified since. How can I find out which version of TOS I have? I realize I'm pathetic and don't know as much as the rest of you. I will be reading this group regularly however. All your help is greatly appreciated!

946. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 04:29:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404180629.a17607@ms.maus.de>
Source record: 188821

In article <H.eg.NXupRxbLtk6@semprini.waterloo-rdp.on.ca>, Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>NeXT machines are all 68030 or 68040; only the rare NeXTdimension had
>the DSP (as well as an Intel i860). There's almost no chance of DOOM
>for NeXT using the DSP.

Don't know about the later models, but the first NeXT cube definitively had the DSP.

947. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 04:32:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ot2g7$au9@mailer.fsu.edu>
Source record: 188822

abarbiero@delphi.com wrote:
> Stephe Lewis Foskett <lancer@guardian.WPI.EDU> writes:
>
> >As for the RAM, the MAX ANY ST or STE (megas included) can use is 4
> >megs. If the mega ST is a Mega 2, then RAM is a question. It cannot
> >be upgraded with SIMMs and apparently is a pain in the ass to upgrasde
>
> Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
> to your ST. I know it works on a Mega, and it may on a MSTe, but I have
> seen them for sale at a few Atari dealers.

Strangely enough, the MegaSTE was always designed to accept another 4mb of memory on the VME bus (at the cost of some wait states), according to the Atari field technical manual on the machine. I believe there is a specific version of the Xtra RAM-8 for the VME slot on MegaSTEs.

Another surprise on the MegaSTE: It has hardware to assist in Genlocking, right out of the box. Apparently, the mono detect signal can be used as an input for an external sync. Does anyone know of software that takes advantage of this feature? Video titling software, perhaps?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

948. Re: TCP/IP, SLIP or PPP connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 04:46:47 UTC
From: david@bdt.com
Message-ID: <CoFuLz.9w4@bdt.com>
Source record: 188823

Has anybody done a Mosaic-like application for the ST/TT/Falcon yet?

--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | Hardware/Software/Consulting

949. Re: looking for used copy of "Stalk the Market"

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 04:48:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ot3e6$au9@mailer.fsu.edu>
Source record: 188824

roger erickson (rge@helix.nih.gov) wrote:

> I'd like to buy a copy of this prog to try it out. I'd also appreciate any
> reviews or comments on it's use and usefulness.

This month's (Apr 94) Current Notes magazine reviews this program and
a similar shareware offering (the reviewer liked Stalk the Market much
better). There are also several ads which offer the program itself.
You can order a copy of the magazine from Toad computers (1-800-448-TOAD).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

950. Re: RAM doubler for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 05:00:46 UTC
From: Wayne.Barnes@1-2501-101-0.centron.embassy.com
Message-ID: <5fb_9404231936@centron.embassy.com>
Source record: 188825

```
> >Hi, on mac machines there is a software programme
> >which doubles the RAM. is there anything like that
> >on the atari?
> >
DO you mean AFX which compresses all files? Anyway from my my
experience the Mac and PC seem to like massive file sizes just to
print the time of day or run WINDOWS... Hey this conf says ATARI
why are we even discussing this.............................

--
|
| Standard disclaimer: The views of this user are strictly his own.
```

951. Re: Falcon Games - we want 'em..!

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 05:15:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <766778042.3@mettav.royle>
Source record: 188826

It was none other than Roger Sheppard. that wrote on 8 Apr 94 that ,
RS> No they did not, its all done on a PC, they threw the Falcon that was
RS> given to
RS> them out the window...

Damn ,why am I never under any of these window's :-)

RS> If you don't sell machines you will not get Games for it, also the
RS> Falcon is way way over Priced...

As a games only engine ...yes .

RS> The PC is the only way to go, Fact not fiction....

Not where I'm going .

RS> Atari have stated that they have droped out of Computers...!!

When ? Where ?

RS> Try and live in the Real world, go buy a PC clone.....

But for some of us conformity and mediocrity will never be enough :-)

RS> As far as computers go they are dead, don't you read what has been
RS> going on here...!!!

Well nothing I've read in here or anywhere lead's me to this conclusion.

Graham Irvine
grin@mettav.royle.org

952. Re: The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 05:17:15 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ot54r$au9@mailer.fsu.edu>
Source record: 188827

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
> Instead of the SOS, why don't we start a new thread on the best and worst
> games released for the 16/32 bit Atari machines?

I'll pick a category: Best multiplayer games. All of these are two player
(or more) simultaneously doing something, not "taking turns".

IK+ : International Karate +, side view fighting game, unplayably fast in
turbo mode, killer sampled sound. Doesn't work on MegaSTEs.

Jupiter's Masterdrive : overhead view driving game, excellent play action.

Projectyle : Overhead view weird futuristic soccer style game, excellent play
action, excellent moving graphics, can play up to three players simultaneously
with 4-player adaptor. Does not work on MegaSTEs.

Blood Money : very hard, but lots of good guns and graphics.

Revenge of the Mutant Camels : Killer sampled sound, graphics, strobes, and
weirdness. One of the best, and shareware to boot.

Blasteroids : advanced Asteroids type game. Cooperation play only.

Utopos : Shareware STE only game, advanced Asteroids type game, good
graphics, combat and racing play.

Skychase : bare bones flight simulator, very very fast, awesome for two
player combat.

Better Dead Than Alien : futuristic Space Invaders type game.

Speedball II : overhead view futuristic football, one of the best ST games
period.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

953. Re: XtraRAM+8? (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 05:50:17 UTC
From: abarbiero@delphi.com
Message-ID: <xU0NTEJ.abarbiero@delphi.com>
Source record: 188828

Stephe Lewis Foskett <lancer@wpi.WPI.EDU> writes:

>So what IS this thing and how does it work? I've heard about it but
>nothing specific! Can anyone comment? Does it page the memory?
>
>Having just bought Geneva, I'm very interested in breaking the 4 meg
>barrier!

I have heard that it has an MMU on it to access the additional RAM
I would call Toad or someone similar like STeve's or Computer STudio
and ask!

Andreas@AEO

954. UIS 3 newest version?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 05:58:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ot7im$evj@mailer.fsu.edu>
Source record: 188829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is the newest version of Universal Item Selector? Mine says "3.1,
Copyright 1988". Is there a patch program available? Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

955. Re: Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 07:07:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2otbjt$1c3@golem.wcc.govt.nz>
Source record: 188830

In article <2oroi4$pkv@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
>Also, ANSITerm works on the Falcon too. That's what I'm using now, in fact.
>The problem is that it doesn't do baud rates higher than 19200, it can't
>hangup, read DTR, or sent a break signal. In that regard, it broke just like
>most other pre-Falcon terminal programs. The rest of it works just fine.

I just can't believe how some one can insult the Falcon
by using such shamefull software...

Is there not Terminal software that gives 16 colours and ANSI
on a Falcon with out the Low Res hack of ANSITERM....

I thought Connect would do all this....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

956. Re: Gnu C fault???

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 07:29:29 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2otcsp$8g7@nasim.sta.sub.org>
Source record: 188831

Andreas Steinbacher (Andreas_Steinbacher@me.maus.de) wrote:
> Hello!

> I have installed Gnu C in Version 2.5.8. This Version and also 2.3.3
> obviously have the same fault. The following program converts Fahrenheit in
> Celsius. It's a sample out of the book "Programming C" from Ritchie,
> Kernigham.

I'm reading this book, too. It's really great! ;)

> cc fahr.c -o fahr.tos

I assume you mean gcc instead of cc.

> cc -traditional fahr.c -o fahr.tos

I tried both versions on my Sun 3 with gcc-2.5.8 and on the FALCON with
gcc-2.5.8 and 2.3.3. Everything worked fine. Maybe your Assembler is broken?

> By examining the assembler source fahr.s it seems that the Gnu C compiler has
> problems with the internal functions which convert int to float.

Hmm, no idea.

> Is there a fault in the compiler? And if yes: where do I get a correct
> compiler?

On the FALCON I was using gcc-2.5.8 and 2.3.3, GNU Assembler 1.38 ATARI
PL4, GNU Linker ATARI PL37 and the MiNT-Libraries PL44.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

957. Re: Falcon 030 SCSI-Probleme

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 07:38:21 UTC
From: atra0109@rz.uni-hildesheim.de
Message-ID: <1994Apr18.073821.28775@rz.uni-hildesheim.de>
Source record: 188832

Falcon 030 Probleme!!!!

Vor einigen Tagen habe ich festgestellt,
dass bei meinem Falcon gravierende Uebertragungs-
fehler beim Lesen von der SCSI-Platte auftreten,
wenn ich im 256-Farbmodus bzw. TC-Modus bin.
Hat jemand aehnliche Probleme?
Der Falcon ist einer der ersten Stunde, und die
SCSI-Platte ist eine Quantum LPS240.

1. Beispiel:
Wenn ich mir eine Sampledatei mit
Win-Rec von SCSI anhoehre, hoert man ca. jede
Sekunde ein knisterndes Geraeusch.
Im 16-Farbmodus ist dann wieder alles in
Ordnung.

2. Beispiel:
Ich lade dieselbe Gem-(X)Img Datei mit Gem-View
5 mal hintereinander. Jedesmal sind Fehler in der
Grafik an einer anderen Stelle.

Hat das vielleicht mit der hoeheren Busbelastung
bei den Farbaufloesungen zu tun??
Tritt dieses Problem bei neueren Falcons auch auf?

Greetings Andreas

958. JAguar-Developer

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 07:45:00 UTC
From: rickard.troedsson@cindy.ct.se
Message-ID: <2db24896@cindy.ct.se>
Source record: 188833

```
BB> I want to ask :
BB>
BB> Are here any Jaguar-Dvelopers ?

try rec.games.video.atari ... you'll find among others, Jeff Minter .. !

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

959. ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 07:50:35 UTC
From: u9441816@wumpus.cc.uow.edu.au
Message-ID: <2ote4b$3p0@wumpus.cc.uow.edu.au>
Source record: 187978

```
Lines: 3
Hey ST users does anyone know of any user groups in the Wollongong area?
If so then please tell me !!
```

960. Pixel oriented drawing program

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 08:20:32 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2otfsg$dan@newshost.uni-koblenz.de>
Source record: 188834

Does anybody know a pixel oriented drawing program
that can handle IMG-Files, is PD or Shareware and
can be found at an ftp-site?

Thanks.

Christoph

961. Re: Calamus Font Editor?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 08:25:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoG4rB.602@cix.compulink.co.uk>
Source record: 188835

In message <2or3ce$n7q@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>>Hi.
>>
>>Is there a Font Editor for Calamus?
>>
>>Thanx.
>
>From memory there is this Great one from CodeHead..
>
>I think its call Genus or some thing like that, can also handled
>locked Calamus fonts from memory...

There's also Fonty from the ST Club. It's very cheap but I haven't tried
it myself.

Ofir ogal@cix.compulink.co.uk
---

962. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 08:49:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoG5v9.1uB@barclays.co.uk>
Source record: 188836

What is Sonovista?

--

```
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

963. IDE H/D pinouts...

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 08:56:41 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr18.085641.2902@bradford.ac.uk>
Source record: 188837

Does anyone know what any of the connections to an IDE drive are? Specifically, power and drive access LED. But any would be useful.

What are the relative merits of the IDE and SCSI drives when used with the Falcon?

Thanks in advance for any info.

Please reply to my Email address (sptaylor@bradford.ac.uk)

--
Steve Taylor.

964. Re: SuperBomberMan???

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 09:25:14 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2otjlq$1i4e@info2.rus.uni-stuttgart.de>
Source record: 188838

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: I remember a few months ago reading that somebody is converting the SNES
: game SuperBomberMan to the Falcon...

I don't think that this is the conversion you mentioned, but you can get
a very nice BomberMan-Clone from ftp.rz.tu-clausthal.de: "Dynabuster" is
for STE & Falcon (maybe also TT). It supports the STE-Joysticks, up to 5
players (later versions will also support the Centronics-Interface) and
it has very good sound...

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

965. BootXS 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 09:34:47 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <d2cg.766661687@dtek.chalmers.se>
Source record: 188839

BootXS / AutoXS is a boot package that will help you to easily select which ACC's, CPX's and boot programs that will be active after a boot.

BootXS is the configure part where you design your very own setups. It's completely Gem-based, and will run in any resolution (>=80 columns is recommended!), and works with MultiTos.

AutoXS is the auto folder part where you, at boot time, select one of your setups. It runs at any resolution, even low.

BootXS / AutoXS 2.0 is available at the following ftp-sites:

atari.archive.umich.edu
asimov.cnam.fr
ftp.uni-kl.de
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

966. Re: ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 09:39:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoG852.BqH@westminster.ac.uk>
Source record: 188840

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

: >Hi, has any else had this problem with the New ST ZIP 2.5..
: >There is a option to create a Directory, but if I use
: >it it come up with a alert Box with unable to find folder..??

: I can verify that this same thing happened to me using v2.5 on a Falcon
: w/ TOS 4.02...

At least you get these problems. I can't even get it to unarchive!!!

Downloaded it from atari.archive, and it is a self extracting file. Double clicking on it, just results exiting to the desktop!!!

Anyone else had this problem?

I noticed on a.a, it was a .gz file, so I used gzip on my unix box to uncompress
it. Could this be the cause? Should I have used the atari gzip? This shouldn't
really make any difference.

The same happened with lharc 2.99, but v3 uncompressed quite easily!!!

Any help?

Danny.
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

967. Re: Q: What's the latest version of minix for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 09:56:11 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoG8wK.CKJ@westminster.ac.uk>
Source record: 188841

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: And what is it's use?

First, the latest version of Minix is 1.5(.1.0?)

What is it's use? Well, it a port of an old version of UNIX, for the ST.
If you use UNIX, then you probably will like to use Minix.

Actually, it is not exactly a port, but a total rewrite of an old version of
UNIX. Source is included, so you will be able to modify it if you wish.
Documentation is good.A lot of Tools are provide, as well as K&R C compiler.

Well worth a look, if you like UNIX.

: thanks in advance,

Hey, no problem.

Danny.
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

968. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 10:06:34 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.766663594@cent.gla.ac.uk>
Source record: 188844

In <sa314.3.2DAA83DB@utb.shv.hb.se> sa314@utb.shv.hb.se (Christer Melander) writes:

>Well at last i know how to mail to the list!

>Hmm. I read the comments about doom on a falcon. Of course its possible to
>convert it from the pc to the falcon. The only problem is that it is going
>to be VERY slow!! I've got a falcon myself and have tested how much data it
>can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.
>One truecolor screen 320*200 consists of 128000kb. And if you are going to
>texturemap you will have to use move.w which means it takes 4vbl just to
>fill the screen. Then all the calculations will take a lot of time.

Er, I don't think that calculations would take much longer than a vbl, so
that would be a frame rate of 5 vbls = 10fps, which isn't bad really.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

969. Re: The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 10:18:13 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2otmp5$7av@turing.fwi.uva.nl>
Source record: 188842

Of course, dungeonmaster and Choas strikes back. they are the best games
I have aver played on my ST. I haven't played a lot of games, but these
used to keep me up all night.

--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

970. Re: Q: What's the latest version of minix for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 10:43:45 UTC
From: gerco@cs.vu.nl
Message-ID: <CoGB4y.J3z@cs.vu.nl>
Source record: 188843

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
>: And what is it's use?

>First, the latest version of Minix is 1.5(.1.0?)
It is indeed 1.5 which is the last 1.5, that is 1.5.10 (to make it simple).
You can patch it, if you feel up to it to someting like 1.6.16 or even
1.6.25, but I don't know for sure.

>What is it's use? Well, it a port of an old version of UNIX, for the ST.
>If you use UNIX, then you probably will like to use Minix.
Well, it started as a rewrite of version 7, but it is becoming more and more
posix compliant (or compatible or whatever you call it).

Gerco.
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | Oh, Fortuna, velut luna, |
| Email: gerco@cs.vu.nl | Status variabilis..... |
+-----------------------------+-----------------------------------+

971. CIS Protocols

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 11:34:59 UTC
From: eapu207@rigel.oac.uci.edu
Message-ID: <eapu207.766668899@rigel.oac.uci.edu>
Source record: 188845

Are there any external CIS Quick B or B+ .TTPs? I'd like to run it under
Freeze Dried Term.....

972. Megafile 20 for sale--$150

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 11:36:46 UTC
From: eapu207@rigel.oac.uci.edu
Message-ID: <eapu207.766669006@rigel.oac.uci.edu>
Source record: 188846

Not much to say....Megafile 20 for sale, $150. It's in good shape, never been abused. I have the box, but not the manual any more. I'm in Los Angeles, CA. If I pay for shipping, I'd need to up the price slightly to cover that....

Please, email only....

Matt Koundakjian

973. re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 11:57:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2otsie$2ri@golem.wcc.govt.nz>
Source record: 188848

In article <2omi76$322@freenet.hut.fi>, krlawson@freenet.hut.fi (Kris Lawson) writes:
>
>I think it would be an extremely good idea to get Doom for the falcon and I
>can probably send a list of about 10 finnish people would like to see the game
>made on this machine. If this machine is not capable of running Doom smoothly
>then the Falcon sucks (sorry :)) and I am going to buy a 486 66 Mhz (sorry
>again). Up untill now I have trsuted the falcon's DSP to be pretty fast so
>I expect it to be capable of running Doom easily.
>--
>Kristoffer Lawson

A Falcon developer last week stated that it can't be done, also the DSP does
not have enough Ram for one thing....

The Blitter is to slow, can some ome Please explain why did Atari bring out
such a stupid machine....??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

974. STE lemmings

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 12:19:36 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2ottso$lp1@freenet.hut.fi>
Source record: 188849

Does anybody know if Lemmings uses the special sound chips of the STE?
In the demo version of the game it said that in the full version there
would be STE support, what did this mean?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

975. re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 12:43:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoGGoy.J5E@barclays.co.uk>
Source record: 188901

In article <2otsie$2ri@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> In article <2omi76$322@freenet.hut.fi>, krlawson@freenet.hut.fi (Kris Lawson) writes:
|> >
|> >I think it would be an extremely good idea to get Doom for the falcon and I
|> >can probably send a list of about 10 finnish people would like to see the game
|> >made on this machine. If this machine is not capable of running Doom smoothly
|> >then the Falcon sucks (sorry :)) and I am going to buy a 486 66 Mhz (sorry
|> >again). Up untill now I have trsuted the falcon's DSP to be pretty fast so
|> >I expect it to be capable of running Doom easily.
|> >--
|> >Kristoffer Lawson
|>
|>
|>
|>
|> A Falcon developer last week stated that it can't be done, also the DSP does
|> not have enough Ram for one thing....
|>
|>
|> The Blitter is to slow, can some ome Please explain why did Atari bring out
|> such a stupid machine....??
Mines fine thanks.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

976. New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 12:49:10 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CoGGxy.H5s@bbc.co.uk>
Source record: 188902

For those of you who have read the May issue of ST Review, did you see the stuff on TOS 5 and MultiTOS? Anyway, there was a pretty picture of Atari's better file selector ... it was very pretty but it only had room for a standard length of file name! It seems that replacements will continue to flourish for UNIX style file selectors. Will Atari ever get it 100% right? In all fairness, all that stuff is still being developed (or rather, sat on!).

David White

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \
When will I be able to afford a Falcon :-/ ?
---

977. <none>

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 12:52:01 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr18.125201.2711@bay.cc.kcl.ac.uk>
Source record: 188847

```
--
> Rob, why don't you compile it on your ST? I don't understand this
>cross-compiling theory unless a completely new and underdeveloped machine
>is involved... the ST has gcc out for it along with almost all the standard
>unix utilites, tcsh, etc... what's the point of using another machine ??
>if you're concerned with speed of compilation, yes, a sun box will compile
>MiNT 10 to 20 to 30 times faster, but then you have to transfer the thing
>over to the ST, and unless your ST is on the network, you're going to spend
>some time waiting for those blocks to go by, not to mention bothering with
>calling the other machine, etc...

You've obviously never tried compiling the libraries :-)

My Falcon takes about an hour to an hour and a half to compile each of
the gnu,gnu16,bgnu,bgnu16,gnu020,gnu16020,bgnu020,bgnu16020. At this
point the benefits of a X-compiler are enormous. The alpha can do the
library in about 6 minutes. (I lock the compiler in memory for this :-)

And you can always copy onto a floppy disk and take it home with you.
After all, it's easy to set a job going in the background while you
work...

Simon.

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

978. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:04:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5oHgKGVmtzk@semprini.waterloo-rdp.on.ca>
Source record: 188903
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
> What are the best PD C interpreters and compilers?

I've never seen a C interpreter for the Atari platform.

The best PD C compilers are (in order of "bestness", which is IMHO):

GNU C - large, available for almost all platforms, you can
cross-compile on a much faster machine for your Atari, and also
is your only option for C++ on the Atari.

Heat & Serve C - based on Sozobon C 1.3, extensively hacked by Ian
Lepore; has a nasty bug in the supplied libraries
though (which only causes a crash under Gemini or
Mupfel shell)

Sozobon C 2.x - the official Sozobon C; dunno much about this

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

979. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:04:46 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2ou0he$h5v@aggedor.rmit.EDU.AU>
Source record: 188904

jaszcz (jaszcz@dewey.EEAP.CWRU.Edu) wrote:
: In article <2ori56$6d@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
: >Ive just spent a fun evening trying to compile Mint 1.08
: >
: >Using a cross compiler on a sun box
: >
: >I keep on getting an error in main.o of an undefined _main
: >
: >I have the latest libs and includes.. any ideas??
: >
: >
: >Rob. (roba@nutmeg.ntu.edu.au)

: Rob, why don't you compile it on your ST? I don't understand this
: cross-compiling theory unless a completely new and underdeveloped machine
: is involved... the ST has gcc out for it along with almost all the standard

Lack of RAM is a rather large hurdle is it not???

--

Rob. (roba@nutmeg.ntu.edu.au)

980. Connection Atari<->Mac ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:06:16 UTC
From: kose@fhi-berlin.mpg.de
Message-ID: <VUXNBDOS@math.fu-berlin.de>
Source record: 188905

We use an Atari ST as data aquisition station but evaluate the data on
a mac. Carrying the floppies works well with files smaller than 720K,
then it gets terribly impossible. Does anyone know if it is possible to
integrate the ST into a Mac-LocalTalk-Network or if there are other
possibilities to mount an ST's volume on a Mac (maybe via SCSI)?

Please send your notes per e-mail to me, lots of thanks in forward,

Rick

****

Rickmer Kose
c/o Fritz-Haber-Institut der Max-Planck-Gesellschaft
Abt. Physikalische Chemie (PC)
Faradayweg 4-6
14195 Berlin-Dahlem

Tel. +49-30-8305-230
-237
Fax +49-30-8327595
Telex 185676 fhimp-d

e-mail kose@fhi-berlin.mpg.de

****

981. Re: Calamus Font Editor?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:32:10 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.766675930@Chacewater>
Source record: 188906

sun_burst@pacush.frmug.fr.net (Taras Golovanivsky) writes:

>Hi.

>Is there a Font Editor for Calamus?

>Thanx.

Cheapest is Fonty, from ST Club - about 12 UKP (really good for it's price)

Commercially, DMC's old one runs as an .acc.

Then we have Genus, Font Designer 2, Type Art (DMCs new one), Didot, Didot
Lineart, Didot Professional (now called DAs Layout).

I think the author of Genus went on and wrote another one, though I can't
remember what it was called...

Plus Avant Vector can also edit .CFNs.

There may be others, but my brain is overtaxed...
--
|> | | Likes: Ataris, Synths,
|> E |\| |-| /\ |_ |_ Blakes7, Films.
Dislikes: Lines not long eno
(cb170@city.ac.uk ------- http://web.city.ac.uk/~cb170)

982. Re: C

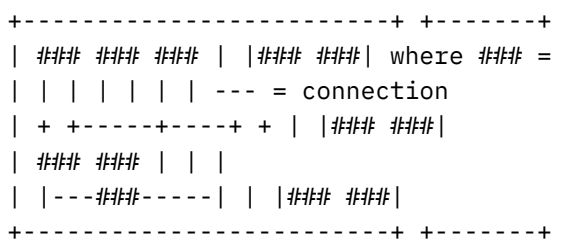
Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:32:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoGIyx.1nM@barclays.co.uk>
Source record: 188907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <H.eg.5oHgKGVmtzk@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
|> > What are the best PD C interpreters and compilers?
|>
|> I've never seen a C interpreter for the Atari platform.
|>
Hisoft do a commercial C interpreter in the UK. It was actually given away on a
cover disk about a year ago.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

983. GEM resource files/ gem++

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:40:23 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr18.134024.2712@bay.cc.kcl.ac.uk>
Source record: 188850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to write a cantata lookalike for gem, using gem++ as the
toolkit. I need to have the following arrangement:



The window on the left is a workspace window, the one on the right
is a toolbox window. Each of the icons in the toolbox is generated
by scanning the disk for executable programs -> a list of options.
Each of the icons in the workspace is placed there by dragging an
icon from the toolbox, and then connected to other icons.

The resource file format is a tree for the workspace, a tree for the
toolbox, and a tree for the icons. Thing is, I need to copy icons
from the icons tree to the toolbox and workspace trees. I can't just
hide the icons in the workspace trees, since I might have multiple
instantiations of the icons in the workspace/toolbox. AFAICT objc_add
only deals with adding icons in a given tree, whereas I need to copy
icons from one tree to another, so (at last :-) is there publicly
available source code to dynamically alter the structure of a resource
once it has been loaded into memory, or will I have to make it up
myself ?

It looks pretty complex to do, although I can simplify if I need to
by only adding to the root node of the workspace, and only supporting
ICON types etc. Still, I'd prefer it if it were already done ...

Simon.
Lepton Physicists get Hadrons!
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

984. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:56:52 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr18135652@hal.cerfacs.fr>
Source record: 188944
Cross-posted to: comp.sys.atari.st,umich.archives

```
>>>>> Regarding Weekly Posting of New Atari Stuff;
>>>>> atari-archivists@atari.archive.umich.edu (Atari Archive Robot)
>>>>> adds:

AAR> -rw-r--r-- lenn 138866 Apr 9 10:08 ./Archivers/stzip25.tos

AAR> -rw-r--r-- lenn 135168 Apr 12 17:18 ./Archivers/stzip24.tos

Does this mean that 2.4 is more recent than 2.5? :-) Love these
dates...

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
================================================================================
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!
```

985. Re: SuperBomberMan???

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 13:59:20 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2ou3no$7vp@vishnu.jussieu.fr>
Source record: 188908

Hello. I said it. And began it. But for the 3 current weeks, I'm far too busy to keep on coding. I'll be able to come back to coding in nearly 2 weeks. As one of my friends has got the SNES version, I'll go and see it as much as I can, to make the best conversion possible. I'm desperately needing TIIIIMEE ! :-)

MB.

986. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 14:05:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoGKHD.Jsp@cix.compulink.co.uk>
Source record: 188909

In message <2osap2$888@news.u.washington.edu>, mpark@u.washington.edu said:
>
>I have recently managed to get the Falcon to understand
>the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
>can display the pictures, play the sounds, and lets you
>click on items in the pictures). I wonder, is there
>any interest out there in such a program?

OF COURSE THERE IS!!! Keep me informed.

Ofir ogal@cix.compulink.co.uk
---

987. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 14:21:39 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2ou51j$b82@turing.fwi.uva.nl>
Source record: 188910

YES, i would like a comp.sys.atari.programmers.

--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

988. Re: copying - salvaging files, etc.

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 14:24:20 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBBF3TPBAQ8WYB8U@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188911

Ok, well a non-technical way to determine your particular TOS version is
to simply check the DESKTOP INFO dialog contents on your 1040's desktop.

This dialog contains copyright dates for your version of GEM and TOS. If it
says only '(c) 1985' then you probably have TOS 1.0. If it says '1985, 86, etc ' then your
proably have TOS 1.2. If you see a rainbow effect on the Atari
fuji icon then you have TOS 1.4.

Another way of going about it is (provided you don't have a clock chip or
cartridge) is to simply check the date stamp of your files from the
desktop directory windows. TOS 1.0 always stamps them with '11/20/85'.

Unless you bought your machine used or refurbished, its pretty safe to assume
that you have TOS 1.2 as you said you bought in 1988 and I understand that
Atari started putting those ROMS in all new machines around that time.

Simply check the above methods to make sure...

Hope this helps.

Ari

"Alternative" - The Exploited

989. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 14:42:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoGM63.9zy@barclays.co.uk>
Source record: 188912

There was a PD thing from about 1986 for the ST that used the monitor speaker to generatte various tones. Only worked on US telephones. It came on a disk with a bunch of comms stuff from a PD library. now, long since ditched. no idea of the filename either.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

990. For Sale:Software, Printer

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 14:53:46 UTC
From: rhett@cartan.WPI.EDU
Message-ID: <2ou6tq$hq6@bigboote.WPI.EDU>
Source record: 188913

I would like to sell the following.

Skyfox (with box) $8.00
Flight Simulator II (with box and EVERY doc) $12.00

Star NX-10 Dot Matrix Printer
I think it is nine pin (correct me if I am wrong) and probably needs a
new ribbon

$65.00

These prices include shipping
thanks
rhett@wpi.wpi.edu

By the way, make an offer on the printer if you are interested.
thanks

991. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:00:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoGn02.8on@westminster.ac.uk>
Source record: 188914
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
: > What are the best PD C interpreters and compilers?

: I've never seen a C interpreter for the Atari platform.
^^^^^

What do you mean? What about Hisoft C? That is a C interpreter.

However, if you were only talking about PD C, then I agree with you. But then,
Hisoft C is quite cheap to buy. Just think of it as a shareware program.

Danny.
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

992. Repost: Problem with Gemini 1.99 and env. vars

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:23:12 UTC
From: pschalie@mswe.dnet.ms.philips.nl
Message-ID: <1994Apr18.162312.131887@mswe.dnet.ms.philips.nl>
Source record: 188915
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is a repost. Apparently the first posting didn't make it to
the net...
I have a problem with GEMINI 1.99.
I run a MEGA ST upgraded to 4 meg, with Gemini 1.99 as an
autobooting application.
Several programs (make, cc) seem to "forget" the environment
varables when started from the console window. They cant find the
programs they are supposed to kick off (cc in the case of make, and
cc0 in the case of cc).
When i leave gemini and start a shell (msh or gulam) from the atari
desktop all works well.
I have tried to use gemenv.prg, but gemini starts to complain about
illegal env names (ENV$ROOTSIZE and ENV$OPTIONS). other env
variables defined in the root.env file are available in gemini, but
the problem with make and cc still remains.
Can anybody help me?

Pim van der Schalie / PHILIPS Medical Systems Nederland B.V.
Dept.: MR Hardware Development / Building QR2310 / tel +31 40 763220
PO Box 10000 / 5680 DA Best / The Netherlands

Internet : pschalie@mswe.dnet.ms.philips.nl
DECNET : MSWE::PSCHALIE

---

993. MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:23:55 UTC
From: lancer@lektroid.WPI.EDU
Message-ID: <LANCER.94Apr18112355@lektroid.WPI.EDU>
Source record: 188916

0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
Mickey> Strangely enough, the MegaSTE was always designed to accept
Mickey> another 4mb of memory on the VME bus (at the cost of some wait
Mickey> states), according to the Atari field technical manual on the
Mickey> machine. I believe there is a specific version of the Xtra
Mickey> RAM-8 for the VME slot on MegaSTEs.

Well, has anyone figured out how to do this? Does the VME ram
expansion block off the VME port? I mean, could you use both a
graphics card AND a RAM-8? I would suppose not... It would be cool
to be able to do this, though!

Mickey> Another surprise on the MegaSTE: It has hardware to assist in
Mickey> Genlocking, right out of the box. Apparently, the mono detect
Mickey> signal can be used as an input for an external sync. Does
Mickey> anyone know of software that takes advantage of this feature?
Mickey> Video titling software, perhaps?

I have an original STE brochure which extolls the virtues of the
machine... Among the things listed was that every STE included
genlock hardware! Is this true? Do we REALLY have this hardware? I
wonder how it all works...

Maybe we should set up our MegaSTE mailing list?

.s.
--
- lancer@wpi.wpi.edu - - It's too late for empty rhetoric -
- Violence is never an answer, it's a question: -
- What does it take to get media attention? -

994. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:28:30 UTC
From: lancer@lektroid.WPI.EDU
Message-ID: <LANCER.94Apr18112830@lektroid.WPI.EDU>
Source record: 188917

```
0{{ "David" == David White <dwhite@rd.eng.bbc.co.uk> writes:
David> For those of you who have read the May issue of ST Review, did
David> you see the stuff on TOS 5 and MultiTOS? Anyway, there was a
David> pretty picture of Atari's better file selector ... it was very
David> pretty but it only had room for a standard length of file name!
David> It seems that replacements will continue to flourish for UNIX
David> style file selectors. Will Atari ever get it 100% right? In
David> all fairness, all that stuff is still being developed (or
David> rather, sat on!).

Well, for those of us who DIDN'T get that issue of ST Review, perhaps
you could tell us more? What will TOS 5 include? ANYthing?

It sure would be nice to hear that Atari is continuing to develop TOS!

.s.
(I was going to buy that issue, too... Instead I got ST-Informer,
Current Notes, and Processor Direct... *grin*)
--
- lancer@wpi.wpi.edu - - It's too late for empty rhetoric -
- Violence is never an answer, it's a question: -
- What does it take to get media attention? -
```

995. Re: weird error

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:33:18 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2ou97u$ijl@hermes.fwi.uva.nl>
Source record: 188918

In article <2olje8$435@turing.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
> at the moment I am coding a game using the Heat & Serve C compiler.
> last night I got a very weird error. I was writing a routine to handle
> redraws. It compiled fine and the executable did all I wanted, except when
> terminating, it bombed (4 bombs). Strange. I took a look at the code, and
> discovered that I called a function without the parameters (I did something
> like rd_board() instead of rd_board(x, y)). I fixed that, but now the
> compiler gives the following error:
>
> compiler bug: machine exception : 4 bombs
> cannot load/run cc:
> range error.
>
> Can someone explain this to me? I understand it is difficult, because you
> haven't seen my code, but knowing what this error means can help me.

Well, I haven't had a single response to this posting. But I have found
what caused the error.

The evening after I posted this article, I decided to try to solve this
strange error. I switched on my ST, and tried to compile it again (not
having changed the source) and it compiled without any problems!
Obviously the error occured because my system was confused. I have
discovered what made my system confused: before I ran my compiler, I ran
orcs (the excellent resource editor). After running orcs, my system behaves
very weird. Sometimes my editor (Tempus) crashes just because I click on
the move bar of a window. My Heat & Serve compiler becomes unreliable etc.
Resetting my ST doesnot work. I have to switch it off and on to keep my
system healthy.

Other people having the same problem with orcs?

--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

996. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:38:07 UTC
From: richara@westminster.ac.uk
Message-ID: <CoGoqH.BBK@westminster.ac.uk>
Source record: 188919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

: What do you mean? What about Hisoft C? That is a C interpreter.
: However, if you were only talking about PD C, then I agree with you. But then,
: Hisoft C is quite cheap to buy. Just think of it as a shareware program.

The only problem with this is that a shareware program has to be good to get
your money. Based on the cover disk version of HiSoft C I couldn't
recommend it. Maybe its just me, but, it didn't like my style of 'C'.

I like the idea, I just didn't like the implementation, Had I been a
beginner with that program then *I* would have been in trouble. Just me,
nobody else, no Sir, no flames. Just me.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

997. Re: ST Format EMail address?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:41:52 UTC
From: nj1@ukc.ac.uk
Message-ID: <7476@merlin.ukc.ac.uk>
Source record: 188920

In article <2orvs6$1qd@freenet.hut.fi> krlawson@freenet.hut.fi (Kris Lawson) writes:
>Does anybody know if ST Format has an Internet EMail address. If someone
>does, could they send it to me?

Erm, well..... EDGE magazine (by the same publishers) say you can get in touch
with THEM by E-Mailing future@cix.compulink.co.uk with the subject line
'ATTN: Steve Jarret'. I guess you could try E-Mailing STF with the subject
line 'ATTN: Paula Richards' but I haven't tried it so don't quote me on it!!

Give it a go, and tell me if you are successful!!

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

998. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:49:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoGp9x.I7K@barclays.co.uk>
Source record: 188921

In article <LANCER.94Apr18112355@lektroid.WPI.EDU>, lancer@lektroid.WPI.EDU (Stephe Lewis Foskett) writes:
|> 0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
|> Mickey> Strangely enough, the MegaSTE was always designed to accept
|> Mickey> another 4mb of memory on the VME bus (at the cost of some wait
|> Mickey> states), according to the Atari field technical manual on the
|> Mickey> machine. I believe there is a specific version of the Xtra
|> Mickey> RAM-8 for the VME slot on MegaSTEs.
|>
|> Well, has anyone figured out how to do this? Does the VME ram
|> expansion block off the VME port? I mean, could you use both a
|> graphics card AND a RAM-8? I would suppose not... It would be cool
|> to be able to do this, though!
|>
|> Mickey> Another surprise on the MegaSTE: It has hardware to assist in
|> Mickey> Genlocking, right out of the box. Apparently, the mono detect
|> Mickey> signal can be used as an input for an external sync. Does
|> Mickey> anyone know of software that takes advantage of this feature?
|> Mickey> Video titling software, perhaps?
|>
|> I have an original STE brochure which extolls the virtues of the
|> machine... Among the things listed was that every STE included
|> genlock hardware! Is this true? Do we REALLY have this hardware? I
|> wonder how it all works...
To do genlocking, you need to be able to match the screen syncs of your computer and video source so they can be mixed. On STe/MSTe machines (onwards?) you can feed in a sync via the monitor port which the video hardware on the ST will then match. Previously you needed some very nasty and expensive hacks to manage this. Why no-one ever brought out a cheap STe genlock, I don't know.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

999. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:53:11 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-180494165313@128.141.55.213>
Source record: 188922

In article <2osap2$888@news.u.washington.edu>, mpark@u.washington.edu
(Michael Park) wrote:

> I have recently managed to get the Falcon to understand
> the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
> can display the pictures, play the sounds, and lets you
> click on items in the pictures). I wonder, is there
> any interest out there in such a program?
>
>
> --m

Yes I think this would be nice .
And also the method you used would be useful for all the other CD-ROMS.

1000. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:53:26 UTC
From: randyh@sr.hp.com
Message-ID: <CoGpH3.63C@srgenprp.sr.hp.com>
Source record: 188923

Thanks for all the help! I did the -mint switch and I now have a working
mint 1.08. GCC's pretty cool, I'll have to start using it more.

When I tried applying the 1.09 pqtches to the source here at work, patch failed
on every hunk. I probably need a gnu patch, right? Anyway, one of patch's
messages was quite funny.

>(Fascinating--this is really a new-style context diff but without
>the telltale extra asterisks on the *** line that usually indicate
>the new style...)

Did Spock write patch?
--
/----------------------------/---------------------------/
// Randy Hosler 707-577-3677 // /> /| /| / |\ |/ /_/ //
// randyh@hpsadqa.sr.hp.com // /| /^| / |/ |/ / . / / //
/----------------------------/---------------------------/

1001. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 15:58:49 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2ouanp$845@lehtori.cc.tut.fi>
Source record: 188928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I've never seen a C interpreter for the Atari platform.

I remember seeing an article in an old Atari Explorer about Hisoft
C interpreter...

- Eero -

1002. Re: ST Format EMail address?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 16:04:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoGq03.K58@barclays.co.uk>
Source record: 188924

```
In article <7476@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
|> In article <2orvs6$1qd@freenet.hut.fi> krlawson@freenet.hut.fi (Kris Lawson) writes:
|> >Does anybody know if ST Format has an Internet EMail address. If someone
|> >does, could they send it to me?
|>
|> Erm, well..... EDGE magazine (by the same publishers) say you can get in touch
|> with THEM by E-Mailing future@cix.compulink.co.uk with the subject line
|> 'ATTN: Steve Jarret'. I guess you could try E-Mailing STF with the subject
|> line 'ATTN: Paula Richards' but I haven't tried it so don't quote me on it!!
|>
|> Give it a go, and tell me if you are successful!!
If you do manage it, can you let them know they are crap :-)

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1003. 50/60 Hz Help (I think)

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 16:42:48 UTC
From: mike@atlantis.com
Message-ID: <2oudapINN1dm@atlantis.com>
Source record: 188925

Hi:

I'm running a Mega STe with 4 Mb RAM. I've been trying to run a couple of programs, that I believe run at 50 Hz, while my machine runs at 60 Hz. When I run them, the screen looks as if its horizontal hold has gone bezerk.

I have read the FAQ, and tried a couple of programs from atari.archive that are supposed to correct this, but to no avail. How are these 50-60 Hz programs supposed to work? Can anyone give me explicit instructions on how to do this?

Thanks in advance,

Mike.

1004. Re: 'Miracle' Piano Software for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 16:53:33 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CoGs99.GuE@arc.ab.ca>
Source record: 188926

In article <Co9pKE.9C0@cpd.tandem.com>, gregk@nskernel.tandem.com (Greg Kilfoyle) writes:
>Hi All,
>
>I recently discovered that the 'Miracle Piano' software is now available without
>having to purchase the keyboard - any MIDI keyboard should work. And the price
>was about $79 (for IBM-PC).
>
>Does anyone know if there is a version of this software available for the ST?
>
>Thanks, Greg.

I don't believe so. Last I recall there was a MAC, PC and some game console
version (SEGA?).

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1005. Re: Help: Elite combat techniques.

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 16:58:08 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CoGsGw.GxB@arc.ab.ca>
Source record: 188927

In article <pG7NCl+.abarbiero@delphi.com>, abarbiero@delphi.com writes:
>Get the bad guy on screen, press pause (escape) and then click on him!
>
>Away you go!
>

This is what I do. PAUSE ASAP. Jump to outside view and look around until you find him (it helps if you have labels turned on). Select the target. Selct autopilot. Hit play and blast away. This might not be a good idea if you don't have a good ship as you are now heading straight for him guns ablazing. Works for me with a Imperial Trader, 6 Shields, 4MW beam laser and auto hull repair. If it's a real nasty like another Imperial trader send a missle after him first.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1006. Re: 50/60 Hz Help (I think)

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 17:24:43 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2oufor$r9e@mailer.fsu.edu>
Source record: 188929

Mike Churchward (mike@atlantis.com) wrote:
> Hi:
>
> I'm running a Mega STe with 4 Mb RAM. I've been trying to run a couple of
> programs, that I believe run at 50 Hz, while my machine runs at 60 Hz. When I
> run them, the screen looks as if its horizontal hold has gone bezerk.
>
> I have read the FAQ, and tried a couple of programs from atari.archive that are
> supposed to correct this, but to no avail. How are these 50-60 Hz programs
> supposed to work? Can anyone give me explicit instructions on how to do this?

You probably want two programs for this: a 50Hz booter and a 50Hz switcher.
The booter will set the sync rate to 50Hz, and warm-boot the machine (while
still preserving the sync rate, this is for self booting disks). The other
simply switches between 50 and 60 Hz. Both are available from atari.archive.

Now, use the switcher to sync your monitor at 50Hz. If the image rolls, you
need to adjust the vertical hold on your monitor. This should be a one time
adjustment (in other words, you should be able to set the vertical hold
such that it works fine for both 50 and 60 Hz). This is probably your
problem.

Note that this is the video sync rate, not the speed at which the CPU is
running. There is such a phenomena for MegaSTE's, but it is totally
independent from the video sync. For CPU speed switching, see the
Ste/Mega directory on atari.archive.umich.edu.

The video sync is the speed at which the monitor image is refreshed. The
50Hz rate leaves more of the CPU for other processing, at the expense of
slower refresh (which can cause a slight flickering, usually unnoticable
unless you stare at the monitor for a quite some time). Many games have a
50/60Hz switcher built in (one of the function keys, usually). Also, many
games will automatically switch the monitor to the correct sync rate upon
bootup. The 50Hz booter/switcher is only needed for software that does
not check the sync rate (and was written for the non-US market, for which
the default sync is 50Hz). I have several demos which require such a
program, but no commercial software.

Games run faster in 50Hz mode than in 60Hz mode, generally.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

****

1007. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 17:26:58 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr18172658@hal.cerfacs.fr>
Source record: 188959

>>>>> On Wed, 13 Apr 1994 01:47:29 GMT,
>>>>> ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner) said:

> Also the latest release of mgif (version 4.2?) displays JPEG's on a
> monochrome ST, and not too slow either.

KT> Faster than it displays GIFs actually, which worries me. I always
KT> assumed that LZW decompression was not all that hard, especially
KT> the way GIF does it...

Since JPEG files are shorter than GIF files, this would not surprise
me if the dithering was quite fast on both types.

my 3 cents worth,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1008. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 17:29:36 UTC
From: ronald@spartan.ac.BrockU.CA
Message-ID: <1994Apr18.172936.14298@spartan.ac.BrockU.CA>
Source record: 188930

```
FOR SALE:

VIP Professional spreadsheet.....................$12
Alice Personal Pascal............................$15
Quick ST II screen accelerator...................$5

Superman Man of Steel............................$8
Star Raiders.....................................$6
Star Trek - Rebel Universe.......................$6
Infestation (by Psygnosis).......................$8
Rockford The Arcade Game.........................$5
Orbiter (space shuttle simulation)...............$6
Dungeon Master..................................$10

call Ron @ 905 685 1538 or
Internet: ronald@newton.physics.brocku.ca
prices (in US$) do not include shipping ($1 to $2 per program
depending on size of package)

--
================================================================================
Ronald Snelgrove Physics Department, Brock University
St. Catharines, Ontario, Canada ((905) 688 5550 x4090)
Politically incorrect and damned proud of it!
```

1009. Re: JAguar-Developer

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 17:33:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2db2d2ec@p2.stacken.ct.se>
Source record: 188931

> Are here any Jaguar-Dvelopers ?

If not, you can always find some of them over in rec.games.video.atari, among them Jeff Minter (Tempest 2000).

_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se

1010. Falcon GFABASIC

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 17:44:12 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2ougtc$kei@freenet.hut.fi>
Source record: 188932

```
Is it true that there will be no GFA BASIC 4.0? One with special otions
for the Falcon?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.
```

1011. Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 17:52:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db2d6de@secom.ct.se>
Source record: 188933

```
MP> I have recently managed to get the Falcon to understand
MP> the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
MP> can display the pictures, play the sounds, and lets you
MP> click on items in the pictures). I wonder, is there
MP> any interest out there in such a program?

YES!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1012. Supercharger and Mega STe

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 19:40:55 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <CoH008.EnA@freenet.carleton.ca>
Source record: 188934

Does the Supercharger work with the Mega Ste, under TOS 2.05? If so, does anyone have one that they'd like to sell/trade? Thanks!

--
mark montreuil

1013. Falcon VT-52 Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:03:04 UTC
From: magic@mtu.edu
Message-ID: <2oup1o$on7@maxwell10.ee>
Source record: 188935

Here's my problem (and hopefully some netter can help...)

Running in ST-Medium on my Falcon and trying to get the VT-52 emulator
to work properly...currently my dilemma is changing the text color and
background color. I have been doing it on my mega for quite a while,
my question is...is the problem in the color palette mapping on the falcon
or a bug in the VT-52 Emulator? Any responses/solutions would be greatly
appreciated...

Currently CHR$(27)+"b"+CHR$(color)

Thanx in advance

-Magic

"It's not half full or half empty...the glass is simply twice as
big as it should be!"

1014. Re: Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:06:03 UTC
From: bjgrier@bnr.ca
Message-ID: <CoH16A.372@nrtpa22.bnr.ca>
Source record: 188936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <778@apdnews.idca.tds.philips.nl>, wilko@idca.tds.philips.nl (Wilko Bulte) writes:
|> Has someone around there any experience with using Spectre on
|> a ST with CPU accelerator AND a cache? I have built the PAK/3
|> (with 68020/68881 (16Mc) and 32kb cache) from the German magazine C't.
|>
|> Without the cache SPectre runs like a charm, with the cache on
|> Spectre upon entering Mac mode hangs the system, leaving a
|> random bit pattern on the bottom of the screen.
|>
|> The speed difference is enough to warrant me persuing this further.
|>
|> Any comments? Maybe Dave's listening again? (Welcome back BTW,
|> news about Spectre has been missed by a lot of people).

I found this problem when the AdSpeed-ST first came out. There is a small (no pun intended) bug in the routine that determines your memory size, when the cache is enabled. But this problem only arises only on systems that have 1 meg or 2.5 meg of memory.

The solution for the AsSpeed-ST is to setup such that Spectre runs in 8mHz no cache mode. Then, after Spectre is displaying it's setup screen, use the hot key sequence to switch to 16mHz and cache.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1015. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:07:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <1k9198e3@mk.maus.ruhr.de>
Source record: 188937

GM>How do you solve demo level 2? I solved it twice, but by accident (I
GM>couldn't repeat the process afterwards) - and never with more than one
GM>soldier alive at the end.

If you know how to do it, it's very easy. You must go first to the upper left where are the enemy barraks. If you wait for too long there are to much enemy soldiers (they come out of the barraks). Try to shoot a rocket at the petrol barrels. When you hit them there will be a great firework. ;-) The second barrak can be destroyed with a normal grenade. When you finished this place, go to to the upper right an kill the last five soldiers with a grenade, you can hide your men behind the bushes.

GM>Demo level 4 is a bitch too - especialy since you can get killed
GM>before you even start to move...

Oh yes, this is an intermediate level. First your must run a bit up and right. Then destroy three barreks (the right ones) with three grenades. Go to the bridge, but watch out, this way is a bit tricky! Bring your men to the left at the beginning of the bridge, then go to the middle of the bridge on the left side. Stop and go diagonal to the right side of the bridge and then go straigth on the right side down the bridge. Now go down the right side of the hangar and stop a bit before it ends. Throw a grenade at the cannon. And now you should split your army into three parties (2-1-1). Whem I remember right, you have one grenade and one rocket per man. Get a one-man party and make the rocket clear. Go down fast and when you see the cannon aim and shoot the rocket at it. It is possible to loose this man in action. If he died get the next one man-party. Go down and move left through the fence (the explosion should have destroyed it). Then you see an enemy with an grenade thrower, wait till he destroyed the next fence then go and shoot him with the gun. Now go a bit to the left and throw a grenade at the barrak. Make clear a rocket and move further left and a bit up when you see the cannon upper left aim and shoot it. Now go bak to the destroyed barrek and make the next rocket clear. Go up and shoot the next and last cannon with a rocket. Between the mexican huts you find some new rockets, get them and destroy the mexican hut which is closed with a door. Now go to the upper left and destroy with two rockets the last two barraks on the other side of the canyon. But be caraful, don't shoot a rocket at the fence, you could destroy yourself. When you made this go right and shoot the last enemy soldiers with the gun. You can shoot them from the mexican side of the canyon.

Have fun!

Tschau,

/Martin/

email: maba@mk.maus.ruhr.de
mb@mk.maus.ruhr.de
q3888940@bonsai.fernuni-hagen.de
Martin.Bartsch@fernuni-hagen.de

1016. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:30:57 UTC
From: bjgrier@bnr.ca
Message-ID: <CoH2Bo.3Jq@nrtpa22.bnr.ca>
Source record: 188938

In article <2osap2$888@news.u.washington.edu>, mpark@u.washington.edu (Michael Park) writes:
|> I have recently managed to get the Falcon to understand
|> the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
|> can display the pictures, play the sounds, and lets you
|> click on items in the pictures). I wonder, is there
|> any interest out there in such a program?
|>
|>
|> --m
|>

Well, YES.

I'm working on a program to use Compton's M.O.S.T. programs and their multi-media encyclopedia.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

1017. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:32:28 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDSUDEBE@dksoft.ping.dk>
Source record: 188973

In <2dad0620@secom.ct.se> Rickard Troedsson wrote :

>In a message of 13 Apr 94 00:46:41, Azog wrote:
>
>A> I am using a Falcon 030, with 16mb of RAM, and a SVGA monitor. Ive
>A> tried it in all rez'es, with and without the screenblaster, but no
>A> go. PLEASE dont tell me this thing only runs on TVs and RGB?
>
>There will never be a good demo or game which is VGA compatible .. there is a
>very good reason for this, and it's just to accept that either you need to buy
>a good MultiScan monitor (down to 15kHz) or a cheap 14" TV which you can switch
>to when it's demo-time ..
>

Maybe you could tell us, what good reason that is ?

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1018. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:41:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2our9a$6kj@golem.wcc.govt.nz>
Source record: 188939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ot7im$evj@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>What is the newest version of Universal Item Selector? Mine says "3.1,
>Copyright 1988". Is there a patch program available? Thanks in advance.
>
>--

>* Mickey Boyd *

Well mine states 3.32, I think there was a a patch on GEnie but I could be
wrong about this..

I thought the Authors were bring out a complete new version, because they had
left MacDonald Associates....

Does any one know what is going on there, was there ever a New version of
UIS III or was this just talk.....??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1019. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:46:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ourib$6kj@golem.wcc.govt.nz>
Source record: 188940

In article <CoGGxy.H5s@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
>For those of you who have read the May issue of ST Review, did you see the

>standard length of file name! It seems that replacements will continue to
>flourish for UNIX style file selectors. Will Atari ever get it 100% right?
>In all fairness, all that stuff is still being developed (or rather,
>sat on!).
>
>David White
>

I did not think that the Atari is a Unix based machine, so why the need
for long file names...

There is a saying Horses for Courses...!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1020. Re: reclaiming Spectre partition

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:48:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404182248.a17640@ms.maus.de>
Source record: 188941

In article <CoAtH9.683@dutiws.twi.tudelft.nl>, Hans Tonino
(tonino@dutian.twi.tudelft.nl):
>I have a 20MB disk partioned into logical drives C and D. Partition D
>is a Spectre partition; partition D is TOS. My question now is: How can
>I make partition D available to TOS again without having to reformat
>the entire physical unit. The Spectre program won't do this. I also
>have tried to zero drive D by the HDX program which didn't work either.

I'll never understand why Atari didn't implement that 'right'. I guess
that a lot of third-party HD programs will do this. Right now I only
know it for sure for my own program (`SCSI-Tool').

1021. Re: CD-ROM drive & Supra SCSI inte

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:48:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404182248.a17641@ms.maus.de>
Source record: 188942

In article <2omu97$nsr@news.bu.edu>, selick@acs3.bu.edu wrote:
>I'm currently trying to hook up a NEC Intersect CD-Rom reader to my
>1040 STe tos 1.6 4 megs with a Supra SCSI host adaptor. Should this work?
>I've got the cd-rom drive on SCSI address 5, and when metados activates
>the drive, the system hangs for awhile, then goes to the default desktop.
>Double clicking the C drive gives the response "data on drive c may be
>damaged...". Without running metados, my regular drives (scsi 0, lun
>0 & 1) run fine, so I don't suspect the cable.

Read the MetaDOS manuals. It is clearly described that it doesn't support
SCSI drives on ACSI (unless it's a Atari CDAR504).

>Are there other drivers I should know about?

At least two: ICD's and `CD-Tools' (from Hard & Soft, Germany).

1022. NeoDesk 4/CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:52:26 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CoH3BF.Jzo@watserv2.uwaterloo.ca>
Source record: 188943

First question (since I've been really busy the last few weeks)

Is NeoDesk 4 out or almost out? Anyone have any comments about it if it is?

I will soon be getting the new TT accelerator from CyberCube which claims to allow switching between 33/40/48 MHz. They just got the first run of boards in so I'll get one as soon as they're tested. I'll post an article once I've had time to really use it. The price is definitely right $99US ($115 CDN, not by the exchange rate - Cybercube is a Canadian company).

It oughta be neat! Has anyone gotten Spectre 3.1 yet? The last thing I saw was that it will be available really soon.

Thanks.
Sam
sasmesba@kingcong.uwaterloo.ca

1023. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 20:56:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ous6p$6kj@golem.wcc.govt.nz>
Source record: 188945

In article <CoGp9x.I7K@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <LANCER.94Apr18112355@lektroid.WPI.EDU>, lancer@lektroid.WPI.EDU (Stephe Lewis Foskett) writes:
>|> 0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
>|> I have an original STE brochure which extolls the virtues of the

>To do genlocking, you need to be able to match the screen syncs of your computer
>and video source so they can be mixed. On STe/MSTe machines (onwards?) you can
>feed in a sync via the monitor port which the video hardware on the ST will then
>match. Previously you needed some very nasty and expensive hacks to manage this.
>Why no-one ever brought out a cheap STe genlock, I don't know.

It was very simple the machine just did not have it, no interlace lack of
colours..

The Amiga was the machine for Genlocking not the Stupid Atari.....

Horses for Courses....

>--
>+-------------+---+
>|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
>+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
>| |REPLIES to ilaskey@cix.compulink.co.uk |
>+-------------+---+
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1024. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 21:29:00 UTC
From: niels.simonsen@p3.secom.ct.se
Message-ID: <2db30abc@p3.secom.ct.se>
Source record: 188946

17 Apr 94, Michael Park wrote something like this to All :

> From mpark@u.washington.edu (Michael Park)
>
> I have recently managed to get the Falcon to understand
> the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
> can display the pictures, play the sounds, and lets you
> click on items in the pictures). I wonder, is there
> any interest out there in such a program?

You bet..... this is something that could get us to buy a CD-Rom for our
Falcon`s.... :-) And if we all do get a CDrom it could maybe be the beginning
of Falcon`s take off as a REAL multimedia-machine (hope i`m not to optimistic)
it would be nice with more applications than just
musical ones ;)

NS

1025. Re: ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 21:30:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ouu68$727@golem.wcc.govt.nz>
Source record: 188947

In article <CoG852.BqH@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>Michael Olin (molin@cxc1.cl.msu.edu) wrote:
>: sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>Downloaded it from atari.archive, and it is a self extracting file. Double
>clicking on it, just results exiting to the desktop!!!
>
>Anyone else had this problem?
>
>I noticed on a.a, it was a .gz file, so I used gzip on my unix box to
>uncompress
>it. Could this be the cause? Should I have used the atari gzip? This
>shouldn't
>really make any difference.

There is NO .gz version of STZIP 2.5 on A.A. I have just checked,
its a TOS self extraction file, may be you forgot to set Binary
before you FTP it....

>Danny.

>< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1026. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 21:32:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199404182332.a10722@m4.maus.de>
Source record: 188948

>Has anybody had any experience running a Viper (archive 2150S) tape
>drive from an Atari ST(e)? Any special software required?

Runs just fine using the GEMAR shareware package. I could even dig out a setup file for it (if you're interested, that is :-)

I sold several of these, using ICD The Link or GE-Soft TOPLINK adaptors. The streamer also runs fine on "true" SCSI with Falcon or TT.

It's quite fast, too. Backup is about 4 MB/s.

You definitely will have to use at least TOS 1.04. Older versions will 100% surely run into the 40-folder-bug while doing the backup.

bye, Peter

1027. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 21:38:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.46696.4514.0N19AEDD@canrem.com>
Source record: 188949

"They will be able to run" some software which is effectively vaporware at this time. "Workplace OS" does not currently exist in release form. Nor does Windows NT. Nor does Taligent (the only vaporware OS that you didn't mention).

AIX, being a version of UNIX that already runs on RS-6000 machines (including one a few feet below me), actually does exist.

It's really quite unfortunate that there's all this "wonderful" PPC hardware, and virtually NOTHING to run on it. Very bad for marketing.

Would you buy an IBM PowerPC today, if it was offered to you? I wouldn't. Not that that would be a long-term decision; if the OS situation gets quickly in hand, it looks like a good platform that will hopefully take some of the shine off of Intel. (And once the sharks see Intel bleeding a little, perhaps they'll take a look at the folks in Redmond, too...)

1028. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 22:20:02 UTC
From: abarbiero@delphi.com
Message-ID: <Ry4vbCa.abarbiero@delphi.com>
Source record: 188950

Mickey Boyd <boyd@gauss.math.fsu.edu> writes:

>Strangely enough, the MegaSTE was always designed to accept another 4mb of
>memory on the VME bus (at the cost of some wait states), according to the
>Atari field technical manual on the machine. I believe there is a specific
>version of the Xtra RAM-8 for the VME slot on MegaSTEs.
>
>Another surprise on the MegaSTE: It has hardware to assist in Genlocking,
>right out of the box. Apparently, the mono detect signal can be used as an
>input for an external sync. Does anyone know of software that takes
>advantage of this feature? Video titling software, perhaps?

Cool stuff.... I did not know this. Now with a blank VME card, I could
add RAM! It makes sense tho, VME by its very name, and with graphics
cards needing to be written to like RAM.... I need to check into this.

Thanks!

Andreas@AEO

1029. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 22:37:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ov237$pgl@mailer.fsu.edu>
Source record: 188951

abarbiero@delphi.com wrote:
> Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
>
> >Strangely enough, the MegaSTE was always designed to accept another 4mb of
> >memory on the VME bus (at the cost of some wait states), according to the
> >Atari field technical manual on the machine. I believe there is a specific
> >version of the Xtra RAM-8 for the VME slot on MegaSTEs.
> >
> >Another surprise on the MegaSTE: It has hardware to assist in Genlocking,
> >right out of the box. Apparently, the mono detect signal can be used as an
> >input for an external sync. Does anyone know of software that takes
> >advantage of this feature? Video titling software, perhaps?
>
> Cool stuff.... I did not know this. Now with a blank VME card, I could
> add RAM! It makes sense tho, VME by its very name, and with graphics
> cards needing to be written to like RAM.... I need to check into this.

I just noticed in the new Current Notes: D&P computers has the Xtra RAM-8
for MegaSTEs for $119 (I presume it takes SIMMs). I would assume that
this is a VME card as described above. D&P's number is 1-800-535-4290.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1030. re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 22:43:35 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr18.224335.11786@abo.fi>
Source record: 188952

In <2otsie$2ri@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> A Falcon developer last week stated that it can't be done, also the DSP does
> not have enough Ram for one thing....

So did MicroProse's programmers claim that the Civilization (great game, by the way..) _can't_ be done on ST..! Well - after hundreds of letters, they finally decided that it _can_ be done... Good for us, that. Got the point..? ;-)

> The Blitter is to slow, can some ome Please explain why did Atari bring out
> such a stupid machine....??

Stupid..? Sorry, but _that_ was stupid, if anything. It's kind of funny: people who don't own Falcons themselves, tend to consider the bird as a total disaster. But even more strange: I've yet to meet a Falcon-owner who _isn't_ very satisfied with the machine..! Oh, well - there must be ones (disappointed) too, somewhere. But, really, Falcon is far from "stupid" as a whole. It's one hell of a computer - and if someone really thinks that it's "slow, badly designed, rare and stupid", then the original ST was a catastrophe.. ;-) ! So much better is the Falcon, believe it or not.

So, people: instead of complaining how miserable a beast F-030 is, go and get yourselves one. Rumours and bad publicity are one thing - and reality another. Atari has made a nice bird this time. Not perfect, but... Good enough. Ornithology is fun!

thietavuo@abo.fi

1031. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 23:02:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VMVSm52k8sw@semprini.waterloo-rdp.on.ca>
Source record: 188953

In <2ospe1$7st@usenet.INS.CWRU.Edu>, jaszcz writes:
> Rob, why don't you compile it on your ST? I don't understand this
> cross-compiling theory unless a completely new and underdeveloped machine
> is involved... the ST has gcc out for it along with almost all the standard
> unix utilites, tcsh, etc... what's the point of using another machine ??
> if you're concerned with speed of compilation, yes, a sun box will compile
> MiNT 10 to 20 to 30 times faster, but then you have to transfer the thing
> over to the ST, and unless your ST is on the network, you're going to spend
> some time waiting for those blocks to go by, not to mention bothering with
> calling the other machine, etc...
>
> by the way, my 8mhz mega compiled mint 1.08 in maybe 10, 15 minutes...

Strange, it takes mine at least 20-30 minutes.

I cross-compile due to speed (#1) and memory (#2). My ST is SLOW, just
like yours... it takes me 8-12 HOURS to compile NetHack on my ST, but
only 30-40 minutes on the UNIX system at work. These days, my ST
can't compile NetHack, especially with MiNT loaded and a disk cache on
my hard drive; 4M just isn't enough for compiling large C files.

The ST isn't at all suitable for compiling C++ code; it takes a few
minutes to compile "hello world" in C++. Anything that's large or needs
optimising or has multiple inheritance chews through the 4M in my ST in
seconds. For C++, the "4M limit" is as bad as the 640k limit in DOS.

A distant #3 reason is disk speed; file access is MUCH MUCH faster on
any UNIX system than it is on my ST, even when using the minixfs under
MiNT, thanks mostly to the superior buffering.

A not-so-distant #4 would be long, case-sensitive filenames; minixfs
does this too, but some of my tools still don't (like the GNU zip I've
got, and gcc doesn't seem to act properly either). I'd much rather have
SuperWonderClass.cc instead of SPRWNDC.CC...
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1032. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 23:07:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bfAkubgWIz6@semprini.waterloo-rdp.on.ca>
Source record: 188954

In <1994Apr9.183711.2206@abo.fi>, Tommi Hietavuo TKKK writes:
> I'n pretty certain that Doom _can_ be ported to Falcon. The problems are
> elsewhere. Mostly in peoples (including us?) attitudes: "it can't be done..".

I really doubt "our" bad attitude has much to do with it; the developers
at id can't stand the Falcon (the post I saw said they were suffering
with it until they could port the Jaguar developer's tools to NEXTSTEP),
and there's almost no way they could pay for development of the Falcon
version (which would have to be almost completely re-done to take
advantage of the DSP and to use the 16-bit colour mode instead of the
interleaved 256-colour mode)... unless, of course, all 20k of the
Falcon owners bought a copy.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1033. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 23:14:05 UTC
From: mpark@u.washington.edu
Message-ID: <2ov47t$7gg@news.u.washington.edu>
Source record: 188955

BRARDA@VXCLIA.CERN.CH (Lo&#65533;c BRARDA) writes:

```
>In article <2osap2$888@news.u.washington.edu>, mpark@u.washington.edu
>(Michael Park) wrote:
>> I have recently managed to get the Falcon to understand
>> the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
...
>Yes I think this would be nice .
>And also the method you used would be useful for all the other CD-ROMS.
^^^^^^^^^^^^^^^^^^^^
Well, that would be nice, but I kind of doubt it. My feeling
is that I was very fortunate to start with the _Musical_Instruments_
CD-ROM as it has a fairly straightforward structure.

--m
```

1034. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 23:24:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoHAC5.M6D@cix.compulink.co.uk>
Source record: 188956

>>No offense to the authors intended, but what market were thay addressing
>>when they chose to write OMEn?
>[...]
>
>I'd just like to point out that not all people measure success in
>terms of market share.

Maybe not - but whereas a appliaction with a small user base can still be very useful, such an O/S is less so as there isn't any software to run on it!

Roland.

@CiX

1035. Wanted: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 23:43:01 UTC
From: ps1@cbnewsi.cb.att.com
Message-ID: <CoHB7t.JxM@cbnewsi.cb.att.com>
Source record: 188957

Hi,

I am looking for a used Atari 1040ST together with a monochrome monitor.
The price range should be about $150.

I am posting this for a friend.
For offers send e-mail to: prybyla@spin.att.com

-Peter

1036. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-18 23:43:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1714@usdtsg.DaytonOH.NCR.COM>
Source record: 188958

In article <CoGpH3.63C@srgenprp.sr.hp.com> randyh@sr.hp.com (Randy Hosler) writes:
>Thanks for all the help! I did the -mint switch and I now have a working
>mint 1.08. GCC's pretty cool, I'll have to start using it more.
>
>When I tried applying the 1.09 pqtches to the source here at work, patch failed
>on every hunk. I probably need a gnu patch, right? Anyway, one of patch's
>messages was quite funny.
>

Did you use the "-l" parameter with patch (I think this has something to
do with spaces or tabs or something - the "-l" tells patch to ignore the
difference I think). Corrections to this are always welcome (and no
doubt barreling down as I type ;-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1037. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 00:49:41 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ov9r5$f6t@uqcspe.cs.uq.oz.au>
Source record: 188960

knarf@nasim.sta.sub.org (Frank Bartels) writes:

```
>#!/bin/sh
>mv bmcrt0.o bcrt0.o
>mv bmgcrt0.o bgcrt0.o
>mv bmiio.olb biio.olb
>mv bmiio16.olb biio16.olb
>mv bmint.olb bgnu.olb
>mv bmint16.olb bgnu16.olb
>mv mcrt0.o crt0.o
>mv mgcrt0.o gcrt0.o
>mv miio.olb iio.olb
>mv miio16.olb iio16.olb
>mv mint.olb gnu.olb
>mv mint16.olb gnu16.olb
```

Chicken...

```
for i in *.o*
do
case $i in
# Change "mint" to "gnu"
*mint*) j=${i%mint*}gnu${i#*mint}

# Change "bm" to "b"
;; bm*) j=b${i#bm}

# Change "m" to ""
;; m*) j=${i#m}
;; *) j=$i
esac

if [ "$i" != "$j" ]
then
mv $i $j
fi
done
```

:)

```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
\_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

1038. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 00:56:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ova77$fij@uqcspe.cs.uq.oz.au>
Source record: 188961
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Heat & Serve C - based on Sozobon C 1.3, extensively hacked by Ian
> Lepore; has a nasty bug in the supplied libraries
> though (which only causes a crash under Gemini or
> Mupfel shell)

>Sozobon C 2.x - the official Sozobon C; dunno much about this

I used Sozobon compiler to set up p2c. I use the GNUC-compiled p2c.ttp,
but I recompiled the libp2c.olb using sozobon. Worked perfectly, and
much faster than GCC. p2c generates plain old impossible-to-hand-code
K&R C, so sozobon is sufficient.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1039. Pascal, p2c

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 00:59:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ovae3$flc@uqcspe.cs.uq.oz.au>
Source record: 188962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To all wannabe Pascal users out there:

I used Sozobon compiler to set up p2c. I used the GNUC-compiled p2c.ttp,
but recompiled the libp2c.olb using sozobon. Worked perfectly*, and
much faster than GCC. p2c generates plain old impossible-to-hand-code
K&R C, so sozobon is sufficient.

Also, I vastly cut down the p2crc file (removed all comments and all
the blank variables).

This makes a very tidy, quite fast Pascal compiler.

If anyone wants it, I can upload it.

(no, I'm not a Pascal user - this was for my SO's university course, for which
she user my old ST)

--
Warwick
* except for minor problems, which I suspect will not show up with soz2
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1040. HELP! FTP,IBM to ATARI transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 01:19:36 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Apr18.201936.17440@wmichgw>
Source record: 188963

Atari geniuses!

In my quest to download files from the Atari@Atari.archive, I've
run into problems. Nothing I've FTP'ed and saved on an IBM computer and
taken home has worked yet. I can't use ARC.TTP on anything. I may
be using Kermit wrong when I'm sending the files to the IBM (I'm actually
using the IBM to log onto a VAX account via Kermit, then from the VAX account
I FTP to Atari.archive and GET the files I want. Then once I'm back in my
VAX account, I send the file through Kermit. I bounce back to the IBM and
RECEIVE the file, possibly catching the file in the middle of its send.)
Follow all that???
Anyways, how exactly do I format the IBM disk? Size, with/without
a serial number, with/without space for system files. In short, what is
the EXACT command I use to format the IBM disk. From my understanding, I
do not need to have TOS 1.4 to stick this disk into my Atari and read it,
is that correct? What ARC program should I use to deARC my programs?
will ARC.TTP work just fine? Also, do i need to use any special commands
other than GET when I FTP to Atari.archive?
Lastly, can someone give me specific instructions to deARC a program
once I have the disk on my Atari?

Another giant Thank you to everyone that's helped me so far!!!

Brian Mc

1041. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 01:24:16 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2ovbs0$s8u@acme.gatech.edu>
Source record: 188964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2our9a$6kj@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:

>I thought the Authors were bring out a complete new version, because they had
>left MacDonald Associates....

Chris Latham, the author of UIS, did indeed leave Applications and
Design Software and started up his own company, Power Point Software.
The major product he offered was PowerNet. When he started his
company, he advertised that he was the author of Universal Item
Selector and Universal Network and would no longer be supporting those
products. He also advertised a product called FleXor which said it
was the ultimate replacement file selector. I don't think that FleXor
ever came out and I don't think he markets PowerNet anymore. I think
it may be marketed through Dragonware but I'm not sure.

As for UIS, I don't know if anyone at Applications and Design Software
has picked up support of it.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1042. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 01:37:35 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2ovckv$95e@acme.gatech.edu>
Source record: 188965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Scanning my old Cuurent Notes magazines, PowerNet was indeed
distributed by Dragonware for a while but then were sold to Viewtouch
Corporation. Anyway, I think Power Point Software still exists.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1043. Re: Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 01:41:48 UTC
From: pdirect@news.delphi.com
Message-ID: <2ovcss$p87@news.delphi.com>
Source record: 188966

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I just can't believe how some one can insult the Falcon
>by using such shamefull software...
>Is there not Terminal software that gives 16 colours and ANSI
>on a Falcon with out the Low Res hack of ANSITERM....

You must not realize you are talking to the author of ANSITERM (Timothy Miller). Tim wouldn't exactly call it an insult nor shamefull, however it is true that it doesn't take advantage of some of the Falcon's capabilities...but then again it was designed long before the Falcon was public and when ST's couldn't do 16 color ANSI. I wouldn't call it a hack either as it is still the highest quality implementation of ANSI available still.

Sean Dougherty
Two Worlds Publishing
pdirect@delphi.com

1044. PBMPlus

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 01:52:49 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994Apr19.015249.23159@midway.uchicago.edu>
Source record: 188967

Hi,
I'd like to know if anyone has had any success running the atari version of the PBMPlus graphic package, available from various FTP sites. I cannot get this thing to run, and I would sincerely appreciate any comments/suggestions/tips/etc.

Gustavo

1045. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 01:55:13 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2ovdm1$n1j@acme.gatech.edu>
Source record: 188968

In article <1994Apr18.224335.11786@abo.fi> THIETAVUO@FINABO.ABO.FI
(Tommi Hietavuo TKKK) writes:

>Stupid..? Sorry, but _that_ was stupid, if anything. It's kind of funny:
>people who don't own Falcons themselves, tend to consider the bird as a total
>disaster.

Maybe they don't own Falcons because, like me, they didn't really need
better graphics and a DSP to run their old ST stuff and when they went
to test out a Falcon, like I did, they didn't see a big enough
increase in speed to warrant a new purchase.

Sure, if my Mega STE broke I'd replace it with a Falcon and probably
be satisfied with it. Given the applications that I run, the stupid
thing for me to do would be to sell my MSTE today and buy a Falcon
tomorrow.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1046. Re: Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 02:03:55 UTC
From: <>
Message-ID: <2ove6b$64k@mother.usf.edu>
Source record: 188969

In article <2otbjt$1c3@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>In article <2oroi4$pkv@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>Also, ANSITerm works on the Falcon too. That's what I'm using now, in fact.
>>The problem is that it doesn't do baud rates higher than 19200, it can't
>>hangup, read DTR, or sent a break signal. In that regard, it broke just like
>>most other pre-Falcon terminal programs. The rest of it works just fine.
>
>
>
>
>I just can't believe how some one can insult the Falcon
>by using such shamefull software...
>

Shameful, indeed. Do you realize you're insulting the developer of this
shameful piece of software? While I realize it's not exactly the greatest
thing in the world for the Falcon, it's not exactly BAD either. Sure, it's an
ST low hack... I've admitted that from the beginning, but I have yet to find
any other terminal program, hack or not, that can SCROLL at a speed that I
find acceptable. On a stock ST, it can scroll fast enough to keep up with
19200. On a Falcon, Neither STorm nor CoNnect, can scroll at a speed that I
find acceptable.

>
>Is there not Terminal software that gives 16 colours and ANSI
>on a Falcon with out the Low Res hack of ANSITERM....
>

There are others that attempt to do VT100 as well as ANSITerm, but most are
usually missing SOMETHING. And the ones that do color usually screw that up.

>
>I thought Connect would do all this....
>

CoNnect is a fine terminal program. It supports multiple windows, a shell
program, high speed baudrates on the Falcon, TT, and MegaSTe, etc, etc, etc.
But then there's that scrolling speed. I do believe CoNnect does implement a
jump scroll, but unless you're in a mono display mode, it still can't keep up.
Until you've tried to write a terminal program that puts the terminal in a
window, you won't understand what's involved, and you won't understand that
THE bottleneck in performance is scrolling, and unless you can get that up to
speed, the whole rest of the program suffers massively.

Have you ever used a Mac Quadra? Were you ever disapointed at the speed text
was displayed and dialogs drawn, etc., yet SCROLLING in a window was REALLY

fast?

You know how on your Falcon, the speed of drawing text, menus, and dialogs is really fast, but scrolling is REALLY slow?

I don't really like Macs, but this is one area where they sacrificed speed in one area to really optimize something crutial. They did not put forth the effort to make drawing fast, but blitting, something of PARAMOUNT importance, they made very fast.

The problem with Ataris is that the blitter is no faster at copying memory than the 68030, or at least not significantly so. This has to be the case because the video memory resides in main RAM, and therefore anything accessing it must not hog the bus, lest it interfere with very important interrupts. There is a HOG mode for the blitter, but it takes so much time from the bus that serial I/O would be fowled up every time something used the blitter, not to mention VBI's, the keyboard interrupt, MIDI, and anything else that required use of the bus or CPU time.

This slowness is one reason why you have not seen a release of ANSI Link, a 16 color ANSI terminal program that takes advantage of the Falcon's video modes, other cabapilties, and has a host of useful other features to choose from. I implemented a jump-scroll algorythm that worked flawlessly, except that the blitting time, even when the display scrolled, say, 16 lines at a time, was still a major bottleneck, not to mention quite a number of other problems associated with what I had to do for jumpscrolling. ANSI Link would have aspired to be as good as CoNnect in much later versions, but never got past the testing stage because it did not perform to my satisfaction.

ANSITerm, on the other hand, has full control over the screen and can do whatever it wants with it. As a result, I employ a simple hardware trick that drastically speeds up scrolling speeds to way beyond any of these other terminal programs even on a stock 8mhz ST, yet it doesn't do a jump-scroll... it scrolls one line at a time, which is infinitely more visually pleasing.

So, why do I still use ANSITerm, besides the fact that I wrote it? Because it scrolls fast. It may sound silly, but I like to be happy, and the others just don't make me happy.

As soon as another terminal program is sufficiently more capable than ANSITerm, and/or my needs outgrow the capabilities of this program (as happened recently to a friend of mine who used to use ANSITerm on his Falcon), I will stop using ANSITerm and begin using another.

>
>
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

Be careful whose product you insult. He may hit you with a long letter! :)

1047. Re: Falcon 030 SCSI-Probleme

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 02:08:20 UTC
From: <>
Message-ID: <2oveek$64s@mother.usf.edu>
Source record: 188970

In article <1994Apr18.073821.28775@rz.uni-hildesheim.de> atra0109@rz.uni-hildesheim.de writes:
>Falcon 030 Probleme!!!!
>
>Vor einigen Tagen habe ich festgestellt,
>dass bei meinem Falcon gravierende Uebertragungs-
>fehler beim Lesen von der SCSI-Platte auftreten,
>wenn ich im 256-Farbmodus bzw. TC-Modus bin.
>Hat jemand aehnliche Probleme?
>Der Falcon ist einer der ersten Stunde, und die

[Rest of the German Deleted]

Uh..... Ich spreche nicht Deutch.

Now, Hebrew, I could handle. :)

1048. Re: Gnu C fault???

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 02:25:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.OR2&NBnPK4k@semprini.waterloo-rdp.on.ca>
Source record: 188971

In <199404160913.a8308@me.maus.de>, Andreas Steinbacher writes:
> Hello!
>
> I have installed Gnu C in Version 2.5.8. This Version and also 2.3.3
> obviously have the same fault. The following program converts Fahrenheit in
> Celsius. It's a sample out of the book "Programming C" from Ritchie,
> Kernigham.

[...program deleted...]

> cc fahr.c -o fahr.tos

[...bogus output...]

> cc -traditional fahr.c -o fahr.tos

gcc -O -o fahr.tos fahr.c -lpml

Worked for me, without -O worked, too. -lpml isn't necessary, really.
I've got gcc 2.5.8 and the latest version of the MiNT libs.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1049. Re: Lemmings

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 02:31:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.99j5TTjC5Ms@semprini.waterloo-rdp.on.ca>
Source record: 188972

In <CoEy1M.5st@cix.compulink.co.uk>, "Daron Brewood" writes:
> Has anyone out there got a second hand copy of Lemmings that they would
> care to part with. Asking for a friend, I hate games. Reply by email
> please.

How could anyone hate games? I mean, really, use a computer just for
"work"?!? Yuck!

The desire to program games is originally what got me interested in the
damn things (ie, computers) in the first place... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1050. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 03:40:16 UTC
From: steve-j@teleport.com
Message-ID: <2ovjr0$b3k@kelly.teleport.com>
Source record: 188974

In article <2db1b372@f397.n282.z2.fidonet>,
<Koos_Kuil@nextjk.textlitho.nl> wrote:
>Hello all,
>
>Is there anybody with an MPEG player for the Falcon 030? I only have an
>DOS version on this moment, but the Falcon screen resolutions are much
>better.

I've heard several reports of Atari demoing an MPEG player on a
Falcon030 (showing off the DSP), but that one (or any other one,
for that matter) isn't available, as far as I know.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1051. Re: CD-ROM drive & Supra SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 04:36:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404190636.a17662@ms.maus.de>
Source record: 188975

In article <CoDLFv.8ow@cix.compulink.co.uk>, Roland Givan
(rgivan@cix.compulink.co.uk) wrote:
>I don't know anything worth knowing about MetaDOS so I won't comment,
>appart from the fact that the freeware 2.3 doesn't seem to support ST host
>adaptors by default and therefore is useless on the ST (AFAICT) :-(

That's a documented restriction. However, this only applies to CDARGEN.BOS,
all other parts work just fine. This means that you will have to find an
other BOS driver which supports ACSI. As I said, there are several
companies shipping better BOS drivers (and better DOS drivers, for that
matter).

1052. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 04:36:16 UTC
From: diehl@ionews.io.org
Message-ID: <2ovn40$3it@ionews.io.org>
Source record: 188976

There was a program written quite some time ago which compressed files as you put them into the RAMDisk, but it was only a RAMDisk and didn't do anything for regular RAM. That's about as close as you're going to get to the Mac equivalent of "doubling RAM" (which is essentially the same thing -- compressing the data in RAM and uncompressing it as needed, which may not actually double RAM depending on how well the file compresses, but can achieve somewhere around that, possibly more in some cases)

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

1053. Re: reclaiming Spectre partition

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 04:43:09 UTC
From: diehl@ionews.io.org
Message-ID: <2ovngt$3lh@ionews.io.org>
Source record: 188977

AFAIK, the only way you'll be able to do it is to reformat the entire drive.
The two formats are completely different; MACs use the HFS file format; HDX
won't even recognise it as a valid partition; as far as any HD formatting
program is concerned, that portion of the hard drive remains unformatted
because it can't recognise any previous (or current) format because it doesn't
conform to the GEM or BGM format standard; it's HFS.

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

1054. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 04:45:31 UTC
From: diehl@ionews.io.org
Message-ID: <2ovnlb$3n5@ionews.io.org>
Source record: 188978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

THe latest version I've gotten is version 3.32, which has a copyright date of
1989. I don't know if there is a newer version than that.

_____ ______ ____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

1055. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 04:50:54 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <162_9404191724@dswhq.omahug.org>
Source record: 188261

> it is they make the Falcon) for starters? The Falcon itself has to be
> BTAB approved according to British law.

Hmmmm........I don't know anything about UK law, but here in the U.S., the FCC regulations that the Falcon has to comply with (part 15) are COMPLETELY different from the regulations for interfacing to the phone line (which is part 68). Obtaining FCC certification costs $1500 and up and takes around 3 months or longer.

Later,
gizmo@dswhq.omahug.org

1056. Re: IDE H/D pinouts...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 04:57:49 UTC
From: warrl@hebron.connected.com
Message-ID: <2ovocd$aj4@hebron.connected.com>
Source record: 188979

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: Does anyone know what any of the connections to an IDE drive are? Specifically,
: power and drive access LED. But any would be useful.

: What are the relative merits of the IDE and SCSI drives when used with the
: Falcon?

IDE is cheaper.

SCSI is faster and is capable of dealing with larger drives.

The latter isn't really an issue if you are *not* dealing with the BIOS
calls of an IBM PClone. (There's some unfortunate interactions there...
there are three parameters, and both the IDE spec and the BIOS put limits
on each of the three. The IDE spec limits total drive size to around
24 gig, and the BIOS spec to around 8 gig -- or do I have that backward --
but because the *lowest* limit applies to *each* of the three parameters,
the combined limit takes magic tricks to get to 1 gig.) .

1057. Easy-Boot v.15

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 06:16:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ovt0k$am5@golem.wcc.govt.nz>
Source record: 188980

v1.5 That should read!

Easy-Boot v1.5 has been send to atari-archive and should turn up any
day now, here is the information:

Easy-Boot v1.5

Written By Steve Wells. (Me!)

Ever tried a new TSR or ACCessory on your Hard-Drive, only to find that it
doesn't work properly on your system, and the whole thing crashes, with
no way to access the hard-drive other than by loading the driver software
from a floppy disk which you have to spend 5 minutes searching for?

Ever gotten sick of having to move files or rename them to disable them
when you need the extra memory or want to solve a program conflict?

Ever wanted resolution independant desktop setups, with the icons and
applications set up just how you want for each different screen-mode?

Well, now you have a program that can handle all this, Easy-Boot is, as
the name suggests, a very simple, no-fuss, no-frills Bootup manager, that
can turn programs in your AUTO folder, ACCessories, and CPX (X-Control
modular accessories) on & off, and it can also select different ASSIGN.SYS
files for GDOS, and alternative Desktop setup files (Which can be for
the TOS 1.xx desktops, New-Desk (TOS 2.xx to 4.xx), or even for things
such as TeraDesk, Neo-Desk and other replacement DeskTops!).

HOW DOES IT WORK?

Before you can see this, you will first have to set up the program using
the EBCONFIG.PRG Program (Easy-Boot Configurator).

It doesn't matter where this program is loaded from, it will read and write
its data file (EASYBOOT.CNF) to the AUTO folder on the drive it is loaded
from, creating the AUTO folder if required.

After loading the program you are presented with a menu, the commands do
the following:

A) Enables/Disables the displaying and managing of ACCessories on the
Bootdrive during the loading process. If Enabled then you will have
the opportunity to select/deselect any ACC's you have on the system,
if it is Disabled, then this will be bypassed. It will only usually
be disabled if you have no ACC's, or only one or two which you consider
compulsory to the efficient running of your system.

B) The search-path for ACCessories. Usually just '\' (The root directory of the boot-drive) but it can be other paths for use with things such as Geneva which can load ACCessories from alternative directories. These paths are written without the trailling back-slash, (e.g. 'A:\MISC' NOT 'A:\MISC\'!!)

C) Enables/Disables the displaying and managing of CPX files on the Bootdrive during the loading process. This will give you the chance to disable any eXtended Control-Panel Modules that you may have instead of doing so after bootup. This is usually to prevent the rare conflicts, to speedup booting, or give your computer a bit of extra memory to use!

D) The Search-Path for CPX files. Usually '\CPX' (The folder 'CPX' in the root directory of the boot-drive).

E) Toggles the selection of alternative ASSIGN.SYS files for your system. This will read the alternative GDOS setup files from a directory of your specification (see later), and will let you have different fonts defined for use with various setups. So, if you want the full works, you can have 30 or so fonts loaded, but if you want lots of memory, you can just have an ASSIGN.SYS file with only a couple of fonts.

This works by creating your various ASSIGN.SYS files and saving them in the specified storage directory (see 'Alternative File Setup'), with a common extender of your choice.

(I use ASN but they could just as well stick with SYS or anything that you prefer). Then, after telling Easy-Config the extender and path (see later), Easy-Boot, when activated, will let you choose which ASSIGN file you want to use at that time. It does this by reading the desired ASSIGN file from the directory, and replacing the ASSIGN.SYS file in the root directory with the one that you choose, net result being is that you can have dozens of different GDOS setups!

All the different ASSIGN files should have different names, but the same extender, e.g. LOW_MEM.ASN HIGH_MEM.ASN NO_FONTS.ASN ALL_FONTS.ASN etc.

F) The file extender for the alternative ASSIGN.SYS files. This consists of just the 3 letter extender, e.g. ASN or SYS!

G) Toggles the selection of alternative Desktop setup files. If selected then as with the ASSIGN setup, you can select different setup files for your systems desktop. The same method is involved as with the ASSIGN files, create your various desktop setups, and save them under different filenames with the same extender, in a directory of your choosing (see Alternative Files Setup).

Then, tell Easy-Config the path and extender of the files you have created. And finally, the filename you wish them to be copied to. This will usually be NEWDESK.INF or DESKTOP.INF but they could be the setups of any replacement desktop, or even some other form of

configuration file. The files are written to the root directory
of the boot-drive, so make sure that whatever program they are for
can read them from the root-directory. (Usually solvable by running
the program in question *From* the root directory!). If you are
just using the standard desktop files (DESKTOP.INF for TOS 1.xx or
NEWDESK.INF for TOS 2.xx, 3.xx, 4.xx and Multi-TOS) then this isn't
a problem!

As with ASSIGN, different setups should have different filenames, but
identical extenders, e.g. (LOW_RES.DSK MED_RES.DSK 256_COLR.DSK)

H) Desktop Setup Destination Path. This is where the desktop setup files
will be copied to in case you are using a replacement desktop such
as neodesk which expects the setup file to be in its own directory,
(e.g. \NEODESK3). The files are copied from the path specified in
the 'Alternate Files Setup' Menu, so make sure you enter this menu
and tell the config program where you are storing everything!

I) The 3 letter extender for the alternative Desktop setup files, usually
INF as usual, or something else such as DSK.

J) Desktop setup filename. This is what the alternative desktop setup
files are copied to in the root directory. As stated, this is
usually DESKTOP.INF or NEWDESK.INF but it could be anything that
you wanted to use.

K) Display of on-screen help on/off. This will toggle the on-screen
instructions during the use of Easy-Boot. Probably best to have
it turned on for the first couple of uses, and then turned off
once you are familiar with the workings of Easy-Boot, although it
can quite harmlessly be left on permanently!

L) Boot-up Timeout on/off. Enables/Disables the 6 second time-out at
the beginning of the program so you can turn on the machine, and
if you don't press anything, Easy-Boot will be bypassed. This
is of good use for BBS's so the machine doesn't stay displaying the
selection screen after a power-cut! Pressing a key during the duration
of this message will exit the time-out and enter the main selection
screen. Disabling this will cause the main selection screen to appear
immediately for normal use.

M) Alternate Files Setup. See Below!

S) Save the current setup. The selected configuration is saved into the
AUTO folder on whatever drive that EBCONFIG.PRG was loaded from, as
a file called EASYBOOT.CNF.

Q) Exits Easy-Config to whatever it was loaded from. If you haven't
saved the configuration before doing this, the old configuration will
be as it was before modification.

ALTERNATE FILES SETUP
~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~

This is really quite simple, basically, this gives you the option to have up to 3 extra menus which will let you select alternative data files for various programs. These can be things like startup-samples, Desktop background pictures or patterns, screen fonts, quotes etc.

There are 4 menu sections in this area, the first 3 look like this:

1) Selection of (1st/2nd/3rd) alternate files:

This will toggle whether you want the selection menu to appear or not. Just like the main menus.

2) Destination Path for (1st/2nd/3rd) alternate files:

Just as it says, this is where the file you select will be copied to!

3) Extender for (1st/2nd/3rd) Alternate Files:

This is the extender that this group of alternate files will have in the storage directory, make sure that the different groups all have different extenders, otherwise you'll end up with several menus with the same files!

4) Destination Filename for (1st/2nd/3rd) Alt files:

The filename that the file will be called when it is copied to the path specified in 2).

These 4 options are repeated 3 times as items A) to L).

The last item is:

M) Storage Path of Alternative Files

This is where all the alternative files, INCLUDING the Desktop and ASSIGN files are stored. When selected the files will be _COPIED_ from this directory to the destination path that you specify. Note that the files are COPIED, so using large files on floppy drives can sometimes take a while! Desktop pictures are usually about 30k on a floppy system you really should use alternative files any larger than this, as even these take around 10 seconds to copy! On a Hard-Drive though, the copying is virtually instant, (For pictures anyway), things such as GIF's etc. that may be over 200K may still take a little while, but it will be faster than much smaller files on the floppy! :)

Basically, it is only recommended to even think about using alternative files larger than about 30K on a hard-drive, as the wait can be quite annoying!

NOTE FOR THE SKIM-READER
~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~

The alternative Desktop setup & ASSIGN files, and any of the files
that you have specified under the 'Alternative Files Setup'
Menu, MUST be stored in the same directory. This is done for
3 reasons. It reduces the number of storage directories required,
It reduces the size of the code & the program as I don't have
to check for the different paths. And it makes less work for the
user as you can just stick everything in the same place without
having to remember what goes where! Just make sure that the
different groups (Desktop, ASSIGN, Alternate 1, Alternate 2 and
Alternate 3), all have different file extenders or the same files
will appear in different menus!

RIGHT - IT'S CONFIGURED, NOW WHAT?

Well, most simply, make sure that EASYBOOT.PRG is in the AUTO folder of
your boot-drive, and executing as early as possible in the order, so that
programs that you want to disable aren't loaded before Easy-Boot is.
(Neo-Desk 3 has this re-ordering built-in, or AUTO-Sort the PD folder
sorter will do the job. Also, MOVEing all the files elsewhere, and then
MOVEing them back into the AUTO folder in the order you want them loaded
will work just as well - Just make sure that EASY-Boot is run _AFTER_
and Hard-Disk-Drivers etc. and before anything that you might want to
turn on & off!

Once installed, rebooting your computer will startup as normal until
Easy-Boot is loaded. You will then be presented with a 4-column listing
of the .PRG files in your AUTO folder. By using the Numerical keypad
keys, you can move the selecting arrow around so that it points to the
filename that you wish to toggle, the keys are:

8 Up
Left 4 6 Right
Down 2

Once the arrow is pointing at the file you wish to enable/disable, pressing
the SPACE bar will perform the operation. The word 'ON' or 'OFF' beside
the filename will change to reflect whether the item is setup to be loaded
during bootup or not.

Once you have enabled/disabled the programs you want, pressing RETURN or
ENTER will advance you to the next selection screen.

If you have ACC management enabled, that will be the next screen that
appears, otherwise it will be CPX, if not CPX then ASSIGN and if not
ASSIGN then Desktop setups. If AUTO is the only thing that is enabled
(it isn't possible to disable it as that is basically a quite pointless
thing to do as it saves a lot of hassle!), then the program will exit.

ACC Management is performed the same as AUTO management, just select and
toggle which ACCessories you want loaded.

CPX Management, again, is handled in the same fashion.

ASSIGN management is slightly different. Here you have a list of the alternative ASSIGN files that you have available. Selecting one of them and toggling it will cause it to become the one that is used after bootup is completed. Selecting another one will disable the first, and enable the new one. The file that you select will be copied as ASSIGN.SYS into the root directory of the boot-drive.

Desktop-Setup management is basically the same as ASSIGN management, just select the desktop (or whatever), that you wish to use during the next bootup and it will become active. If you don't select one, then whatever desktop setup you had prior to bootup will be what is used!

If you have any of the 3 alternative files menus turned on then it/they will appear next. The same procedure as with the Desktop files, if you want to change the default, then you select what file you want, and it will be copied over and replace whatever file you have specified in the setup. If you don't select anything, then the data file that was being used prior to bootup will be the one that is used after bootup!

At any stage you can quite Easy-boot just by pressing the 'ESCape' key, the setups you have made will be in use.

If you change your mind after completing a menu, then you can press the Backspace key to return to the previous section.

If you haven't got one of the sections enabled, then it will never appear unless you run the Config program and re-enable it! (For instance, I never use the CPX files so the CPX management menu never appears when I use Easy-Boot!)

Easy-Boot needs an 80-column screen to work. The ICD Bootup software has an option to boot in various resolutions, you should select one with 80 columns! The Falcon030 can change its bootup resolution through use of the program 'NVRAM' which changes among other things, the bootup mode of the computer and having overscan mode on or off.

If you have neither ICD or an Falcon030 (Which I don't have :-(then supplied is the program MED_BOOT.PRG will will throw your ST into Medium resolution for the rest of the bootup process. This program probably won't like all AUTO programs, but is does the job for my setup quite nicely! If you want something a bit tidier, then find 'DC-Format', which has an option to put boot-sectors onto disks containing all sorts of useful features, like setting the system palette from the DESKTOP.INF file, turning Write-Verify off, bypassing the hard-disk (And the bootup delay on >=STE's), and, booting up in Medium resolution! It is also a very good formatter!

Well, that's it, the program is really very simple once you've had a look at it, so have a look, and happy booting!

THE POST-SCRIPT

This program is help-ware, I wrote it to help myself, but mostly because there had been a sudden calling for a program like it. So, I figured I could use all the programming practice I could get and wrote what I

think to be quite a good little program! (Especially considering that it does what it does with a filesize of ~10K!).

If you like & use this program, then I would greatly appreciate some form of reply. Be it ~US$5 by whatever method is most convenient to you, a nice postcard, or if you aren't feeling like you can afford it, just a simple E-Mail to me would be nice! (The $5 would be nice, as i'm in debt up to my eyeballs! :)

The program was written using High-Speed Pascal on a 1040STE (TOS 1.62 UK) and as I'm pretty secluded, I haven't been able to test it on anything else, so if you could tell me how well it works on your setup, I'd appreciate it! (Or even if it works at all!).

Should you wish to send me cash or whatever form of correspondence, you can reach me at:

Steve Wells
112 Ohariu Road
Johnsonville
Wellington
New Zealand

My E-Mail address is: WELLS_S@IX.WCC.GOVT.NZ

TO DO

Add a selector to change the program which autoboots from GEM (TOS >1.4), tricky to do tidily, easy to do so that 'it works'.
'Sets' like in the brilliant "X-Boot III" from Gribnif Software, which allows entire lists of programs to be enabled/disabled and selected files to be used instead of the defaults, just by selection of one option. This takes a bit more work and would probably increase the size of the program by a couple of kilobytes! This is actually very tricky (to do it _properly_ that is), so I probably won't implement it unless I have 1) Requests to do so, and 2) Plenty of time to do it in!
Perhaps work out how to use the cursor keys instead of keypad for file selection. The only way I've found so far uses the GEM-call evnt_keybd which doesn't work until GEM is initialised (e.g. the AUTO folder boot routine is finished!) so it isn't a lot of use with this type of program!

HISTORY

v.2 Could only handle the AUTO folder, and only up to 23 programs.

v.4 Could handle AUTO, ACC and CPX but still only 23 programs.

v.5 Expanded listing into 4-columns so over 80 files can be selected.
Added support for ASSIGN.SYS and DESKTOP.INF files.
Added display of current management stage.

v.6 Added online 'help' feature.
Made management routines optional.

v.7 Added 'return to previous menu' feature.
Added 'quit without completion' feature (ESCape).

v.8 Improved display and moved location of config file into the AUTO folder.

v.9 Added support for different Desktop setup destination filenames.
Added definable extenders for alternative Desktop and ASSIGN files.

v1.0 *1st Public Release*
Optimised the code, reducing file size by ~800 bytes, and removing 2
screens of source and replacing it with about 3 lines that did exactly
the same thing. (Required alteration of some variables).
Improved checking routines.
Added display of search path for ASSIGN and Desktop files.
Created simple Configuration program.

v1.1 Further optimised the code, reducing the source-size by over 1k, even
after adding routines for 3 'alternative' files and much improving
the selection code. (You now can't select things that don't exist!).
The alternative files can consist of any data file, (Picture, sample,
test etc.) which will be copied from the storage directory to a
destination path & filename of your choosing!
EBCONFIG now has a seperate menu for selection of external files.

v1.5 *CURRENT VERSION* - *2nd Public Release*
Got rid of all sorts of bugs, such as displaying empty directories,
(not a bug, but pointless, so I removed it), X & Y co-ordinate
adjustment (You are now limited to selecting entries that exist!),
Made the ASSIGN option _work_ (An incorrect variable caused the filename
to consist merely of the search-extender, it is now ASSIGN.SYS as it
should be!), and adjusted various other bits 'n' pieces so that they
worked, worked better, worked 'safer', and/or worked 'smaller'!
Added a time-out routine, which can be selected via the config
program. This time-out uses the system clock so should take the
same length of time on _all_ machines. The delay is 6 seconds which
should be plenty of time to react, and just short enough to be
acceptable!
It is now as far as I can see, bug-free!! (Yay!)

FORMAT OF THE EASYBOOT.CFG FILE
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

This file is in plain ASCII because it was the most code-efficient method of
storing it. Plus the fact that some kind soul may want to write a GEM shell
for me as I'd like to get a Multi-Tasking friendly Config' program working,
but I wouldn't have a clue of what you are and aren't allowed to do! :)

ACC Selection On?
CPX Selection On?
ASSIGN Selection On?
Desktop Selection On?
ACC Search Path.
CPX Search Path.
Storage path of alternative ASSIGN Files.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Alternative ASSIGN files extender.
DESKTOP Destination Filename.
Alternative DESKTOp files extender.
On-Line Help On?
Alternative File 1 Selection On?
Alternative File 1 Destination Path.
Alternative File 1 Extender.
Alternative File 1 Destination Filename.
Alternative File 2 Selection On?
Alternative File 2 Destination Path.
Alternative File 2 Extender.
Alternative File 2 Destination Filename.
Alternative File 3 Selection On?
Alternative File 3 Destination Path.
Alternative File 3 Extender.
Alternative File 3 Destination Filename.
Boot-Up Timeout Delay On?

DISCLAIMER

I hate these things, but in case some nasty person out there tries to cause me grief, here it is.

I, (Steve Wells), the author of Easy-Boot, Easy-Config, TDSS and Med-Boot, will not be held responsible for any problems caused in the unlikely event that one of these pieces of software should damage any form of software or (I don't know how), hardware on your system. The fact that you are reading these words means you automatically have agreed to waive any and all rights to claim retribution from me for any problems caused through use, direct, or indirect of these items of software.

There, I think that's pretty much all encompassing, but for those who can't be bothered interpreting it, it basically just means that anything that my software does to your system isn't my fault, so there! 8-) However, I would be very surprised if it does anything other that what it is supposed to do without someone doing some very odd things! (Which I won't mention because I'm sure someone will promptly try them! :)

Also, as far as I know, the documentation is accurate, but I may have missed something, in which case, please inform me of the fact! I may have added a new feature or changed something and forgotten to document it, in which case I should be told ASAP!

Excuses aside, let me know what you think, and have a nice week!

Please, anyone that uses this program, let me know so that I know that all my hard work (:-)) was not in vain!

1058. Re: Adding a drive which is em

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 06:19:05 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ovt4p$am5@golem.wcc.govt.nz>
Source record: 188981

] _Never_ ever use PFX on ACC's! I thought there ws a note in the docs (not
] being sure if English docs are available)

It's not a good idea, but it works quite happily on things such as
CONTROL.ACC and other basic-ish accessories!

] AFX works fine for all kinds of data which is read completely when used e.
] fonts or uncompressed pictures.

Good program it is too! Only seems to work from GEM though, so it can't
be used from auto-booter menus.

1059. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 06:20:43 UTC
From: petep@info.isbiel.ch
Message-ID: <2ovt7r$36q@vega.info.isbiel.ch>
Source record: 188982

In article 6kj@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> In article <CoGGxy.H5s@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
> >For those of you who have read the May issue of ST Review, did you see the
> >standard length of file name! It seems that replacements will continue to
> >flourish for UNIX style file selectors. Will Atari ever get it 100% right?
> >In all fairness, all that stuff is still being developed (or rather,
> >sat on!).
> I did not think that the Atari is a Unix based machine, so why the need
> for long file names...

Ataris (E.Smiths) MiNT/MULTITOS is very close to Unix. Have a look at drive U: and
you will find some Unix simular things. They started to go in this direction, so why not go
further...
On ftp you can find a Unix-like filesystem, shell's, gnu-applications,... if you work with
this programs you will need the long filenames.

one example: i installed a unix partition (minixfs) on my harddisk. now i'm able
to copy files in the background (usefull for backups). try this with the TOS copy
functions from the desktop!

1060. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 06:32:10 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Apr19.063210.170893@zeus.aix.calpoly.edu>
Source record: 188983

In article <766060587.34256@minster.york.ac.uk>,
Andrew Hague <andrew@minster.york.ac.uk> wrote:
>Rickard Troedsson (rickard.troedsson@secom.ct.se) wrote:
[stuff deleted]
>: that is, get the permit for connecting them to the line ..
>
>I was thinking about this legallity problem. Why don't ATARI produce
>some kind of hardware buffer from the DSP port to a phone connector and
>DSP thruport? With this standard we could have many phone-line applications
>and only ATARI would need to foot the bill for a little green circle.
>(A little green circle means legal to connect to BT phonelines in the UK.)
>This bit of hardware could ensure that no stray signals make it down the
>phone and with the right software protocols auto-answer, hangup and so on.
>
>If ATARI won't do it then I'm sure a third party could corner the market
>on that single piece of generic hardware that anyone can develop
>phone applications for.

Even if Atari doesn't develop the hardware, wouldn't it be feasible to
use hardware that is already easy to get? I'm not trying to pull a P.
Sinclair here, but couldn't someone just use Apple's Geoport adapter (with
maybe some sort of adapter from the Geoport connector to the DSP connector)?
I realize that it would be WAY too much to hope for Apple allowing the porting
of Geoport to the Falcon, but at least this way someone working on a DSP-modem
need only worry about the software. Does anyone know if the Geoport adapter
has any internal buffering?

Or is this too much work because the DSP-modem hardware is so trivial?
BTW, how likely would it be to make a DSP-modem that does v.32bis and V.42bis
at the same time, let alone V.fast? I wonder this becuase even Apple's Geoport
for the Power PC only supports up to V.32+(MNP5||V.42bis). Is the DSP inthe
Falcon too underpowered to do the calculations necessary to handle some of the
newer modem speeds?

>--
>Andrew Hague -- Researching Methods for Motivating Learners with CAI
>Department of Computer Science. University of York, YORK. YO1 5DD
>Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

1061. Re: Falcon GFABASIC

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 07:47:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoHxMK.D4q@cix.compulink.co.uk>
Source record: 188984

In message <2ougtc$kei@freenet.hut.fi>, krlawson@freenet.hut.fi said:
>
>Is it true that there will be no GFA BASIC 4.0? One with special otions
>for the Falcon?

No idea. In the mean time you could try HiSoft BASIC v2.10 which also
includes a GEM toolkit.

Ofir ogal@cix.compulink.co.uk

1062. Junior Office, Fax..

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 07:50:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2p02g8$b22@golem.wcc.govt.nz>
Source record: 188985
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need some help with Junior Office a Fax program
that I dnloaded from tu-berlin..

Does it work with NVDI..??

I had problems when using it, it would crash..

I replaced NVDI with AMCGDOS, it did not crash...??

Also will it run from another drive than C:

I could not get it to work on anothe drive came up with a STOP
dialog box, with some thing about module...!!!!

Does it support a Supa modem...

Is it any good...??

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1063. Re: Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 08:04:06 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.766742646@spoetnix.idca.tds.philips.nl>
Source record: 188986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bjgrier@bnr.ca (Brian Grier Perpk) writes:

#In article <778@apdnews.idca.tds.philips.nl>, wilko@idca.tds.philips.nl (Wilko Bulte) writes:

#|> news about Spectre has been missed by a lot of people).

#I found this problem when the AdSpeed-ST first came out. There is a small
#(no pun intended) bug in the routine that determines your memory size, when
#the cache is enabled. But this problem only arises only on systems that
#have 1 meg or 2.5 meg of memory.

^--- is what I have :-/

#The solution for the AsSpeed-ST is to setup such that Spectre runs in
#8mHz no cache mode. Then, after Spectre is displaying it's setup screen,
#use the hot key sequence to switch to 16mHz and cache.

#Brian

Yesterday evening I found out a similar solution. After the Mac Finder
runs, I can throw the switch and enable the cache. Seems we are hitting
the same bug.

Probably Dave found this one also, and solved it for 3.1

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

1064. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 08:06:57 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2p03f1$1m7@newshost.uni-koblenz.de>
Source record: 188987

In article <60.46696.4514.0N19AEDD@canrem.com>, christopher.browne@canrem.com (Christopher Browne) writes:

|> It's really quite unfortunate that there's all this "wonderful" PPC hardware,
|> and virtually NOTHING to run on it. Very bad for marketing.

- The first PPCs from Apple are able to run all MAC software.
The emulation is very stable and fast.

- With a new version of "Soft Windows", these PPCs can also
run any Windows software at the speed of an Intel 486.

- It is planned that NextStep is ported to the PPC.

(Source: c't, german computer magazine)

Has there ever been a comparable step to make it easy to change
from CISC to RISC?
I think there has never been a better opportunity for so many
users to change the platform without losing the money that they
have invested in their software.
This also is a good basis for software developers. The software
already runs in an emulation mode on the new machine. This gives
them time to adapt the software so that it runs in native PPC code,
and then the machine is significantly faster than a Pentium PC -
but cheaper.

More powerful versions than the 601 are already planned; the entire
processor family will be binary compatible so that once a program
exists for the PPC, it doesn't have to be adapted for the new
processor in order to benefit from the higher computing power.

Christoph

1065. Re: Wanted: Autotracing program...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 08:12:10 UTC
From: djs@jet.uk
Message-ID: <1994Apr19.081210.7006@jet.uk>
Source record: 188988

In <2omvjo$pe8@news.u.washington.edu> dud@u.washington.edu (Dan Aylward) writes:

>I need a program that autotraces bitmaps into vector graphics; something
>that would cost about $150-$200 new, but, say, $50 used?
DA's Vektor contains a reasonable autotracer, and a fine vector graphics
editor. I don't know the US price, it's 149GBP in the UK (249 for
`Pro' version). There may not be that many 2nd-hand copies around, though,
because it's relatively new.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1066. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 08:28:35 UTC
From: djs@jet.uk
Message-ID: <1994Apr19.082835.7115@jet.uk>
Source record: 188989

In <2oqd5i$9pk@delphinium.cig.mot.com> whitema@rtsg.mot.com (Michael A. White) writes:

>In article <1994Apr14.075316.1@cc.curtin.edu.au>,
> <zrollinso@cc.curtin.edu.au> wrote:
>>Has anybody had any experience running a Viper (archive 2150S) tape drive
>>from an Atari ST(e)? Any special software required?

>Steve,
> Yes, it works quite well. I have one set up here. It's connected through
>and ICD SCSI+ and I use software from Beckemeyer Development to do all
>my backups and restores. BTW, DO NOT terminate the tape drive if you use
>the ICD SCSI+. It causes bad things to happen.

I used TapeBIOS and GNU tar with my Viper and STe. It worked well, but
TapeBIOS doesn't understand the SCSI port on the Falcon, so I'm
investigating GEMAR. Can anyone give any opinions on Diamond Back 3
with regard to its support for SCSI tape drives?
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1067. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 08:49:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoI0Iq.AHz@barclays.co.uk>
Source record: 188990

In article <2ourib$6kj@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> In article <CoGGxy.H5s@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
|> >For those of you who have read the May issue of ST Review, did you see the
|>
|>
|> >standard length of file name! It seems that replacements will continue to
|> >flourish for UNIX style file selectors. Will Atari ever get it 100% right?
|> >In all fairness, all that stuff is still being developed (or rather,
|> >sat on!).
|> >
|> I did not think that the Atari is a Unix based machine, so why the need
|> for long file names...
Maybe because a hell of a lot of Atari users are running Minix filesystems and have enjoyed very long filenames for some time now ie many years. That plus symbolic links, full file permissions etc.

Just because you don't need anything beyond 8.3, it doesn't mean the rest of us don't.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1068. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 08:50:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoI0Kq.AnM@barclays.co.uk>
Source record: 188991

In article <CoH2Bo.3Jq@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> In article <2osap2$888@news.u.washington.edu>, mpark@u.washington.edu (Michael Park) writes:
|> |> I have recently managed to get the Falcon to understand
|> |> the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
|> |> can display the pictures, play the sounds, and lets you
|> |> click on items in the pictures). I wonder, is there
|> |> any interest out there in such a program?
|> |>
|> |>
|> |> --m
|> |>
|>
|> Well, YES.
|>
|> I'm working on a program to use Compton's M.O.S.T. programs and their
|> multi-media encyclopedia.
GREAT! can you please let me know when you finish, if at all possible?

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1069. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 09:20:08 UTC
From: pagan@meiko.co.uk
Message-ID: <2p07o8$n9e@hub.meiko.co.uk>
Source record: 188992

>>Great game! Go out and buy it! I have a lot of fun with only the four
>>demo-level.
>>
>
>How do you solve demo level 2? I solved it twice, but by accident (I couldn't
>repeat the process afterwards) - and never with more than one soldier
>alive at the end. Demo level 4 is a bitch too - especialy since you can get
>killed before you even start to move...
>
>Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

I had a wee play with it last night. I was quite impressed that it ran on the
Falcon (this is the demo ver) with only minor tweaking with Backwards.

I got fairly far with level 4 and have concluded it is best to send in blokes to
wipe out the wee missile launchers with missiles. Once this is done things are
much easier. Don't shoot the natives though at they get nasty...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

1070. Deuteros for MSDOS?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 09:28:05 UTC
From: kisaacso@nyx10.cs.du.edu
Message-ID: <1994Apr19.092805.18881@mnemosyne.cs.du.edu>
Source record: 188993
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.ibm.pc.games,comp.sys.atari.st

Anybody remember Deuteros? It was IMHO about the best computer game ever released. I used to spend weeks playing it on my Atari ST but now that I'm an Intel drone I can't seem to find it. I know that Millenium (its predecessor) was released for the PC but I've never been able to find Deuteros. Was it even released for msdos? Any help appreciated!

--

```
------------------------------------------------------------------------
| Kevin "Zonker" Isaacson kisaacso@nyx.cs.du.edu |
| "Opinions are provided, the future pre-decided" |
------------------------------------------------------------------------
```

1071. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 09:44:03 UTC
From: gerco@cs.vu.nl
Message-ID: <Col31G.22r@cs.vu.nl>
Source record: 188994

THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>In <2otsie$2ri@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>> A Falcon developer last week stated that it can't be done, also the DSP does
>> not have enough Ram for one thing....
And he should know what he is talking about.

>So did MicroProse's programmers claim that the Civilization (great game, by the
>way..) _can't_ be done on ST..! Well - after hundreds of letters, they finally
>decided that it _can_ be done... Good for us, that. Got the point..? ;-)
>
>> The Blitter is to slow, can some ome Please explain why did Atari bring out
>> such a stupid machine....??
>
>Stupid..? Sorry, but _that_ was stupid, if anything. It's kind of funny:
>people who don't own Falcons themselves, tend to consider the bird as a total
>disaster. But even more strange: I've yet to meet a Falcon-owner who _isn't_
>very satisfied with the machine..! Oh, well - there must be ones
Well I have, so that doesn't tell us very much.

>(disappointed) too, somewhere. But, really, Falcon is far from "stupid" as a
>whole. It's one hell of a computer - and if someone really thinks that it's
>"slow, badly designed, rare and stupid", then the original ST was a
>catastrophe.. ;-) ! So much better is the Falcon, believe it or not.

The ST was in its time (against PC/XT) a good machine. You should look at
the current Falcon's competitors. The Falcon is not a fast machine if you
compare it with a 486DX33, something you definitely need to play Doom (and
the 8 MByte of ram). This doesn't not mean it is a bad machine, but let's
get real now, can we? And since most of us don't really know how effective
the DSP for Doom would be (apart from the music and the like :-), we should
not expect too much gain from it. Even more because the original program is
probably not written to use this kind of parallism. Or can someone tell me
it uses the NeXT's DSP?

>So, people: instead of complaining how miserable a beast F-030 is, go and get
>yourselves one. Rumours and bad publicity are one thing - and reality another.

Yes, that is true. We need to look at the **MACHINE IT SELF**. Why buy a F30?
I'm perfectly happy with my Mega ST2, which I'm currently typing on. But
Let's get real, the Falcon is too little, too late. And I have seen them,
played with them, etc. You can't blame facts on jalousy.

Gerco.
--
+------------------------------+----------------------------------+

```
| GC Ballintijn | Oh, Fortuna, velut luna, |
| Email: gerco@cs.vu.nl | Status variabilis..... |
+-----------------------------+-----------------------------------+
```

1072. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 10:21:26 UTC
From: v892307@hillenius.si.hhs.nl
Message-ID: <CoI4rq.3H1@si.hhs.nl>
Source record: 188995

In article <CoGpH3.63C@srgenprp.sr.hp.com>, randyh@sr.hp.com (Randy Hosler) writes:
|>
|> When I tried applying the 1.09 pqtches to the source here at work, patch failed
|> on every hunk.

Hmmm... Looks like a carriage-return-problem to me :-)

Have you tried removing the carriage returns at the end of each line
in the sources and diffs?

|> >(Fascinating--this is really a new-style context diff but without
|> >the telltale extra asterisks on the *** line that usually indicate
|> >the new style...)
|>
|> Did Spock write patch?

Seems logical... But then again, I doubt it :-(

--
==============================+===
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+===

1073. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 11:44:48 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.47.000BBF7E@pz-oekosys.uni-kiel.d400.de>
Source record: 189032

>Is there anybody with an MPEG player for the Falcon 030? I only have an
>DOS version on this moment, but the Falcon screen resolutions are much>
>better.
As far as I know is there no MPEG-Player for any ATARI available. But the
author of 1stGUIDE is developing an MPEG-Viewer. (But I don't know whether
he is still working on it or if he has stopped.)

Greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

1074. Re: Falcon VT-52 Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 11:47:52 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.48.000BCCA1@pz-oekosys.uni-kiel.d400.de>
Source record: 189033

>Running in ST-Medium on my Falcon and trying to get the VT-52 emulator
>to work properly...currently my dilemma is changing the text color and
>background color. I have been doing it on my mega for quite a while,
>my question is...is the problem in the color palette mapping on the falcon
>or a bug in the VT-52 Emulator? Any responses/solutions would be greatly
>appreciated...
In the last issue of german ST-Computer was an article about this problem.
Including a little program to get rid off this bug. The other possibility is
to install NVDI 2.5 which also removes this bug.

Greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

1075. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 11:51:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Col8yA.55q@barclays.co.uk>
Source record: 188996

In article <1994Apr14.080627.3964@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <Co7DHo.4Kn@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|>
|> >I'd heartily recommend ST Review. IMHO it's now better than ST Applications
|> >(still available too).
|> I definitely agree, ST Apps is getting more and more content-free by the
|> month, and ST Review is getting better. I wish they'd drop the cover
|> disk, though. Especially as they keep giving away things that are not
|> Falcon-compatible (Timeworks, Calligrapher, etc).
Most of thecoverdisk stuff works OK on my Falcon. I used Calligrapher OK but I
must admit I didn't try evrything as I didn't like it much at all. I'd say they
are *the* best mag for Falcon stuff, lots of their screenshots of stuff in
reviews are done on Falcons and they cover a lot of falcon only stuff too.

|> >If you have trouble finding ST Review, try taking out a subscription. You can
|> >normally find STR at larger Smiths and such places.
|> Or just ask your local newsagent to put it back for you. He's not likely
|> to get it for display as it's not SOR.
^^^
Oh yes it is! Shops have no excuse not to stock it.

|> --
|> David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
|> "Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
|> - Disclaimer: Please note that the above is a personal view and should not
|> be construed as an official comment from the JET project.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1076. Re: Falcon Art packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 11:54:04 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994Apr19.115404.11219@solaris.rz.tu-clausthal.de>
Source record: 188997

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
: Hi all.

: I do contract graphics work for games and the like and I'm curious about
: what Falcon specific (and compatible) art/painting packages are
: currently available.

: I know about Prism Paint 2 and I am strongly considering it for my purposes.
: But, I would like to know about others that might fit my needs.

: Please note: I have no need for animation and high-end touch-up packages (yet).
: Rather, I'm interested in straight forward graphics packages in the class
: of Deluxe Paint and True paint,etc.
[stuff deleted]
: Currently, I use Deluxe Paint and True Paint and I need more power!
: I know about GEMVIEW for file conversions but I'd also like a more
: stream-lined process (to be able to save a file directly in the format I
: need, etc.)
You might take a look at Rainbow. It's a Falcon specific paint program and
it runs on both VGA and RGB/TV. The basic resolution is 320x240, but
pictures can be bigger than that. The program uses Falcon's hicolor mode
with 5 bits for red, 6 bits for green and 5 bits for blue (=65536 colors).
It's extremely fast and has good features.
You can get a demo from
ftp.tu-clausthal.de:/pub/atari/falcon/graphics/painter/rainbow1.zip

keep falconing,
Chris

1077. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 11:54:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1715@usdtsg.DaytonOH.NCR.COM>
Source record: 188998

In article <2ourib$6kj@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>In article <CoGGxy.H5s@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
>>For those of you who have read the May issue of ST Review, did you see the
>>standard length of file name! It seems that replacements will continue to
>>flourish for UNIX style file selectors. Will Atari ever get it 100% right?
>
>I did not think that the Atari is a Unix based machine, so why the need
>for long file names...

Minix partitions under MiNT/MTOS, per chance? I know I would like it,
as half of my hard drive is under minix partitions. Besides, the MAC
and Amiga are not unix-based, but I believe they allow extended
filenames (from what I hear - semi-rumor - that DOS 7.0 will allow
extended filenames as well)...

>There is a saying Horses for Courses...!!!

I thought that was "a horse is a horse of course of course..." ;-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1078. Re: Reading minds?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 11:57:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1716@usdtsg.DaytonOH.NCR.COM>
Source record: 188999

In article <199404152158.a6588@pb2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
>In article <A8521@AC2>, blevin@cisco.com (Bryan Levin) typed:
>
>BL>Please tell us, since we can't read minds ;-)
>
>Eeek, you can't read minds? Poor fella ;-)O}

Perhaps this thread belongs in alt.deja.vu or alt.i.already.knew.that ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1079. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 12:04:23 UTC
From: gg11klbl@sbusol.rz.uni-sb.de
Message-ID: <2p0hc7INN1a7@sbusol.rz.uni-sb.de>
Source record: 189000

Rickard Troedsson <rickard.troedsson@cindy.ct.se> wrote:
>
> Why not create a comp.sys.atari.programmers? There's a LOT of discussion both
> here, in the .tech and in the .advocacy group that's CLEARLY suited for a
> special group.

Good idea!
And "comp.sys.atari.mint" for all the MiNT-Freaks?!

--
Benjamin Lorenz, Brunnenweg 33, 66133 Saarbruecken
E-mail: belo@stud.uni-sb.de, Phone: +49 681 815702

1080. Re: OMEN?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 12:10:49 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr19.121049.624@unix.brighton.ac.uk>
Source record: 189001

I heard that OMeN was written on an Atari system to begin with and consequently
is far more advanced than other versions with an expected release in june/july
I believe. It will be shareware BTW.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1081. Re: Easy-Boot v.15

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 12:29:01 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr19.122901.3738@bradford.ac.uk>
Source record: 189002

Doesn't this sound a lot like Superboot, Xboot, Mouseboot, Xboot etc.?

1082. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 12:35:05 UTC
From: bjgrier@bnr.ca
Message-ID: <CoIAyJ.2CI@nrtpa22.bnr.ca>
Source record: 189003

In article <CoI0Kq.AnM@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> In article <CoH2Bo.3Jq@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> |> In article <2osap2$888@news.u.washington.edu>, mpark@u.washington.edu (Michael Park) writes:
|> |> |> I have recently managed to get the Falcon to understand
|> |> |> the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
|> |> |> can display the pictures, play the sounds, and lets you
|> |> |> click on items in the pictures). I wonder, is there
|> |> |> any interest out there in such a program?
|> |> |>
|> |> |>
|> |> |> --m
|> |> |>
|> |>
|> |> Well, YES.
|> |>
|> |> I'm working on a program to use Compton's M.O.S.T. programs and their
|> |> multi-media encyclopedia.
|> GREAT! can you please let me know when you finish, if at all possible?
|>

I'll be uploading a version to the archives in a couple weeks. I was hoping
to have it complete by now but my son was born 3 weeks early, he is now
4 weeks old, so I haven't had a lot of computer time in the last month.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

1083. PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 12:44:47 UTC
From: Ruediger.Busch@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Apr19.125844.12830@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 189004

The last few days I used to program some raytrace pictures with the
PoV-Raytracer.
But it is hard to write complex scenes as ASCII textfile so I'm searching
for a 3D-Editor for the FALCON 030 which exports .pov files.
Is there anyone who can help me ?

If it is possible, please send me this editor.
My E-Mailadress is:
ruediger.busch@informatik.uni-oldenburg.de

Thanks a lot
Ruediger

1084. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 13:01:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoIC60.B6x@barclays.co.uk>
Source record: 189005

```
In article <CoIAyJ.2CI@nrtpa22.bnr.ca>, bjgrier@bnr.ca (Brian Grier Perpk) writes:
|> I'll be uploading a version to the archives in a couple weeks. I was hoping
|> to have it complete by now but my son was born 3 weeks early, he is now
|> 4 weeks old,
Nice one! Hope all is well with junior :-)

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1085. Re: HELP! FTP,IBM to ATARI transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 13:42:46 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1717@usdtsg.DaytonOH.NCR.COM>
Source record: 189006

In article <1994Apr18.201936.17440@wmichgw> mcwilliams@wmich.edu writes:
>Atari geniuses!
>
> In my quest to download files from the Atari@Atari.archive, I've
>run into problems. Nothing I've FTP'ed and saved on an IBM computer and
>taken home has worked yet.

Just curious - do you have Kermit and/or FTP set to BINARY mode?
If not, you'll get corrupt files after the transfer (I don't use
Kermit, but I have on occasion forgot to get binary in FTP,
and a bunch of time gets wasted)...

>I can't use ARC.TTP on anything.

Dumb question - the archives have an ARC extension, right? Make sure
you have the latest version of ARC (6.02ST I think is the latest).
And of course, archives with ZIP, ZOO, LZH and other extensions
need the appropriate archives to work. I believe there is some sort
of starter kit (starter.tos?) on atari.archive.umich.edu to give you
the latest versions of the major archivers... (it's self-extracting -
you run it to extract it)...

> Anyways, how exactly do I format the IBM disk? Size, with/without
>a serial number, with/without space for system files. In short, what is
>the EXACT command I use to format the IBM disk.

FORMAT A: /t:80 /n:9

The above should format a normal 720k (double-sided/density) disk
on the PC.

>From my understanding, I
>do not need to have TOS 1.4 to stick this disk into my Atari and read it,
>is that correct?

Correct - any TOS version should be able to read/write to DOS disks.
To FORMAT a disk to be read under a PC from the Atari, you need to
have TOS 1.4 or later (or use a special formatter, like DC Format)...

>What ARC program should I use to deARC my programs?
>will ARC.TTP work just fine?

See above (starter.tos). Basically, you'll need arc.ttp (arc602st.ttp),
lharc.ttp, zoo.ttp, stzip.prg, etc to get at ARC, LZH, ZOO and ZIP files.
And of course, there are other formats out there to make life
even more interesting :-)

>Also, do i need to use any special commands
>other than GET when I FTP to Atari.archive?

Just to play it safe - after you connect to atari.archive (or
whereever) type "binary" and hit return to set yourself in binary
mode. Some systems default to this, some don't, so play it safe.

> Lastly, can someone give me specific instructions to deARC a program
>once I have the disk on my Atari?

arc -x filename.arc to unARC a file
lharc x filename.lzh to unLZH a file
etc

Or make it easy on yourself - get Arcshell (which gives ya a nice menu
to make your choices from when running ARC and LHARC - basically saves
ya from typing in command lines)...

Hope this helps...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1086. Re:SuperBomberMan???

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 13:46:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404191546.a42@sl.maus.de>
Source record: 189007

In article nj1@ukc.ac.uk (N.Jones-Rodway) writes:

NR>I remember a few months ago reading that somebody is converting the
NR>SNES game SuperBomberMan to the Falcon...

There's a Game called Dynabusters coded for STe (running on Falcon too - normal
version ist RGB/TV only)

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1087. Falcon bits and peices...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 13:51:06 UTC
From: nj1@ukc.ac.uk
Message-ID: <7480@merlin.ukc.ac.uk>
Source record: 189008

I should be getting my brand-spanking new Falcon tomorrow morning (a 4/128 model with an SVGA monitor), and I have spent the last few days collecting utilities and fixes for it....

What I would like to know is... Is there anything I have missed???

My current 'collection' looks like:

NVDI
Shbuf8 (does this need GemRam? - also how much memory does loading GEM use up?)
Backwards
Rezfooler
Before Dawn
SAM
Xcontrol
Tabby
Screenblaster

Also could anybody tell me of any decent programs/games and so on...

Some thing still on my 'to get' list which I haven't found yet are:

Gem-View & JPEG Decoder
Lasers and Men (Is the finished version out yet?)
3D-Button CPX

If anybody could give me any details I would be extremely grateful, and if possible could you let me know where I could download the programs from!

Many thanks,

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

1088. Re: MEGA ST VS STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 13:54:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <b3f19203@straight.ct.se>
Source record: 189009

BS> Get a 1040STE.. It has better sound.. Better output.. The keyboard
BS> isn't TOO bad..And with the Deca (sp?) adapter you can use a PC

Does that Deca adapter realy work with all the ST keys?? If so where can i
get it and whats the cost of it?

Regards Bertil Jagard..
```
===============================================================
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
===============================================================
```

1089. Re: PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 14:19:44 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2p0pa0$qjv@csugrad.cs.vt.edu>
Source record: 189010

Ruediger Busch (Ruediger.Busch@arbi.informatik.uni-oldenburg.de) wrote:
: The last few days I used to program some raytrace pictures with the
: PoV-Raytracer.
: But it is hard to write complex scenes as ASCII textfile so I'm searching
: for a 3D-Editor for the FALCON 030 which exports .pov files.
: Is there anyone who can help me ?

There's a shareware package called Moray on the IBM/PC that's
kinda like a CAD program and generates files that PoVRay can read. Has
this been ported to the Atari yet?

: Thanks a lot
: Ruediger

--
|Chris Fuhrman +--+
|cfuhrman@csugrad.cs.vt.edu |"He's *wise* to us! Quick, download his |
+--------------------------+ video games and *Bail!*" |
|DECstation 5000/20 | -character from Doonesbury |
|Atari Mega STe +--+

1090. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 14:35:53 UTC
From: rkildal@outb.wimsey.bc.ca
Message-ID: <rkildal.1gqr@outb.wimsey.bc.ca>
Source record: 189011

I for one would be absolutely interested in any such programs, that cd-rom happens to be one which I envied the ibm'rs having, being able to use it on my Falcon would be most wonderful!!

1091. HELP extract zoo files on falcon???

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 14:37:34 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.766766268@father.ludd.luth.se>
Source record: 189012

```
HELP.
Does anyone know if it's possible to extract
zoo-files and tar-files on falcon.
please mail me : gaston@ludd.luth.se
```

1092. WANTED Calamus to falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 14:40:56 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.766766470@father.ludd.luth.se>
Source record: 189013

```
WANTED.

If someone has Calamus to falcon030 and
wants to sell it contact me : gaston@ludd.luth.se
```

1093. I need your support (HENSA/micros moderator)

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 14:53:21 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoIHBt.7Ju@westminster.ac.uk>
Source record: 189014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear friends

Just started here at Hensa/micros (micros.hensa.ac.uk) and was lucky enough to
be put in charge of the □Atari section, as well as another one.

Problem:

Hensa have a *.msg file with every package, briefly summarising a few things.
One of the fields is machine type. So far this has just been filled in with
Atari ST, but i would like to bring this up to date. To be filled in with things
like St, STe, Falcon, TT. Here we have a Mega ST2, and at home got a STe
(TOS 2.06, not Mega). I can only test these progs on the machines I got. Falcon
I'll be getting at work, but don't know when yet. TT, out of the question.

What I'd like, if anyone would like to help me, is would you be willin to
test this software on your Falcon/TT? Test it to see if it works, and that it
doesn't crash. That's all. You do not need to test the program in any other way.
By that I mean you do not need to test it for it's GUI, etc.

I look forward to hearing from you guys/gals.

Things to look forward to:

I plan to make the Atari section at Hensa work, and one of the best places for
Atari PD.

A new Falcon section is being planned. It should (hopefully) be up and running
in about a months time.

All facon only software will go in this directory. Soft that works on both will go in the
TOS directory, and MiNT stuff in the MiNT directory. I plan to support
Mag!X and geneva, and OMEn too, if they are good enough to have PD patches etc.

Oh, and the mainframe is changing. The new one...HENSA/micros II (A Sun Sparc)
compared to the first one now (a Sequent Symmetry), will be a lot faster, more
memory, disk space, and support more users on-line.

At the mo, the Atari section doesn't have many people logging in. But I hope,
that from next week onwards....when the new machine is on-line, it will be
bustling. The new machine now supports, ftp, x,y,z modem, gopher, and
World Wide Web.

So come on you guys.....I need your support for the Atari section. Let people
know that Atari is not dead in this country. Log in to hensa

help needed with the following files for Falcon/TT compat:

STZIP2.5/2.4
BoozGEM 2.1.3
LHarc 3.0
Chameleon 1.19
ESS-Code 5.06
Pack_ice 2.40

These files, I installed on the new machine, over the past couple of days. OK,
so half of them are old files, but I felt that I needed to put them on the system.

e-mail:
D.Bhabuta@cent1.lancs.ac.uk
vctec@wmin.ac.uk
D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp

Thanx in advance.

Danny.
CyberSTrider =);-)

Denesh Bhabuta
HENSA/Micros Moderator/Support
Information Systems services
Computer Centre
University of Lancaster
UK
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1094. Re: Falcon Art Packages...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 14:54:21 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBCUJTQMLU8WYJRK@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189015

Yes, I have seen the Rainbow 1.0 demo for the Falcon...

I think that it is a nice piece of work and its nice to see specific support
for the bird...however, it is not quite what I was looking for...

First, I'm trying to justify my Falcon as a platform from which I can do
graphics and animation for commercial games across other platforms.

Rainbow's TC features are not quite what I need right now - especially considering the
rather weak zoom and block features of the program. If they were improved and if more
import and export formats AND a US distributor for the program
could be found, I would strongly consider the program. Certainly, the
price is right and it is very fast!

Perhaps the program will be developed further? If so, it would be a strong
contender to the available TC falcon packages.

Ari

1095. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 15:08:09 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404191431.AA01278@ilmen.lanl.gov>
Source record: 189016

In messages referring to hacking/phreaking programs for the Atari ST(e),
the eloquent "CALARCO,PASCAL VINCENT,MR" <FPCA000@MUSICB.MCGILL.CA> wrote:

> Ahh, lighten up. After all, its just for 'informational purposes
> only.' <grin>
>
> dr nightmare

and in another message he adds:

> Gimme a break. This is the *first* time I've ever seen h/p discussed
> with the Atari on this newgroup. And h/p has nothing to do with
> whether the Atari will survive. Stop blowing it out of proportion.

Brilliant. There are many of us here (and on GEnie) who do NOT consider
illegal hacking and phreaking ('h/p' as you so expertly put it) to be
the least bit humorous. What could possibly be funny about THEFT?

Long time users of this newsgroup know better than to tell me (or any
other Atari developer) to 'lighten up' about piracy or other illegal
uses of 'our' machine! Have some common courtesy, will ya? Sheesh.

We HAVE discussed h/p in this newsgroup before, as it is regarded
quite differently in North America and different regions in Europe.
As Rickard Troedson and I have often discussed, a "hacker/phreaker" is
not necessarily a "pirate" ... but they run in very close circles. You
are known by the company you keep, and your cavalier attitude towards
hacking and phreaking doesn't improve your position, IMHO.

You claim that h/p has nothing to do with whether Atari will survive.
That's probably true. But that is exactly the same kind of attitude
expressed by thousands of software pirates who say, "Aw, it won't hurt
anybody if I make just ONE copy of this software." Yeh, right.

You call yourself "dr nightmare," eh? Sounds very familiar... like a
handle we turned up during the IAAD pirate bulletin boards research
last year. RadioCityZen BBS sounds familiar, too. Figures.

-Hutch- @ Fair Dinkum Tech

cc: DABRUMLEVE@genie.geis.com <IAAD President>

1096. Re: Doom for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 15:08:22 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBCURAUAEG8WYJRK@SNYONEVA.CC.ONEONTA.EDU>
Source record: 189017

Ok, so it seems that there is a split in opinions regarding the viability of a port of Doom to the falcon...well...how about someone trying it anyway? Heck, I'd buy it!

Anyway, from what people have been saying, perhaps the bird is not suited for such a task. Still, the falcon should be well suited for some pretty sophisticated arcade games with tons of 256 color and/or TC sprites!

I've seen 486 PCs struggle with Galaxian type games that display only ten or twenty animated sprites. I bet with the power of the falcon's 68030, its video architechture, and its DSP - it could display dozens of animated objects for some real awesome shooters!

And what about simulators like Aces over the Pacific on the Falcon? I play Lucas Arts Their Finest Hour and it screams on my falcon - mind you, this program is not enhanced for the 68030, the Falcon's video, or the DSP...

Hell, I'd like to see games of the caliber of X-Wing or Flying Shark, etc on the bird and I challenge someone to do it! And, if there's money in it I'll volunteer to draw the graphics as some of you know I can...

If those in the community will commit to buy these type of programs, I'm sure some enterprising developers can be swayed to develop the type of games the Falcon is capable of!

Look, even an existing ST game can be ported over to the Falcon with rather minimal effort (just gfx and audio enhancements) and if only 2-3,000 copies are sold - money can still be made.

Just my say in the matter...

Ari

1097. How to get Spectre 3.1?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 15:40:33 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2p0u1h$6qf@vixen.cso.uiuc.edu>
Source record: 189018

Ok, spectre 3.1 is out... awesome, but how do I get it?

Maybe it'll be available for ftp at umich (;-)

Seriously, does anyone know what the upgrade will cost and how it can
be got for 3.0 users? It is the same cartridge, is it not?

~Adam
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

1098. Help to use a PC DS/DD in a 520 ST (old) ...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 15:42:33 UTC
From: ebeard@araucaria
Message-ID: <1994Apr19.154233.16029@dcc.uchile.cl>
Source record: 189019

Does anybody knows if it's possible to connect (or fix) an PC DS/DD to use in a old 520 ST (tos 1.0), cause I have an old external SF 354 SS/DD; and I've tried to use an PC High Dens. DDrive, (but I think that works like DS/DD); and it doesn't works ... :(

Help me please ...

Edwin Beard

PS : ... " since 1988 (+-) there are no places where to buy or get hardware for the ST." :(

my E-Mail : ebeard@cec.uchile.cl

1099. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 15:47:41 UTC
From: (unknown)
Message-ID: <2p0uet$2ht@groucho.phil.ruu.nl>
Source record: 189020

```
>
> I disagree totally, A Falcon could run Doom as fast as a 486sx-25 with some
> careful programming, you have to remember that a substantial part of the
> cpu time in doom goes into transfering graphics data to the screen, on a
> Falcon this is 2 times faster than most PCs.
>
> Griff
> --

I tend to agree with Griff. Allthough my credits are still to be founded,
I've been working on a game for the Falcon in 256 colour mode. Moving a
32*16 sprite over the screen seems to go pretty fast when done by the CPU,
even with 8 words need to change a pixel. My program doesn't want to change
1 pixel at the time: it changes 16 pixel's at the time, which takes about
the same amount of time as one pixel. A lot can be done by software. I
thought especially Atari developpers we're cunning in doing great things
with software, where other platforms had hardware (and costed more $$$).

Joost.
```

1100. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 16:54:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404191854.a6743@pb2.maus.de>
Source record: 189021

In article <A17347@AC2>, davidli@dragon.labmed.umn.edu (David Paschall-Zimbel) typed:

DPZ>Note that, as of this moment, the "Soft Windows" stuff is based on a
DPZ>80286 emulator. The company that makes this emulator expects to come
DPZ>out with a 80386 emulator this year. There are quite a few 386-
DPZ>dependent Windows programs out there now -- these do NOT work
DPZ>properly under 80286 emulation, So, you might want to wait a bit.

Are you absolutely shure about that?

Until know I thought it was not possible to emulate a 386 because there are some major differences in hardware, which couldn't be done in software.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1101. Re: Archive 2150S tape drive ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 16:54:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404191854.a6742@pb2.maus.de>
Source record: 189022

In article <A16776@AC2>, mhsmith@ornews.intel.com (Michael Smith) typed:

MS>Have you, or anyone else ever tried connecting two drives to the
MS>internal host of the Mega STe? This could be very helpful in
MS>upgrading to a new hard disk where you could just copy files from one
MS>drive to another.

Definetely impossible!

The original host can only handle _one_ drive. And only with id 0.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1102. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:11:58 UTC
From: Lexicor@world.std.com
Message-ID: <CoInrz.9A9@world.std.com>
Source record: 189023

In article <2ovjr0$b3k@kelly.teleport.com>,
Steve Johnson <steve-j@teleport.com> wrote:
>In article <2db1b372@f397.n282.z2.fidonet>,
> <Koos_Kuil@nextjk.textlitho.nl> wrote:
>
>I've heard several reports of Atari demoing an MPEG player on a
>Falcon030 (showing off the DSP), but that one (or any other one,
>for that matter) isn't available, as far as I know.

The player you mean is the mpeg player from Brainstorm, it is quite nice
and can in TC I think do 15 frames per second with a 280x160 sized
animation using the DSP...it was very fast in mono...

The problem is however, that to obtain the license costs way too much, it
was meant to be such that atari obtain the license for atari falcon
computers (similar to the jpeg license idea) but they decided not too, I
believe the cost to obtain a single license now to incorporate this
mpeg code is around 50,000 franc, could be less....

it's still too much to invest for the atari platform though at this stage

Cheers

Yat

>
>
>
>--
> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

1103. Re: Wanted: Autotracing program...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:14:25 UTC
From: Lexicor@world.std.com
Message-ID: <CoInw2.A3E@world.std.com>
Source record: 189024

In article <1994Apr19.081210.7006@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <2omvjo$pe8@news.u.washington.edu> dud@u.washington.edu (Dan Aylward) writes:
>
>
>>I need a program that autotraces bitmaps into vector graphics; something
>>that would cost about $150-$200 new, but, say, $50 used?
>DA's Vektor contains a reasonable autotracer, and a fine vector graphics
>editor. I don't know the US price, it's 149GBP in the UK (249 for
>`Pro' version). There may not be that many 2nd-hand copies around, though,
>because it's relatively new.

David,
DA Vector retails in the USA for 189 U$D, Pro costs exactly 100 U$D
more so that would be 289 U$D.

If anyone in North America would like more info on these products
they can email me :-) at ysiu@lexicor.com

cheers

Yat
ysiu@lexicor.com

>--
>David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
> "Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

1104. Re: reclaiming Spectre partition

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:16:48 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1994Apr19.171648.22777@rhrk.uni-kl.de>
Source record: 189025

diehl@ionews.io.org (Eric March) writes:

>AFAIK, the only way you'll be able to do it is to reformat the entire drive.

No, that's wrong. With SCSITOOL and DISKUS there are at least two (German)
programs which allow reclaiming these partitions for TOS without affecting
data on the other partitions.


```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1105. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:23:20 UTC
From: Koos_Kuil
Message-ID: <2db4142b@f397.n282.z2.fidonet>
Source record: 189026

In a message of <Mon 18 Apr 94 22:56>, (steve-j@teleport.com) writes:

SJ> I've heard several reports of Atari demoing an MPEG player on a
SJ> Falcon030 (showing off the DSP), but that one (or any other one,
SJ> for that matter) isn't available, as far as I know.

I've got a message from Wilfred Kilwinger (not longer working by Atari)
about this, but he told me that there was a player using the DSP from
Brainstorm, the onlyest problem i have is where to get it...

Greetings,
Koos

```
===============================================================
= Willie's Atari ST(e)/TT/Falcon BBS, Octopus Developing Centre =
= Phone +31-5978-18087 v32b/24h Fidonet: 2:282/397 =
= UseNet: koos_kuil@textlitho.nl NeST: 90:500/103 =
===============================================================
```

--- JetMail 0.99beta8 [unreg]
* Origin: Willie's Atari STe/TT BBS, 05978-18087 ABC/V32B (2:282/397)

1106. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:30:31 UTC
From: rat@rvs.uni-hannover.de
Message-ID: <1994Apr19.173031.3996@newsserver.rrzn.uni-hannover.de>
Source record: 189027

(...)
> |> With Neodesk and Geneva I get full support on GEnie, were would the update
> |> support come for Mag!cs..??
> It's Mag!x BTW :-)
It's Mag!X BTW B-)

1107. Re: GIF slideshower for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:36:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Colowv.DMG@cix.compulink.co.uk>
Source record: 189028

In message <1994Apr15.100343.13171@jet.uk>, djs@jet.uk said:
>
>>The next version of ImageCopy (v3.00) will do this partly. There is a nice
>>slide show optionwith a full screen mode, but no scaling yet.
>I hope that Ofir has the text `The next version of ... will do this' mapped
>to an F-key, as it must save him a lot of typing on most postings :-)
>
>Unfortunately, the `next version' of most things doesn't actually reach
>most users (MultiTOS, SpeedoGDOS, Timeworks for Falcon, TOS 5, ...)

You should be able to buy ImageCopy 3 very soon. I think Jeremy has
finished programming and is now writing the manual. Because I write for
the mags I tend to know about things before they are released, would you
rather I kept the information to myself?

Ofir ogal@cix.compulink.co.uk

1108. Re: LHA3.TOS

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:41:25 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.94Apr19194123@blasuarr.cs.tu-berlin.de>
Source record: 189029

> The next release (3.01) should work with Geneva, just wait some more days. If
> this release won't work then there are some incompatibilities in Geneva.

LHarc v3.01 is available at ftp.cs.tu-berlin.de (130.149.17.7,
mail-server@cs.tu-berlin.de), pub/atari/Archiver/lha301.tos (283966 Bytes).

Ciao
Herwig

--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to /dev/null

1109. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 17:47:13 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1gu8@outb.wimsey.bc.ca>
Source record: 189030

I fully agree with you. Geneva and Magix have a base of existing Atari software that runs on it. While SM2 maybe a good little programming exercise, I can't really see developers jumping ship to write SM2 apps so that say in 6 months there are 200 SM2 apps,utils,etc. Omen tries to be a jack of all trades(platforms?) and end s up being a master of none. While they may be fun for programmers to examine, for the average Atari user, they are a waste of time and money.

1110. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 18:39:37 UTC
From: randyh@sr.hp.com
Message-ID: <Colru4.46v@srgenprp.sr.hp.com>
Source record: 189031

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:

: Did you use the "-l" parameter with patch (I think this has something to
: do with spaces or tabs or something - the "-l" tells patch to ignore the
: difference I think). Corrections to this are always welcome (and no
: doubt barreling down as I type ;-)

No corrections needed. patch -l did the trick.

Thanks, Randy

1111. Re: Falcon bits and peices...

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 18:56:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoIsLn.Hw9@cix.compulink.co.uk>
Source record: 189034

In message <7480@merlin.ukc.ac.uk>, nj1@ukc.ac.uk said:
>
>I should be getting my brand-spanking new Falcon tomorrow morning (a 4/128
>model with an SVGA monitor), and I have spent the last few days collecting
>utilities and fixes for it....
>
>What I would like to know is... Is there anything I have missed???
>
>My current 'collection' looks like:
>
>NVDI
>Shbuf8 (does this need GemRam? - also how much memory does loading GEM use up?)

It does, but you can also use RomSpeed. And install WinX while you're at
it.

>Backwards
>Rezfooler
>Before Dawn
>SAM
>Xcontrol
>Tabby
>Screenblaster

Ofir ogal@cix.compulink.co.uk

1112. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 19:38:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2p1c0j$fug@golem.wcc.govt.nz>
Source record: 189035

Plenty of info' there.

I've actually paid money for Cannon Fodder, and am quite pleased with it,
I have so far however found no 'secret areas'. But have discovered that
the palm trees and things resembling ferns on jungle levels can be blown
up, and often have useful goodies such as 'Supa Dupa Missile Boostas', which
give guided missiles that can fly _over_ trees and chase after the enemy
until it hits them which looks quite amusing!

I'm up to Mission 8, Phase 3 - so those seemingly impossible levels around
Mission 6 can be done! :)

1113. Re: Easy-Boot v.15

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 19:39:44 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2p1c20$fug@golem.wcc.govt.nz>
Source record: 189036

] Doesn't this sound a lot like Superboot, Xboot, Mouseboot, Xboot etc.?

It is like the above. Just quicker & easier! (I hope!), it is also free!

1114. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 20:11:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1718@usdtsg.DaytonOH.NCR.COM>
Source record: 189037

In article <2p0hc7INN1a7@sbusol.rz.uni-sb.de> gg11klbl@sbusol.rz.uni-sb.de (Benjamin J.J. Lorenz) writes:
>Rickard Troedsson <rickard.troedsson@cindy.ct.se> wrote:
>>
>> Why not create a comp.sys.atari.programmers? There's a LOT of discussion both
>> here, in the .tech and in the .advocacy group that's CLEARLY suited for a
>> special group.
>
>Good idea!
>And "comp.sys.atari.mint" for all the MiNT-Freaks?!

I think a "comp.sys.atari.programmers" would take care of MiNT
as well, since most of the MiNT discussion centers around compiling
it (a programming process), etc. If programming discussions were
taken there, what would differentiate it from comp.sys.atari.tech?

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1115. Re: Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 20:19:20 UTC
From: thumpy@dcs.qmw.ac.uk
Message-ID: <ColwG9.8EB@dcs.qmw.ac.uk>
Source record: 189038

In <zieg0008.766468484@gold> zieg0008@gold.tc.umn.edu (E-Coli Ziegler) writes:

>What is Devpac DSP? Is it available now? In the US?

Devpac DSP is a 56001 assembler/debugger/monitor program, similar to
Hisoft's other Devpac products. It is out now over here (UK), I don't
know about the other side of the pond. It's worth getting if you want to get
into DSP programming, and has a quite nice programming tutorial showing
you how to write a DSP subroutine for matrix multiplication. I found that
the demo files on disk were a bit wrong, but they're easy to get going.

--
Richard Parr,
Systems Programmer,
Department of Computer Science,
Queen Mary & Westfield College, University of London.

1116. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 21:17:19 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2p1hov$nv8@usenet.INS.CWRU.Edu>
Source record: 189039

>: Rob, why don't you compile it on your ST? I don't understand this
>: cross-compiling theory unless a completely new and underdeveloped machine
>: is involved... the ST has gcc out for it along with almost all the standard
>
>Lack of RAM is a rather large hurdle is it not???
>
>
>Rob. (roba@nutmeg.ntu.edu.au)

hmm... I didn't think of that, since I assume that is someone wants to run MiNT > 0.95 then they want to compile/do other things with their ST, hence they have gcc, and enough mem... anyway... you're absolutely right, it is a good reason to cross-compile.

--Bart

1117. Re: reclaiming Spectre partition

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 22:05:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoJ1CL.4xF@cix.compulink.co.uk>
Source record: 189040

```
In message <1994Apr19.171648.22777@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de said:
>
>No, that's wrong. With SCSITOOL and DISKUS there are at least two (German)
>programs which allow reclaiming these partitions for TOS without affecting
>data on the other partitions.

And Diskus looks very good, unfortunately no English docs :-(

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

1118. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 22:58:19 UTC
From: healy@nosc.mil
Message-ID: <1994Apr19.225819.8855@nosc.mil>
Source record: 189041

In article <Ry4vbCa.abarbiero@delphi.com> abarbiero@delphi.com writes:
>Cool stuff.... I did not know this. Now with a blank VME card, I could
>add RAM! It makes sense tho, VME by its very name, and with graphics

Why does it make sense by the name of VME (Versabus Modula Europa or
something like that)?

Although shared memory is a common VME application.

Mike Healy

healy@nosc.mil

1119. Re: Another multi-tasking OS for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 23:00:16 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoJ3wG.7pG@cix.compulink.co.uk>
Source record: 189042

>[> popular machines does not help in making programs more portable. PC and
>[> MAC owners for a start just aren't going to be bothered.
>
>I thought that any computer that had OMEN could use any application
>written for OMEN, so long as the source code was available. This is
>somewhat like Unix.
>
>Is this wrong?

No - you are correct, but UNIX still has a major advantage. People write programs for UNIX because in many cases they have no choice, UNIX is the OS supplied with the machine. The same is true for TOS,DOS and whatever the MAC OS is called ;-)

OMEn OTOH is not standard with any machine and therefore has no default user base. If somebody writes an OMEn specific program there is likely to be only a few thousand users in the *whole world* who can run it! At least with all the other OS, all the other purchases of the same machine will be able to use the software. In the case of UNIX, the portability extends much further than this as porting software between brands of UNIX is reasonably simple.

What about Windows NT and OS/2 before anybody mentions them? They seem like OMEn to the extent they are not shipped as standard with any machine (well if you ignore the DEC Alpha PC for the moment)? However there is a big difference. Both are largely backwards compatible with DOS and Windows software - so already have a large software base.

Roland.

@CiX

1120. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 23:07:06 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2p1o6q$iti@darkstar.UCSC.EDU>
Source record: 189043

In <1718@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> I think a "comp.sys.atari.programmers" would take care of MiNT
>as well, since most of the MiNT discussion centers around compiling
>it (a programming process), etc. If programming discussions were
>taken there, what would differentiate it from comp.sys.atari.tech?

Tech would be for non-programming technical questions, such as "x program
crashes, why?" or "I'm installing y hardware, how?" and the like.

~Chris

>--
>>| "Some say the glass is half full,
> Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
> anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1121. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 23:15:08 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr19.231508.25153@abo.fi>
Source record: 189044

In <CoI31G.22r@cs.vu.nl> gerco@cs.vu.nl writes:

> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>
> >In <2otsie$2ri@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>

> the current Falcon's competitors. The Falcon is not a fast machine if you
> compare it with a 486DX33, something you definitely need to play Doom (and
> the 8 MByte of ram). This doesn't not mean it is a bad machine, but let's
> get real now, can we? And since most of us don't really know how effective
> the DSP for Doom would be (apart from the music and the like :-), we should
> not expect too much gain from it. Even more because the original program is
> probably not written to use this kind of parallism. Or can someone tell me
> it uses the NeXT's DSP?

I'm getting a bit tired with this discussion... =-(Falcon may not be a fast machine, measured by PC-world's units (CPU-power, etc.). Nor is Mac, or Amiga. But all these machines do have their clear advantages. It's a pity people seem to envy 486 and Pentium power, forgetting totally that this raw horsepower is all there is.. No DSPs , no Blitters, stone-aged memory handling by DOS... So, that is what we want..? PC-technology..?? Why did we buy an Atari, if all we want is a PC? Sounds quite gloomy - frighteningly desperate.

> >So, people: instead of complaining how miserable a beast F-030 is, go and get
> >yourselves one. Rumours and bad publicity are one thing - and reality another.
>
> Yes, that is true. We need to look at the **MACHINE IT SELF**. Why buy a F30?
> I'm perfectly happy with my Mega ST2, which I'm currently typing on. But
> Let's get real, the Falcon is too little, too late. And I have seen them,
> played with them, etc. You can't blame facts on jalousy.

I still have my accelerated, tuned-up Mega ST4 in the corner, waiting for its buyer. Don't speak of jealousy - that's not the word. I used to think just like you, myself, not long ago. My Mega was faster than F-030 (on paper, at least), the keyboard was better, etc. I thought: "Why waste my money on a 16 MHz, STE-cased box..?". Especially, after using TT's at work.

So, what happened? I went nuts..? O.k - let's put it this way: after I finally got an offer that was very attempting (price), and took the risk: bought the bird.. After some tuning-up, and getting used to this totally different computer, I just realized that it's much more fun to work (or play) with the Falcon, than it was with a Mega, or even TT. My old, faithful (well, quite..) Mega just suddenly felt rather gray and uninspiring. It's frighteningly easy to fall in love with Falcon... You just won't believe it, until it has happened - you're kinda caught.

Maybe it's the birds versatility - maybe the new OS, maybe that all together. But it's a very inspiring computer - much more interesting than you ever can think from those technical details..

So, why I'm getting tired..? Because - honestly said - the atmosphere here, in the Atari-areas, is DEPRESSING... Nobody believes in anything, nobody has optimism left, nobody wants to try anything new... So, if this funeral feeling predicts anything (and Atari-users really prefer older machines over newer..), then it really is no use trying to kick people's asses. No use trying to create some "US-feeling". In this gloom what Atari needs, is some spirit, will to have new computers and computer games, will to keep people's heads up. But...
You understand, what I mean.

Thanks for all of You, believing in this "Doom for Falcon" -thing. It may, or may not be impossible - but it's surely something worth acting together. Computer world needs some crazy things, too. Otherwise we all would buy a PC - like those "sensible", risk-avoiding, dull people do. With machines like Falcon, computing feels a bit more colorful than without them..
And who has said that computing shouldn't be fun..?
Falcon is fun. Very thoroughly. ;-)

1122. Fuzzy Logic tool for the ST line

Newsgroup: comp.sys.atari.st
Date: 1994-04-19 23:28:37 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <BKxs7Kl.predictor@delphi.com>
Source record: 189045

Hi!

My company, Commercial Intelligence Inc., is currently developing a fuzzy logic development tool which will sell (probably for less than $200) on the DOS (and proabably Windows) platforms. Is their any interest for such a product in the ST world?

Will Dwinnell
Commercial Intelligence Inc.

1123. Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:20:49 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr19.212049.23269@dal1>
Source record: 189046

```
Gemulator for sale. $150 USD TOS 1.0 & 2.05 included.
E-mail if you are interested.
```

1124. Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:45:06 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <766794324.0@mettav.royle>
Source record: 189047

In message #6, Christer Melander writes:

> to be VERY slow!! I've got a falcon myself and have tested how much data
> it
> can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.

Did your routine fit into the instruction cache?

1125. Disk doubler

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:45:08 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <766794324.2@mettav.royle>
Source record: 189048

In message #21, Ivo van Poorten writes:

> I'm planning to write a shareware or pd 'on the fly' compression program

Sorry for my negative opinion but I personally would never use a Shareware
disk doubler, and I don't think other people would use it either. The
risk of losing data is too great.
Perhaps you should check to see if there is a market for this package
before you go to the trouble of developing it?

Robert.

1126. Falcon & GFA's HARDCOPY c

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:45:08 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <766794324.1@mettav.royle>
Source record: 189049

In message #20, John Hutchinson writes:

> HARDCOPY or the ALT-HELP built-in screendump only works in ST
> compatability
> modes
> and only on Epson compatible printers.
I have a Falcon and it never prints the screen with ALT-HELP! I always use
ST-medium and ALT-HELP does nothing.

Yet another defficiency in the Falcon OS.

1127. Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:53:22 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <766794324.3@mettav.royle>
Source record: 189050

In message #6, Christer Melander writes:

> to be VERY slow!! I've got a falcon myself and have tested how much data
> it
> can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.

Did your routine fit into the instruction cache?

1128. Falcon & GFA's HARDCOPY c

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:53:24 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <766794324.4@mettav.royle>
Source record: 188851

In message #20, John Hutchinson writes:

> HARDCOPY or the ALT-HELP built-in screendump only works in ST
> compatability
> modes
> and only on Epson compatible printers.
I have a Falcon and it never prints the screen with ALT-HELP! I always use
ST-medium and ALT-HELP does nothing.

Yet another defficiency in the Falcon OS.

1129. Disk doubler

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:53:26 UTC
From: Robert.Cooper@mettav.royle.org
Message-ID: <766794324.5@mettav.royle>
Source record: 188852

In message #21, Ivo van Poorten writes:

> I'm planning to write a shareware or pd 'on the fly' compression program

Sorry for my negative opinion but I personally would never use a Shareware
disk doubler, and I don't think other people would use it either. The
risk of losing data is too great.
Perhaps you should check to see if there is a market for this package
before you go to the trouble of developing it?

Robert.

1130. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 00:57:09 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2p1ul5$htc@golem.wcc.govt.nz>
Source record: 188853

In article <1994Apr19.231508.25153@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>In <CoI31G.22r@cs.vu.nl> gerco@cs.vu.nl writes:
>
>> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>>
>> >In <2otsie$2ri@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>
>Thanks for all of You, believing in this "Doom for Falcon" -thing. It may, or
>may not be impossible - but it's surely something worth acting together.
>Computer world needs some crazy things, too. Otherwise we all would buy a PC -
>like those "sensible", risk-avoiding, dull people do. With machines like
>Falcon, computing feels a bit more colorful than without them..
>And who has said that computing shouldn't be fun..?
>Falcon is fun. Very thoroughly. ;-)

It looks like you are trying to justify the mistake you made in bying
a Falcon, well I am glad I did not wast my hard earned cash on such a
piece of crap...

If it was such a great computer then there would have been better support,
and software, this tells it all, it is not a good computer for its price...

Good computers SELL this one did not sell at all, facts not fiction....

I can get a TOP 486 with all bells etc for 1/2 the price than a basic Falcon
cost here, plus I get all the software and support I need..

No ! no one can kid me that the Falcon is the way to go, unless you are
mental..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1131. Re: The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 01:21:28 UTC
From: whitema@rtsg.mot.com
Message-ID: <2p202o$ip9@delphinium.cig.mot.com>
Source record: 188854

In article <2ot54r$au9@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
>> Instead of the SOS, why don't we start a new thread on the best and worst
>> games released for the 16/32 bit Atari machines?
>
>I'll pick a category: Best multiplayer games. All of these are two player
>(or more) simultaneously doing something, not "taking turns".
>
[List deleted]
>* Mickey Boyd *

You forgot the best one of all: Steel Empire!

Michael
whitema@rtsg.mot.com

1132. need help w/ Cumana OSK v2.3 for Atari-ST plz?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 01:42:34 UTC
From: paulseniura@delphi.com
Message-ID: <BSxML+q.paulseniura@delphi.com>
Source record: 188855

Sorry to bother y'all again. I'm still trying to get my OSK v2.3 from Cumana (Atari-ST) talking to my SCSI drives. They're connected to ICD's host adaptor as SCSI IDs #0 & #2. They work 100% just fine with Atari TOS/GEM and ICD's drivers (v6.2.3 currently). But OSK gives me "Not Ready" errors on some files esp. big/large ones. And OSK doesn't like to do a "physical" format. But the STHD driver from Cumana (Reccoware) *can* see the drives and report their correct SCSI info (via FORMAT and FREE) -- honest.

When I posted this plea for help a couple of months ago, one person in Germany suggested I patch STFD (not STHD?) at offset $8E0 to make it $20 or more. Without any further details than that, I didn't do this (for obvious reasons!). So here's the IDENTs on these two modules as delivered by Cumana:

```
Header for: stfd
Module size: $CC6 #3270
Owner: 0.1
Module CRC: $A3FDB2 Good CRC
Header parity: $1E39 Good parity
Edition: $15 #21
Ty/La At/Rev $E01 $A001
Permission: $555 -----e-r-e-r-e-r
Dev Drv, 68000 obj, Sharable, System State Process
```

```
Header for: sthd
Module size: $A9C #2716
Owner: 0.1
Module CRC: $C45E91 Good CRC
Header parity: $1E46 Good parity
Edition: $1F #31
Ty/La At/Rev $E01 $A000
Permission: $555 -----e-r-e-r-e-r
Dev Drv, 68000 obj, Sharable, System State Process
```

Another person (from France) thought I should get ICD's latest adaptor. I don't see why because the one I have can honor the SCSI commands just fine. And/or I should get OSK v2.4 -- talk about money I don't have!

Then Cumana told me they'll do some more testing -- I haven't heard back from them at all for 2 months almost. (I've stopped calling/faxing them since my phone bill grew to over $140 one month -- effectively doubling the price of this package!)

I don't see why I'm having so much trouble getting help! The two drives are a Seagate ST277N and a CDC 96-meg, and both are very reliable and quite fast for my purposes (never big enough, though, ya know). ICD's partitioning software can even make the part'n info AHDI-compatible. And.. it all *almost* works with OSK.

-*-

I'm also still inquiring on how to buy G- or K-Windows for this Cumana flavor of OSK. V2.3's "console" driver does support a Get/SetStat call to deliver the address of the screen memory, so I'd think we'd be able to run a window/gfx package. (Sadly that's all I know about the technical details -- Cumana only sent me Microware's v2.1 tech docs, not v2.3 or any Atari-specific tech docs.)

I'm about to give up, folks. I'm already hugely miffed how the CoCo/L2 support has withered. Those of you who know me, I want to write some MIDI packages (and you know why :) but I need gfx & windows! If there's no GW/KW for Cumana, just say so! I'll ask Cumana to give me my money back and you'll never hear from me again! This is getting way too expensive for a home hobbyist!

-*-

Thanks for putting up with me again. Please send me e-mail if you've got any clues I could try. I'll certainly appreciate it.

. -- thx, Paul Seniura (from Oklahoma City)
paulseniura@delphi.com

1133. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 02:52:59 UTC
From: abarbiero@delphi.com
Message-ID: <J2xMrcj.abarbiero@delphi.com>
Source record: 188856

Apple has done something good here... made a RISC platform
integrated fully into a consumer computer platform.

Get the April issue of Byte.... explains EVERYTHING in ultimate
detail.... it would also preclude a lot of fighting in here.

Andreas@AEO

1134. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 02:56:15 UTC
From: abarbiero@delphi.com
Message-ID: <B05Nb8n.abarbiero@delphi.com>
Source record: 188857

Heck, Wolfenstien 3D plays NICELY on a 386D-33, it is not as ambitions
(err... ambitious) as DOOM!, but you should be able to play BOTH
of them on a Jaguar FAR better than on any PC in JUNE!

Andreas@AEO

1135. Re: How to get Spectre 3.1?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 03:27:09 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1994Apr19.212709.1@fnalo.fnal.gov>
Source record: 188858

In article <2p0u1h$6qf@vixen.cso.uiuc.edu>,
a-aulick@ux4.cso.uiuc.edu (Schizoid) writes:
> Ok, spectre 3.1 is out... awesome, but how do I get it?
...
As I read it, Dave Small's announcement states that 3.1 is finished,
and that it will be released when it is documented and duplicated.
He will post something on Genie when that happens, telling how to
get 3.1 . If he permits it, someone will probably post the
information in c.s.a.st soon thereafter. Given the great interest
in 3.1, and people's frustration levels, I'd expect GBS to publish the
ordering instructions only when they have a substantial stock of the
product ready to ship.

1136. MARKET SURVEY

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 03:50:01 UTC
From: sngmedia@world.std.com
Message-ID: <CoJHBE.C26@world.std.com>
Source record: 188864

We are a small, dedicated group of people desperately trying to get a video production company off the ground.

Recently, we secured enough financial backing to produce several videos on the subject of personal computing.

Because we don't have the financial resources to perform a traditional market analysis, we considered several alternatives and concluded that we should consult the people of the Internet, who are technically proficient and tend to be enthusiastic personal computer users.

We would like you to indicate which three of the below described videos would appeal to you most.

Please note that each video synopsis is numbered. When you are ready to send your response, please specify the numbers corresponding to your three video selections, and use commas to separate the numbers.

For example, if you choose selections four, eight, and eleven, the body of your letter would simply be:

4,8,11

and nothing more.

When you send back your response, please specify "MARKET SURVEY" in the subject field. Then, direct your response back to sngmedia@world.std.com.

Please realize that this is not an advertisement, or solicitation. We simply would like to know your response. You will not be contacted further.

Thank you in advance for your help and cooperation.

Tom and Randi Fecker
sngmedia@world.std.com.

Please select three videos that interest you most:

1. The Internet Pilot's Guide
A plain English guide to getting around on the Internet by veteran users. How to use Internet resources to send/receive e-mail, and to search for documents and files relating to a particular subject. How to use LISTSERVs, GOPHER, ARCHIE, WWW and WAIS. How to use FTP and Telnet to access remote computers for file transfers, remote

logins, etc. Also, learning how to observe Internet's "netiquette." And how to access multimedia Mosaic bulletin boards.

2. How to Make Money at Home With Your PC I -- Successful PC-Based Businesses
Meet five successful entrepreneurs who started their own home-based businesses using a PC. Includes businesses that provide typing services, mailing list management, horoscopes, bookkeeping, and even a software developer who does not know how to program -- he hires other people to implement his software designs. Includes ideas for two dozen home-based businesses you can start using your PC.

3. How to Make Money at Home With Your PC II: Portfolio Management.
Whether you manage your own portfolio for investment gains, or you take on clients for a consulting fee, a PC can give you powerful tools for portfolio management. Meet three successful home-based portfolio managers who use their PCs to maximize profits. They'll inspire you, and share some tricks of the trade that can help you land clients and get started. We'll also show you how to determine which software applications will meet your needs, and which online services will satisfy your requirements.

4. How to Make Money at Home With Your PC III: Telecommuting
Learn how to use your PC to telecommute to companies across America that are looking for specialized consultants with skills like bookkeeping, software design and programming, editorial and script writing, technical proofreading, graphic design, copywriting, and more. Includes interviews with three successful telecommuters who use their PCs, faxes, modems and phones to serve distant clients, and information about a telecommuting referral service that could help you find employers.

5. How to Upgrade Your Hard Drive, Step-By-Step
From choosing your new hard drive, through ordering, installing and testing it. This plain English video shows you how to do the job correctly, one simple step at a time. Using industry-wide standards, we'll show you what all hard drives have in common. Includes how to determine if your controller will support a particular hard drive. How to remove the old drive, and install, format and test the new drive. Includes a discussion on the differences between the various standards.

6. How to Design Your Own PC
You don't have to be an engineer to design and build the PC of your dreams. This plain English video shows you how to figure out the PC design that is best for you, how to specify components, how to make sure they'll work together, and where to buy them. You'll end up with a top quality system that will save you money.

7. How to Build Your Own PC
Once you've designed your PC, we'll show you how to build it. The

actual process will take you only a few hours. Using an easy-to-understand method, we'll show you how to inspect, install and test components. Includes tips and tricks from computer production experts. The technical skills can be easily mastered by almost anyone, and you probably already own most of the tools you would need.

8. How to Increase Your Computer's Memory

This plain English video shows you how to determine whether your computer memory can be increased, and how to do the job correctly, one step at a time. You'll learn about industry-wide standards for memory, how to configure additional RAM and cache, how and where to buy RAM chips, and three ways to eliminate low-quality RAM chips. Covers all phases of the process from opening your computer, to testing your memory. Includes discussions on how to ensure your DOS set-up is able to access all available memory, and how to use various memory management software applications.

9. How to Use MS-Windows 3.1

This powerful graphical user interface can help you work smarter and faster, but the manual and the online tutorial that come with Windows leave many questions unanswered. This plain English, step-by-step video will show you how to install Windows on your computer and set it up to get optimum performance.

10. How to Find a Job in the Information Age

A PC can give you an incredible advantage when you're searching for a new job -- or even a new career. But you have to know just how it can help you. In this video, an experienced employment counselor will show you how to tap the power in your PC to find job leads, create a winning resume and customized cover letters, tap into databases and find bulletin boards that will lead you to job openings, and use online services to research potential employers.

11. How to Install a Sound Card in Your Computer

Here's how to add incredible stereo sound to your computer with step-by-step help. In plain English, you'll learn how to determine if your computer can support a sound card, how and where to buy a high-quality sound card. How to open your computer, and install and test the sound card.

12. How to Install a CD-ROM Drive in Your Computer

Using simple tools, this plain English video shows you how to install a CD-ROM Drive in your computer. You'll learn how to make sure your computer can support a CD-ROM drive -- and what to do if it can't. Covers internal vs. external drives, how and where to buy a high quality CD-ROM drive, what you need to know about differing industry standards, preparing the drive bay, testing and trouble-shooting. Covers SCSI and IDE.

13. How to Fix the Most Common Computer Problems

Your computer serviceman may not want you to know this, but all you need is the know-how you'll get from this video, simple tools, and

easily-obtainable diagnostic software -- and you can fix most common problems you'll ever encounter with a PC.

14. What to Do When a Virus Strikes Your Computer
Viruses can come from almost anywhere: a colleague or friend's disks, a network, a bulletin board, even commercial software. If you ignore the first warning signs, a virus can wipe out your data and permanently damage your computer's memory. In plain English, this video will tell you how to scan disks for viruses, how to check downloaded files from bulletin boards, how to set up a virus prevention program for your home or office computer, and how and where to buy the best anti-virus software. We'll also cover the pros and cons of the antivirus software in DOS 6.X and Windows 3.X, how to use antivirus software, and more.

15. How Your PC Works: Inside the Case
Here's a down-to-earth explanation of how your PC actually processes information, and what really goes on inside the case. You'll get a guided tour of the insides of a PC, learn about how the various components work and how they communicate with each other, and get a clear explanation of technical terms. A must for anyone who wants to really understand how to program, use and repair a PC.

16. How to Create Config.Sys, Autoexec.Bat and Batch Files
These basic files can make it much easier to use your computer -- or cause incredible headaches if they are not written properly for your particular software and peripherals. Now you don't have to be at the mercy of murky tech manuals, because we'll show you how to create files that work for your system -- step-by-step, in plain English. You'll learn how to write, modify and test Autoexec.Bat and Config.Sys files; and how to create batch files.

17. How to Add a Modem or Faxmodem to Your Computer
Here's the easy way to add a modem or faxmodem to your computer, with step-by-step guidance from this plain English video. You'll learn how to determine if your computer can support a modem or faxmodem, and what to do if it can't, how to choose and buy the best modem or faxmodem, how to open your computer, and install the modem or faxmodem, how to test it, how to quickly eliminate common problems, and how to set your modem or faxmodem correctly.

18. How to Make Money at Home With Your Computer
The information age is opening up incredible new opportunities for PC owners to make undreamed of money, using skills and knowledge you may already have! Here's inside information on the ten most promising telecommuting jobs and 12 small businesses you can run right from your home, using your PC. Includes profiles of PC owners who are actually running PC-based home businesses.

19. The Super-Highway Roadmap
This is your guide to where to go and what to see. You can make

incredible contacts and gather powerful, valuable information on the Internet, but the problem is that most people can't begin to imagine the potential of something that seems so abstract. This plain English video will introduce you to the Internet, and make these opportunities concrete. Includes interviews with 7 people who did the impossible by gathering information and making contacts on the Internet.

20. How to Upgrade and Repair Your PC I: Basic
This is the video your repairman doesn't want you to know about! Since the components of most PCs are highly modular, PC repair is easier than you think. Just pinpoint the problem component, unplug it, remove a few screws, replace it, and presto! You're in business again. This step-by-step video shows you how to pinpoint problems and replace your PC's components, using ordinary household tools.

21. How to Upgrade and Repair Your PC II: Multimedia
Here's how to save big money on a PC with all the latest multimedia peripherals. You learn how to determine if your PC can be upgraded, how to upgrade your video card and bus, and how to add a CD-ROM drive, sound card, video accelerator, and more. Presented in plain English. The procedures you'll learn require ordinary household tools -- nothing fancy!

22. Plain English Guide to DOS 6+.
The powerful sub-programs buried deep within DOS 6.0 and higher can help you work smarter and faster, but the manual and the online tutorial that come with DOS leave many questions unanswered. This plain English, step-by-step video will show you how to install DOS on your computer and set it up to get optimum performance. In addition to DOS commands, you'll learn how to use the shell, defragmentation, scan and antivirus programs that come with DOS.

23. Home Financial Management on a PC.
Your computer can help you create and manage a budget, keep track of your credit card accounts, handle your tax deductions, and reconcile your bank accounts. But that's not all! You can also determine whether you should pay down your mortgage, finance a new car or pay cash, buy or rent your home, and how much you'll need for retirement. The financial information your computer can give you might mean the difference between just getting by and a very comfortable lifestyle -- if you ask the right questions and use your PC to develop a financial strategy.

24. The Online Bulletin Board Guide
Bulletin boards can be the on-ramps to the Information Super Highway -- if you know how to access and use them. This step-by-step guide shows you how to find bulletin boards, set-up your modem, log on, find out what they have to offer, find bulletin board users who share your interests, search for information, and upload and download files.

Thank you.

1137. ****THIS MONTH IN CAIN ONLINE NEWSLETTER****

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 04:11:25 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2p2a1d$79r@usenet.INS.CWRU.Edu>
Source record: 188859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

```
_
IN CAIN NEWSLETTER THIS MONTH! / \
/ \
/ \
/ \
__________/ \_________
\ /
\ April 15, 1994 Vol.I No.2 /
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
/____|_|_|__________ ______| |_________/
/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
/_____________________________________________________________/
/ / \ \
/ / \ \
/ / \ \
```

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

---

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

---

In CAIN Newsletter this Month!

-=- New CAIN FTP Site -=- Lynx: New Easter Egg
-=- 8-bit: PC-Xformer Sneak Preview -=- Jaguar: Tempest 2000 Review
-=- 8-bit: Darek Mihoka of BraSoft -=- Jaguar: Most wanted games
explains PC-Xformer voting ballot
-=- 8-Bit: Richard Gore's Support! -=- ATARI Shows
-=- Portfolio: Using Ni-Cad Batteries -=- Accessing Free-Net from Delphi
-=- 16/32 bit: "Online Magazine" Report -=- SAC '94 Review
-=- 16/32 bit: New Atari magazine! -=- Upcoming Conferences with
-=- Lynx: APE now available on Free-Net Atari United! and Jeff Minter

And much more!!!

The CAIN newsletter is available on the Cleveland Free-Net Atari SIG,
your favorite pay service,

Anonymous FTP: "akh104.rh.psu.edu" /pub directory

cainMMYY.z - MM = Month
YY = Year

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu

--

1138. Re: AnsiTerm 1.9...

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 04:22:47 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBDKC151BM8WWI7H@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188860

AnsiTerm might be considered a hack by some but I've just started to use it and I've begun to see its many merits and advantages.

All in all, its a very good general purpose comm program and kudos to the author for a job well done...

Ari

1139. Re: Doom on falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 04:22:49 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBDKFJ55VC8WWI7H@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188861

I've just downloaded Lasers and Men v1.0. It runs reasonably fast with some really spectacular graphics! Now, I'd like to see it as a $30 US full commercial release and I see it as a best-selling piece of Falcon software.

The program is essentially a Wolf-3d clone and it works well - so why can't DOOM be done (technically)?

Nice job to the L&M author!

Ari

1140. Upcoming ATARI Shows

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 04:27:10 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2p2auu$7qa@usenet.INS.CWRU.Edu>
Source record: 188862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.games.lynx

```
<< Computer Shows >>

Updated: 04/06/94

To include shows (preferably shows that include Atari products),
for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter,
send the show's name, date, location, and any additional information to
xx004@po.cwru.edu. Please address the e-mail with the subject
"Computer Show". The following information is correct to the best of our
knowledge. However, we cannot guarentee its accuracy. Corrections and
cancellations are therefore requested.

+-----------------+
|Shows at a Glance|
+-----------------+-------------+-------------------------+----------+
| Name | Location | Date |
|------------------------------+-------------------------+----------|
|1. CN Computer Shop&Swap |Stamford, CT |04/09/94 |
|2. ProTOS |Ulm, Germany |04/20/94 |
|3. Benelux Computer Show |Utrecht, The Netherlands |04/22/94 |
|4. 1994 Michigan Atari Fair |Waterford, MI |04/23/94 |
|5. CSA |Gelsenkirchen, Germany |04/29/94 |
|6. FEZ-a-BIT |Berlin, Germany |05/07/94 |
|7. Texas Atari Festival |St. Mary's University |06/04/94 |
|8. Connecticut Atarifest '94 |Windsor Locks, CT |08/27/94 |
| |
+-------------------------------------------------------------------+

For more information on these shows, please consult the Atari SIG on the
Cleveland Free-Net (telnet to freenet-in-a.cwru.edu or Nextsun.ins.cwru.edu)
Once connected to the Free-Net type 'Go Atari' to get to the Atari SIG.

In addition to show information, the CAIN newsletter would like to print
any reports, summaries, or reviews of these and other recent shows. Please
send any of these articles to 'aa338@po.cwru.edu'
Thank-you...

--
```

1141. Re: 50/60 Hz Help (I think)

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 05:23:36 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr20.022336.23280@dal1>
Source record: 188863

The deal is this, the MONITOR is you're problem! Bet it's a
SC-1224, right? Some of the Color monitors will not support
running at 50Hz. Sorry, as I have quite a few friends who
have the same problem that you are experiencing.

Try this, get SYSTEM_E.PRG a try or another HZ changing
utility and try 50Hz. If it happens like the rolling again,
thats you're problem, the monitor. Also try it on another
monitor.

In article <2oudapINN1dm@atlantis.com>, mike@atlantis.com (Mike Churchward) writes:

> Hi:
>
> I'm running a Mega STe with 4 Mb RAM. I've been trying to run a couple of
> programs, that I believe run at 50 Hz, while my machine runs at 60 Hz. When I
> run them, the screen looks as if its horizontal hold has gone bezerk.
>
> I have read the FAQ, and tried a couple of programs from atari.archive that are
> supposed to correct this, but to no avail. How are these 50-60 Hz programs
> supposed to work? Can anyone give me explicit instructions on how to do this?
>
> Thanks in advance,
>
> Mike.

1142. Re: ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 07:40:29 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2p2m9d$h9d@nasim.sta.sub.org>
Source record: 188865

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> There is NO .gz version of STZIP 2.5 on A.A. I have just checked,
> its a TOS self extraction file, may be you forgot to set Binary
> before you FTP it....

On the mirror site src...uk all self-extracting files (.tos) are
compressed again. Really stupid because archivers like STZip, LHArc
and so on are the one and only reason for using self-extracting
archives and you need compress/gzip if you want to dearchive it...

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1143. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 08:07:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db4f0c2@secom.ct.se>
Source record: 188866

KA> >There will never be a good demo or game which is VGA compatible .. there
KA> is a
KA> >very good reason for this, and it's just to accept that either you need
KA> to buy
KA> >a good MultiScan monitor (down to 15kHz) or a cheap 14" TV which you can
KA> switch
KA> >to when it's demo-time ..
KA>
KA> Maybe you could tell us, what good reason that is ?

Actually I was going to release it as an article in Falcon Update .. ;) ...

IT has to do with the difference between a VGA signal and an RGB signal .. you have more CPU time to play with on an RGB/TV, and you can do higher TC modes.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1144. Re: GIF slideshower for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 08:13:51 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr20.091351@cs.man.ac.uk>
Source record: 188867

In article <hi7Ma5z.robo28@delphi.com>, robo28@delphi.com (Rob) writes:
|>
|> I too would like to get my hands on a GIF or JPEG slideshow for Falcon...
|> Especially one that works with VGA. The old Photochrome worked great on my
|> ST....
|> Thanks

I suggest mine (hey, what a surprise... manic self-publicist at work): the V11 JPEG viewer. Currently version 2.18a is available from Umich and its mirrors. The good old 030 version is totally PD, whilst you can register for the DSP version which does JPEG's about 5 times faster.

Interlaced GIF support is not quite right in 2.18a, but has been fixed for later versions. Anyone who desparately needs it can mail me for a slightly newer 030 version... as long as there aren't hundreds of people who want it that should be OK.

Dave

1145. Friend looking for a used hard drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 08:25:55 UTC
From: kllove@essex.ecn.uoknor.edu
Message-ID: <2p2ouj$6om@constellation.ecn.uoknor.edu>
Source record: 188868

A friend of mine is in the hard drive market. He would like to get a cheap, used, SCSI hard drive with a host adapter, case, power supply, and cable for his 1040 STf. In other words, plug and play. If he has to buy an ICD Link, that's okay.

If you have such a beastie, send me e-mail and I'll let him know about it. He doesn't have 'net access so the process will be slow.

adTHANKSvance,
Kenneth Love
kllove@mailhost.ecn.uoknor.edu

1146. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 08:26:35 UTC
From: spatzene@Informatik.TU-Muenchen.DE
Message-ID: <2p2ovr$h6t@hpsystem1.informatik.tu-muenchen.de>
Source record: 188869

Everbody is talking about the Blitter is too slow for Doom on the Falcon, but...
How can the Blitter used in a game a la Doom ? I think it's not possible to
use the blitter for free zooming textures.
Bye
Roland
--
_/_/_/ _/ _/ _/_/_/ /Roland Spatzenegger | | |
_/ _/ _/_/ _/_/ _/ /Richard Wagner Str.12 | | |
_/_/_/ _/ _/ _/ _/_/_/ /82299 Tuerkenfeld Germany / | \
_/ _/ _/ _/ _/ /email: spatzene@informatik.tu-muenchen.de
_/ _/ _/ _/ _/_/_/ /

1147. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 08:29:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199404201029.a50617@pe2.maus.de>
Source record: 188870

Hi Steve,

Z>Has anybody had any experience running a Viper (archive 2150S) tape
Z>drive from an Atari ST(e)? Any special software required?
The Archive works fine with a normal DMA-Hostadaptor (as the ICD) with
GEMAR.

GEMAR is a Backup software for SCSI-Streamers on ST/TT/Falcon.

An XFS- and device-driver for MiNT is in the package, too.

Look for GEMAR220.LZH or GEMAR221.LZH (minor changes to 2.20) on ftp:

ftp.uni-erlangen.de : ./archiver/gemar220.lzh
ftp.tu-clausthal.de : pub/atari/disktools/tape/gemar220.lzh

Ciao, Steffen

1148. move.l (a0)+,(a1)+ vs. move.l -(a0),-(a1) (Was: Re: Doom for falcon?)

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 08:32:22 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr20103223@issan.informatik.uni-dortmund.de>
Source record: 188871

In article <2oh18i$1dh@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:

|> }|> can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.
|> }
|> }move.l -(a0),-(a1) is faster.
|> }

|> What ?????? It's new, then, coz' it wasn't the case on the 68000. And I
|> think seriously that it's wrong. I'll check it if think about it...

|> MB.

From my 68030 book (fea = fetch effective address, no wait states):

head tail i-cache case no-cache case
fea (a0)+ 0 1 3 (1/0/0) 3 (1/0/0)
move src,(a1)+ 2 0 4 (0/0/1) 5 (0/1/1)
total 0 0 3 - 1 + 4 = 6 3 - 1 + 5 = 7

fea -(a0) 2 2 4 (1/0/0) 4 (1/0/0)
move src,-(a1) 2 0 4 (0/0/1) 5 (0/1/1)
total 2 0 4 - 2 + 4 = 6 4 - 2 + 5 = 7

So move -(a0),-(a1) itself is not faster than move (a0)+,(a1)+, but it
can overlap with the previous instruction by two clock cycles. Data
cache hits reduce both the tail and the execution time of fea by one,
resulting in the same total number of clock cycles.
--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

1149. Re: Help FTP,Kermit,IBM->ATARI. Thanks!

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 08:34:58 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Apr20.033458.17516@wmichgw>
Source record: 188872

Hello there...

Right, your problems are probably due to transferring the files as ASCII instead of BINARY at both stages of the transfer.

First of all, when you are FTP'ing to atari.archive you should type 'bin' at the ftp> prompt. You may also like to type 'hash' at the ftp> prompt, so that you can monitor the transfer. This must be typed in every time you use FTP, but is not necessary before each file you transfer. This will ensure that the files get as far as your UNIX filespace in their binary format.

Then, when running KERMIT, you need to place both versions of Kermit (on UNIX and on the PC) into BINARY mode. I think you type 'set filetype binary' or something similar. Having done this, you can use 'SEND' and 'RECEIVE' to get the files you want onto the P.C. Alternatively, you can type 'server' on the Unix Kermit and then 'get *' on the PC to get everything from your UNIX directory. You may want to make a subdir on your filespace to be used for files you are transferring.

By the time the files are on the PC, you will need to make some 'Double Sided Double Density' (DSDD) disks ready to transfer the files onto your ST. This is done most easily from the PC, but unfortunately, I do not know the exact DOS command to do this. It is probably 'format /t80 /s9 a:' although I do not use DOS myself.

If your PC's have Windows installed, then run the Windows file-manager, then under the 'Disk' menu, there should be an option 'Format Disk' which will give you the option of 720K. Select this, then the disks will be formatted correctly. Also, any DOS file manages (e.g. DOS SHELL or PC SHELL) should have a similar option.

To format disks from the ST (assuming you have TOS 1.0 or 1.2) which will be readable on the PC, look out for a program called 'PCFORMAT' in the archives. Most other formatters will do this, but you will have to ensure you have seleced the correct options. DCFORMAT, FCOPYIII, REDFORMAT, DIAMOND FORMAT, SUPER FORMAT are just some of the formatters which will cope with PC compatible disks.

In short, you want to select:
Sectors (per track) = 9
Tracks = 80 (00-79)
Sides = 2
Capacity =~= 720K (or 0.72 Mb)
IBM/PC/MSDOS compatible Bootsector ON

Of course none of this is relevant if you have a single sided drive, which is a (slim) possibility. If this is the case, you should upgrade a.s.a.p. to a Double Sided drive. This should cost you no more than the US$ equivalent of 50 UK pounds.

Hope this helps,

--
Steve Taylor.

1150. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 09:16:55 UTC
From: steve-j@teleport.com
Message-ID: <2p2ru7$onl@elaine.teleport.com>
Source record: 188873

In article <766778042.2@mettav.royle>,
Graham Irvine <Graham.Irvine@mettav.royle.org> wrote:
>It was none other than -Unknown- that wrote on 11 Apr 94 that ,
>
> -> Is CANNON FODDER (the game) available for our
> -> beloved Atari? or is it one of those prgs which will
> -> never come out for our machine?
>
>It is available .

CANNON FODDER is also reportedly under development for the Jaguar.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1151. monitors for STe - advice needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 09:19:16 UTC
From: FSCSH@BSV199
Message-ID: <1994Apr20.091916.11510@def.bae.co.uk>
Source record: 188874

Stewart Hilson - Stewart.Hilson@def.bae.co.uk

I'm looking for a colour monitor (2nd hand) for an Atari STe to use
in low and medium resolution. Any advice on which are good buys?

have the option of buying a Microvitec Cub:

model 300-114/Standard Res 2/425(H)x585(V) pixels/0.62 dot pitch

is it any good?

How about the colour monitor supplied with an Amstrad CPC464??

Anyone know whether PC (VGA/SVGA/Multisynch) monitors can be used
or adapted for use?

Also looking for a Hi-res monitor (again 2nd hand) - I've heard
Atari's own models are excellent but difficult to obtain. Also
seen a cable that can run a VGA in Black & White Hi-res. Any
advice out there?

Thanks a lot.

Stewart Hilson - Stewart.Hilson@def.bae.co.uk

1152. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 09:51:04 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.1.2DB4FB08@utb.shv.hb.se>
Source record: 188875

Doom is doomed?

Instruction cache, data cache!

Of course it fits into the instruction cache! But i can tell you out there
that havent yet realized that you should turn the data-cache off if you
arent going to use it. Cause then it doesnt have to transfer that 256 bytes
every time , and you'll get some extra time to do other things. Remember
also to put your buffers on even adresses(longword).

I don't want to be critical or so but , Lasers of men in 320*200-mode =>
5 frames/sec, unplayable in my opinion. That means that Doom in 320*200
with this technique , ca: 1frame/sec. Wooooow thats fast!!!!!
Lasers of men is GREAT work, but it's ment for 160*100-mode.

Griffs technique could be something , but i dont think the DSP-mem/Cpu-mem
swap can handle this amount of data?

This is my opinion, you may have another?

Bye!

****
*-Christer Melander *-520st *
*-University of Bor&#65533;s *-520ste *
*-Sweden *-Falcon 030 *
*-Email:sa314@utb.shv.hb.se *-Jaguar *
*-Alias:Anzaine of Exonic *-???????? *
****

1153. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 09:53:46 UTC
From: hjv@phil.ruu.nl
Message-ID: <2p2u3a$qhh@chico.staf.phil.ruu.nl>
Source record: 188876

Christian_Grunenberg@s2.maus.de (Christian Grunenberg) writes:

>HJV>would it be a lot of work to provide decent documentation with
>HJV>your (splended, I must admit) library? Or comment the source code...?

>I'd like to program but I hate to comment or document anything. ;-)

Too bad...

>This library was developed for my own personal usage. It has been released
>because some people have been (and are) interested in the library and
>especially its sources. So if you don't like it you've to look for another
>library. But I don't know if there's another library which is freeware and
>I doubt that all sources will be available.

There is, but it isn't documented either :-(. Although the source code
is commented. :-). I'm talking about 'gemlib' here, a Dutch product...
Would it really be that hard to add one or two lines per function, describing
the function parameters and return-value? Can't be too difficult or too much
work if you wrote it yourself... :-) and I'm quite sure you would do many
others a *huge* favour...
E.g. when I see something like
void dial_colors(int d_pattern,int d_color,int popup,int hotkey,int check,int
radio,int arrow);
I really feel a kind of headache starting :-). A short description would be
a real blessing -- just something like
/* d_pattern: number of pattern according to... (?)
d_color : color-number (0-255)
popup : rsc-index of popup-menu tree
... etc ...
*/

>P.S: Version 1.40 has just been released... ;-)

Where?

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1154. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 10:18:23 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CoJzAo.FEo@bbc.co.uk>
Source record: 188877

Stephe Lewis Foskett (lancer@lektroid.WPI.EDU) wrote:

: Well, for those of us who DIDN'T get that issue of ST Review, perhaps
: you could tell us more? What will TOS 5 include? ANYthing?

The article said that the new TOS will include all the enhancements in the new version of multiTOS except the multitasking. That includes iconifying windows and (I think) some of the facilities that WinX provides. MultiTOS was said to be a good deal faster. The screen shots were very nice :->

: It sure would be nice to hear that Atari is continuing to develop TOS!

They seem to be! But (apparently) the TOS development team are busy rushing through the Jag CD ROM stuff 'cos it's late :-/

-David White

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

1155. For Sale: Falcon030 4/65

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 10:30:19 UTC
From: kgrubb@cee.hw.ac.uk
Message-ID: <CoJzuJ.Fp4@cee.hw.ac.uk>
Source record: 188878

For Sale: Falcon030 4Mb RAM, 65Mb Harddrive
Software on disk and harddrive, RGB and VGA connector,
some developer doc's, fully boxed and in mint condition
no pun intended).

Offers around 660 UK pounds.

I also have a SVGA monitor which I may sell as a package.

Regards Kev.

1156. Re: PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 10:31:29 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.49.000A86B0@pz-oekosys.uni-kiel.d400.de>
Source record: 188607

Moin!
>: But it is hard to write complex scenes as ASCII textfile so I'm searching
>: for a 3D-Editor for the FALCON 030 which exports .pov files.
>: Is there anyone who can help me ?

> There's a shareware package called Moray on the IBM/PC that's
>kinda like a CAD program and generates files that PoVRay can read. Has
>this been ported to the Atari yet?
Sorry, but I can't help you. But I'm also interested in such a program on an
ATARI System. (I'm also a (more or less) happy Falcon-User :-)

Bis denne,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

1157. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 10:42:11 UTC
From: peterms@asterix.uni-muenster.de
Message-ID: <2p30u3$1ljt@obelix.uni-muenster.de>
Source record: 188879

Peter Missel (Peter_Missel@m4.maus.de) wrote:
: >Has anybody had any experience running a Viper (archive 2150S) tape
: >drive from an Atari ST(e)? Any special software required?
[...]
: It's quite fast, too. Backup is about 4 MB/s.

Really ?!
Is it 4MB/s or 4MB/min ?
Putting back 4MB/s to your disk would be very near the limits even of a TT (if you want them sortet in directories).

Stefan.

1158. Re: Using Multimedia CD-ROMs - INTERESTED

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 11:10:28 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Apr20.111028.23934@news.unige.ch>
Source record: 188880

I think there would be A LOT of interest in using multimedia CDs
(I am interested enough to count as about 5 people). I hope you
will keep it TT-compatible?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1159. some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 11:10:54 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <781@apdnews.idca.tds.philips.nl>
Source record: 188881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Note: this a benchmark... This might or might not have any relevance
to your actual application. Got this from a friend who tried it for me.

Wilko

GEMBENCH 3.30 (C) Ofir Gal
Tests w/ and wo/ PAK3-020/16MHz
Reference: ST 1040, no blitter.

TOS version 1.04 2.06 2.06 2.06
MiNT no no no no
Blitter disabled disabled disabled disabled
Video Mode ST High ST High ST High ST High
FPU no yes yes yes
PAK disabled enabled enabled enabled
Level 1 Cache n.a. enabled disabled enabled
Level 2 Cache n.a. disabled enabled enabled

GEM Dialog Box 286% 423% 411% 444%
VDI Text 876% 1514% 1775% 1985%
VDI Text Effects 743% 1280% 1424% 1766%
VDI Small Text 572% 1145% 1277% 1413%
VDI Graphics 362% 755% 869% 1046%
GEM Window 251% 378% 393% 442%
Integer Division 99% 576% 573% 581%
Float Math 100% 132% 2832% 2905%
RAM Access 99% 214% 393% 460%
ROM Access 99% 399% 399% 460%
Blitting 171% 411% 425% 536%
VDI Scroll 449% 586% 711% 771%
Justified Text 248% 455% 466% 545%
VDI Enquire 189% 207% 249% 268%

Average 324% 605% 871% 973%
Graphics 414% 715% 800% 921%
CPU 99% 330% 1049% 1101%

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

1160. ST-NEWS

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 11:46:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2p34lq$la7@golem.wcc.govt.nz>
Source record: 188882

ST-NEWS HELP....

I have found a few ST-NEWS on A.A.

Is there a site with these on or were can I get last/this years ST-NEWS
Disk Mag....

Thanks.....

The Atari club here did get them some years back, but ST-NEWS stoped
some were around 5.4 or some thing like that, the person here that was invoved
with getting ST-NEWS left the country..

We were never told that it was even back, I did talk to Stefan about a year
ago, but he never got back to me...

Any one out there that can help....

THanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1161. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 12:30:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2eEjgtqsKVA@semprini.waterloo-rdp.on.ca>
Source record: 188883

In <2ourib$6kj@golem.wcc.govt.nz>, Roger Sheppard. writes:
> I did not think that the Atari is a Unix based machine, so why the need
> for long file names...
>
>
> There is a saying Horses for Courses...!!!

Adding MiNT + the minix filesystem gives your Atari long, case-sensitive
filenames that are _still_ visible and usable by programs than can only
handle the braindead DOS FILENAME.EXT format.

Wouldn't you rather have "Rogers-great-story.doc" instead of
"RGRSGSTR.DOC"?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1162. Re: AnsiTerm 1.9...

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 13:06:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1719@usdtsg.DaytonOH.NCR.COM>
Source record: 188884

In article <01HBDKC151BM8WWI7H@SNYONEVA.CC.ONEONTA.EDU> FELDAK79@SNYONEVA.CC.ONEONTA.EDU writes:
>AnsiTerm might be considered a hack by some but I've just started to use it
>and I've begun to see its many merits and advantages.

One thing Ansiterm does is give a typical ST user (without a graphics card) a way to get full-screen 16 color ANSI. Besides, I got through the first two years of college using a program with a "similar" hack called Vt100 (and Kermit-65) on the Atari 8bit (and that was with a TV and not monitor - ack :-)

I'm generally not worried about full color ANSI, but the couple times I tried Ansiterm out, it did a nice job...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1163. Re:50/60 Hz Help (I think)

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 13:11:11 UTC
From: ant@mks.com
Message-ID: <1994Apr20.131111.928@mks.com>
Source record: 188885

>
> Hi:
>
> I'm running a Mega STe with 4 Mb RAM. I've been trying to run a couple of
> programs, that I believe run at 50 Hz, while my machine runs at 60 Hz. When I
> run them, the screen looks as if its horizontal hold has gone bezerk.
>
> I have read the FAQ, and tried a couple of programs from atari.archive that are
> supposed to correct this, but to no avail. How are these 50-60 Hz programs
> supposed to work? Can anyone give me explicit instructions on how to do this?

Try the one supplied with Populous II.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

1164. Re: PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 13:13:42 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.766847622@Penmere>
Source record: 188886

chris-m@pz-oekosys.uni-kiel.d400.de writes:

>Moin!
>>: But it is hard to write complex scenes as ASCII textfile so I'm searching
>>: for a 3D-Editor for the FALCON 030 which exports .pov files.
>>: Is there anyone who can help me ?

>> There's a shareware package called Moray on the IBM/PC that's
>>kinda like a CAD program and generates files that PoVRay can read. Has
>>this been ported to the Atari yet?
>Sorry, but I can't help you. But I'm also interested in such a program on an
>ATARI System. (I'm also a (more or less) happy Falcon-User :-)

I think probably many people would be interested, judging on the amount of POV
use. I have been on the look out for such a program for some time.
How about it programmers?

--
|> | | Likes: Ataris, Synths,
|> E |\| |-| /\ |_ |_ Blakes7, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1165. Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 13:24:47 UTC
From: colin@cogsci.ed.ac.uk
Message-ID: <CoK7xD.6nx@cogsci.ed.ac.uk>
Source record: 188887

I called a peripherals supplier today to ask about floppy drives for STs, and he said they're not standard 1.4M-style drives. I thought they were - anyone know for a fact? I know the older drives were 360K, and so on, but what about the current ones? Mine's an Epson - SMD, I think.

BTW, I don't actually want a drive for my ST - it's just that I tried the one from the computer in place of my broken synthesiser drive, and as it worked fine I thought about getting an ST drive as a replacement.

Colin
--
Colin Matheson Phone: +44 31 650 4451 | Centre for Cognitive Science
Fax: +44 31 650 4587 | University of Edinburgh
JANET: colin@cogsci.ed.ac.uk | 2 Buccleuch Place
or Colin.Matheson@edinburgh.ac.uk | Edinburgh EH8 9LW Scotland

1166. Re: 'Miracle' Piano Software for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 13:54:40 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <461_9404201508@dswhq.omahug.org>
Source record: 188155

> I recently discovered that the 'Miracle Piano' software is now

> Does anyone know if there is a version of this software available for
> the ST?

There is a company called chro_MAGIC Software that has a program called
Pianistics that might be what you are looking for. I believe that there is a
demo of it running around called PIANO.PRG or something similar, or you call
give them a call at

chro_MAGIC Software Innovations
516 N. Jackson
Joplin, Mo. 64801
ph: 417-623-7393

Ask for Jim Collins

1167. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 14:40:24 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr20.144024.676@bradford.ac.uk>
Source record: 188888

Rob Adams TopFM writes:
: abarbiero@delphi.com wrote:
: :
: : Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
: : to your ST. I know it works on a Mega, and it may on a MSTe, but I have
: : seen them for sale at a few Atari dealers.

: Does this mean 12Meg total or 8Meg total???

It adds 8 megs to however much you have installed already. So if you have
a 1 meg machine, you get 9 meg, or 4 meg becomes 12 meg.
-- Steve Taylor.

1168. Re: Doom for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 14:49:23 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBE8PUINWK8WYSWS@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188889

Apparently, no one is serious about developing Falcon or TT specific games...
As I said, if there would be some money (not a fortune but decent) and not
promises, I would be interested in doing the GFX for a fal game or two...

A Doom type games doesn't have to be a project - how about a Smash TV clone
Galaxian type or massive shooter? The bird has the horsepower to do these
quite easily I'm sure....

Ari

1169. Re: GIF slideshower for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 14:51:42 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2p3fhu$1nf@charm.magnus.acs.ohio-state.edu>
Source record: 188890

In article <2ojafe$aqt@kelly.teleport.com>,
Steve Johnson <steve-j@teleport.com> wrote:
>Is there a GIF slideshow program available for the Falcon
>(preferably one that will scale large GIFs down to the
>current resolution) or has no one been able to do that in
>the 1 1/2 years the Falcon030's been out?
>
>I know there's a few programs that will DISPLAY GIFs, but
>I'm talking about a slideshow program that will automatically
>cycle through pictures.

I'm looking something similar; a program that will display .GIF or XIMG files on a large screen on my Mega-4 as a *slideshow*. So far all the slideshow programs I've run across will only work on the standard moniters (*rats rats rats*). Let me know if you know if anything *pplleeaassee!!!*

Thanks!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

1170. Re: Lemmings

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 14:51:54 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2p3fir$l4@ornews.intel.com>
Source record: 188891

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CoEy1M.5st@cix.compulink.co.uk>, "Daron Brewood" writes:
>> Has anyone out there got a second hand copy of Lemmings that they would
>> care to part with. Asking for a friend, I hate games. Reply by email
>> please.

>How could anyone hate games? I mean, really, use a computer just for
>"work"?!? Yuck!

>The desire to program games is originally what got me interested in the
>damn things (ie, computers) in the first place... ;-)

That's not so bad.. when I bought my first ST it came with a mono
monitor. Now I have a Mega STe and it STILL has a mono monitor! I AM
working on a switchbox for a Nec 3D but until that time, my gaming is
very limited and the ST is definatley a working class computer in our
home.

Now you should see the mono games that ARE available.. Shocker II,
Oxyd.. very cool.

Z

--
=-=-=-

1171. Re: 'Miracle' Piano Software for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 14:53:20 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16F9E6F13S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 188892

I called the Miracle Piano people a few years ago. They only make their
product for Mac, PC and Nintendo. They have no plans to do anything with
Atari. ---Mark van Wyk

In article <CoGs99.GuE@arc.ab.ca>
erkamp@titan.arc.ab.ca (Fuzzy Logic) writes:

>
>In article <Co9pKE.9C0@cpd.tandem.com>, gregk@nskernel.tandem.com (Greg Kilfoyle) writes:
>>Hi All,
>>
>>I recently discovered that the 'Miracle Piano' software is now available without
>>having to purchase the keyboard - any MIDI keyboard should work. And the price
>>was about $79 (for IBM-PC).
>>
>>Does anyone know if there is a version of this software available for the ST?
>>
>>Thanks, Greg.
>
>I don't believe so. Last I recall there was a MAC, PC and some game console
>version (SEGA?).
>
>---
> Bob Erkamp A L B E R T A
> --> It Could Happen <-- R E S E A R C H
> erkamp@arc.ab.ca C O U N C I L
>---

1172. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 14:54:06 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2p3fmv$mh@ornews.intel.com>
Source record: 188893

Peter_Missel@m4.maus.de (Peter Missel) writes:

>>Has anybody had any experience running a Viper (archive 2150S) tape
>>drive from an Atari ST(e)? Any special software required?

>Runs just fine using the GEMAR shareware package. I could even dig out a setup
>file for it (if you're interested, that is :-)

>I sold several of these, using ICD The Link or GE-Soft TOPLINK adaptors. The
>streamer also runs fine on "true" SCSI with Falcon or TT.

>It's quite fast, too. Backup is about 4 MB/s.

>You definitely will have to use at least TOS 1.04. Older versions will 100%
>surely run into the 40-folder-bug while doing the backup.

>bye, Peter

I've heard Diamond Back III is supposed to support tape backups as
well. If you have DBII, then upgrading is only like 20 bucks... might
be cheaper than shareware.. might not.

Have you, or anyone else ever tried connecting two drives to the
internal host of the Mega STe? This could be very helpful in
upgrading to a new hard disk where you could just copy files from one
drive to another.

M

--
=-=-=-

1173. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 14:58:46 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2p3fv6$1o4@charm.magnus.acs.ohio-state.edu>
Source record: 188894

>You are getting off track here, gentlemen. The original poster asked about
>an Atari utility similar to 'RAM Doubler' for the Mac. That utilty fools the
>machine into thinking it has twice as much _RAM_ than it actually does. It
>has nothing to do with storage.
>
>Fairly clever piece of work, actually. And by all reports, it's compatible
>with 'most' Mac software. Would be handy to have an Atari utility like this
>considering the demands of MultiTOS.

Actually, what RAM Doubler is is simply a *smart* Virtual Ram settup. And yes, it works *extremely* well. What it does is a) allows the Mac to use fragmented memory, b) redirtributes available ram between programs in a dynamic manner, c) begins swapping ram to disk only when these other methods have finally hit the limit of your actual physical ram. So, for example, if Photoshop is running with 6megs, but only using 2 (ofr now), it can assign the other 4 to, say, Word 5.1. Then, if you load more images into Photoshop, it will look at Word 5.1 and see if it can take any memory back from Word again. Finally, if Word and Photoshop are both actually requiring all the ram alloted to them, it will begin swapping to disk.... Very slick. You can also hack it with ResEdit to change the multiplier.

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your wonderful daily life so full of pleasure, reward, love, joy, and excitement. Actually, I'll wager that it's rather more full of anxiety, problems, economic difficulties, quarrels and disappointments, but you're so attached to them I shan't be able to shake you loose. Love and joy are incredibly habit-forming; often a single exposure is enough to cause permanent addiction. But I have no doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan

1174. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 15:03:27 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2p3g7v$1op@charm.magnus.acs.ohio-state.edu>
Source record: 188895

>Although it might be possible with some tricky programming of the
>68030 PMMU, I reckon implementing virtual memory would be more useful.
>
>Does RAMdoubler work on 68000 Macs?

No, it does not. You must have a PMMU to use RAMDOUBLER.

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

Something like this would be *so cool* for the Falcon or TT!

1175. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 15:38:42 UTC
From: cgra@se.alcbel.be
Message-ID: <4460@btmwj1.se.bel.alcatel.be>
Source record: 188460

Maybe I could set up a compressed RAMdisc using Maxidisk and then tell
VRAM to use that as a swap partition? (<-8)-8

--
Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

--
Wear your propeller with pride!

1176. Re: Civilization Help

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 15:38:47 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2p3ia7$21r@charm.magnus.acs.ohio-state.edu>
Source record: 188896

I had a number of people that wrote me interested in the 'fix' once I found it. Well luckily the wonderful L. Schweitzer, sent me the scoop.

Duplicate the file "SLAM.BBM" to "SLAM.LBM". KEEP BOTH FILES! It might be LBM to BBS. Whichever. Just replace the missing file.

Have Fun!

Dan Ackerman
ackerman.29@osu.edu

1177. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 15:43:42 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2p3ije$n2k@mailer.fsu.edu>
Source record: 188897

Michael Smith (mhsmith@ornews.intel.com) wrote:
> Have you, or anyone else ever tried connecting two drives to the
> internal host of the Mega STe? This could be very helpful in
> upgrading to a new hard disk where you could just copy files from one
> drive to another.

I believe the Atari internal host adaptor only supports one device.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1178. Bitstream Cheapo Font CD

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 15:43:55 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2067.2DB54DBB@dhhalden.no>
Source record: 188898

Bitstream have just released a 500 font CD-ROM with the fonts in both Type1
and TrueType formats. This index was posted in comp.fonts and lists all the
fonts in the package. DA's Vector users can convert the fonts into .DFN format
fonts (although I'm not too sure about the legality of converting the format).
Best part: it's $30,-. Now, if we could convince them to do a Speedo version
for the same price...

Jon

In article <CoFw8p.682@ucdavis.edu> fzjaffe@othello.ucdavis.edu (Rory Jaffe)
writes:>From: fzjaffe@othello.ucdavis.edu (Rory Jaffe)
>Subject: Re: Bitstream's incredible CD (Re: The Last Word on Font Pricing)
>Date: Mon, 18 Apr 1994 05:22:01 GMT

>For those wondering what's in it, I've listed the fonts, categorized
>according to Bitstream's scheme. For $30, I've gone from having too few
>to too many fonts!

>Can someone comment on all the variations of Garamond
>this CD contains?

>***CASUAL***
>Balloon: light, bold, extra bold
>Dom: casual, bold, diagonal, diagonal bold
>Impress regular
>Mister Earl regular
>Oz Handicraft regular
>***DECORATIVE***
>Americana: roman, italic, bold, extra bold, extra bold condensed
>Belwe: light, medium, bold, condensed
>Bernhard Modern: roman, italic, bold, bold italic
>Blippo black
>Calligraphic 421 roman
>Calligraphic 810: roman, italic, light italic
>Caslon Openface regular
>Freeform 721: roman, italic, bold, bold italic, black, black italic
>Freehand 471 regular
>Goudy Catalogue regular
>Goudy Handtooled regular
>ITC Gorilla regular
>ITC Pioneer regular
>Lapidary 333: roman, italic, bold, bold italic, black
>Lydian: roman, italic, bold, bold italic
>Mirarae: roman, bold
>Raleigh: light, roman, medium, demi bold

>Romana: roman, bold
>Seagull: light, medium, bold, heavy
>University Roman: regular, bold
>Windsor: roman, light condensed, light
>***FORMAL SCRIPTS***
>Amazone regular
>Bernhard Tango regular
>Brush 445 regular
>Brush 738 regular
>Brush Script regular
>Commercial Script regular
>English 157 regular
>Flemish Script regular
>Formal Script 421 regular
>Freehand 521 regular
>Freehand 575 regular
>Freehand 591 regular
>Impuls regular
>Kaufmann: regular, bold
>Liberty regular
>Lucia regular
>Lydian Cursive regular
>Murray Hill regular
>Nuptial regular
>Park Avenue regular
>Piranesi Italic regular
>Ribbon 131: regular, bold
>Shelley allegro
>Shelley andante
>Shelley volvante
>Snell: regular, bold, black
>Staccato 222 regular
>Staccato 555 regular
>Stuyvesant regular
>Typo Upright regular
>***HEADLINE***
>Aachen: roman, bold
>AdLib roman
>Allegro regular
>Alternate Gothic No. 2 regular
>Amelia regular
>Aurora bold condensed
>Baker Signet roman
>Bank Gothic: light, medium
>Bernhard bold condensed regular
>Bernhard Fashion regular
>Bremen: bold, black
>Broadway: regular, engraved
>Cheltenham: bold/head, bold italic/head
>Compacta: roman, italic, bold, bold italic, black

>Cooper: black/head, black italic/head, black, black italic, black outline
>Copperplate Gothic: roman, bold, heavy, condensed, bold condensed
>Davida Bold
>Decorated 035 regular
>Della Robbia: roman, bold
>Dutch 81: extra bold italic, roman/head
>Embassy regular
>Empire regular
>Engravers' Gothic regular
>Engravers' Roman: regular, bold
>Exotic 350: light, demi bold, bold
>Freeform 710 regular
>Futura Black regular
>Gando regular
>Gothic 725: bold, black
>Gothic 821 condensed
>Goudy Heavyface: regular, condensed
>Handel Gothic regular
>Hobo regular
>Humanist 521: extra bold, ultra bold, extra bold cond.
>Humanist 777: black, black italic
>Humanist 970: roman, bold
>Huxley Vertical regular
>Incised 901: black, condensed, compact, nord, nord italic
>Informal 011: roman, black
>Kuenstler 480 black
>Latin Extra Condensed regular
>Lucian: roman, bold
>Modern 735 roman
>Modern No. 20: roman, italic
>Normande: roman, italic
>Old Dreadful No. 7 regular
>Onyx regular
>Orbit-B regular
>P.T. Barnum regular
>Parisian regular
>Playbill regular
>Poster Bodoni: roman, italic
>Raleigh: bold, extra bold
>Revue regular
>Schadow black condensed
>Shotgun: regular, blanks
>SnowCap regular
>Square 721: extended, bold extended
>Stencil regular
>Swiss 721: heavy, heavy italic, bold outline, light extended, extended,
> bold extended, black extended, black outline, bold cond. outline,
> bold rounded, black rounded
>Swiss 911: extra compressed, ultra compressed
>Swiss 921 regular

>Swiss 924 regular
>Tango regular
>Thunderbird regular
>Umbra regular
>VAG Rounded regular
>Vineta regular
>Windsor: elongated, outline
>Zapf Humanist 601: demi, demi italic, ultra, ultra italic
>Zurich: black, black italic, extended, bold extended, black extended,
> ultra black extended, extra black
>***MONOSPACE***
>Century Schoolbook Monospace regular
>Letter Gothic 12 Pitch: roman, italic, bold, bold italic
>Monospace 821: roman, italic, bold, bold italic
>Orator: 10 pitch, 15 pitch
>***OLDSTYLES***
>American Text regular
>Cloister Black regular
>Engravers' Old English: regular, bold
>Fraktur regular
>Libra regular
>Wedding Text regular
>***OCR***
>OCR-A
>CR OCR-B
>***PI FONTS***
>Commercial Pi regular
>Holiday Pi regular
>Newspaper Pi regular
>Symbol Proportional regular
>Universal Math 1 regular
>***TEXT***
>Aldine 401: roman, italic, bold, bold italic
>Aldine 721: roman, italic, bold, bold italic, light, light italic
>American Garamond: roman, italic, bold, bold italic
>Amerigo: roman, italic, bold, bold italic, medium, medium italic
>Arrus: roman, italic, bold, bold italic, black, black italic
>Bodoni: book, book italic, bold, bold italic, roman, italic, bold condensed
>Carmina: light, black, black italic, medium, medium italic, bold, bold italic
>Caslon 540: roman, italic
>Caslon Bold: regular, italic
>Century Expanded: roman, italic, bold, bold italic
>Century Oldstyle: roman, italic, bold
>Century Schoolbook: roman, italic, bold, bold italic, bold condensed
>Cheltenham: roman, italic, bold, bold italic, bold condensed,
> bold condensed italic, bold extra condensed
>Clarendon: bold condensed, light, roman, bold, black, heavy, condensed
>Classical Garamond: roman, italic, bold, bold italic
>Cooper: light, light italic, medium, medium italic, bold, bold italic
>Dutch 801: roman, italic, bold, bold italic, extra bold, semi bold,

> semi bold italic
>Egytian 505: light, roman, medium bold
>Elegant Garamond: roman, italic, bold
>Flareserif 821: light, roman, bold
>Geometric 231: light, roman, bold, heavy
>Geometric 415: light, light italic, medium, medium italic, black, black italic
>Geometric 706: medium, black, bold condensed, black condensed
>Geometric Slabserif 703: light, light italic, medium, medium italic, bold,
> bold italic, extra bold, extra bold italic, medium cond. bold cond.,
> extra bold cond.
>Geometric Slabserif 712: light, light italic, medium, medium italic, bold,
> extra bold
>Goudy Old Style: roman, italic, bold, bold italic, extra bold
>Humanist 521: light, light italic, roman, italic, bold, bold italic,
> condensed, bold condensed
>Humanist 777: light, light italic, roman, italic, bold, bold italic
>Incised 901: light, roman, italic, bold
>Industrial 736: roman, italic
>Iowan Old Style: roman, italic, bold, bold italic, black, black italic
>Kuenstler 480: roman, italic, bold, bold italic
>News 701: roman, italic, bold
>Oranda: roman, italic, bold, bold italic, condensed, bold condensed
>Original Garamond: roman, italic, bold, bold italic
>Revival 565: roman, italic, bold, bold italic
>Square 721: roman, bold, condensed, bold condensed
>Square Slabserif 711: light, medium, bold
>Swiss 721: light, light italic, roman, italic, bold, bold italic,
> light condensed, light condensed italic, condensed italic,
> bold condensed italic, black condensed, black cond. italic, medium,
> medium italic
>Transitional 521: roman, cursive, bold, medium, medium italic
>Venetian 301: roman, italic, demi, demi italic, bold, bold italic
>Zapf Calligraphic 801: roman, italic, bold, bold italic
>Zapf Elliptical 711: roman, italic, bold, bold italic
>Zapf Humanist 601: roman, italic, bold, bold italic
>Zurich: light, light italic, roman, italic, bold, bold italic,
> light condensed, light condensed italic, condensed, condensed italic,
> bold condensed, bold condensed italic, light extra condensed,
> extra condensed, bold extra condensed

>--
>Rory S. Jaffe, University of California, Davis
>Department of Anesthesiology
>rsjaffe@ucdavis.edu

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1179. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 15:45:11 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2p3im7$n2k@mailer.fsu.edu>
Source record: 188899

Peter Missel (Peter_Missel@m4.maus.de) wrote:
> >Has anybody had any experience running a Viper (archive 2150S) tape
> >drive from an Atari ST(e)? Any special software required?
>
> I sold several of these, using ICD The Link or GE-Soft TOPLINK adaptors. The
> streamer also runs fine on "true" SCSI with Falcon or TT.

Does this imply that there is a problem with some host adaptors? I have an
ICD AdSCSI and an older ICD host adaptor. Do you know of any problems with
either of these (using this particular tape device)?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1180. Re: The best & worst ST game

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 16:12:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <199404201812.a21392@bi.maus.de>
Source record: 188900

Hello,

the best games I have seen on a ST are:

- Monkey Island
- Loom

Best regards
Olaf

MausNet: Olaf Kaiser @BI .---. .---.
InterNet:Olaf_Kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
> User of German MausNet < ////// ' \/ ` \\\\\\
> !No Mail >16kB please! < //// / // : : \\ \ \\\\
// / / /` '\ \ \ \\
FALCON 4/65 (Tower) // //..\\ \\
TKR SPEEDSTAR 144 *member of the German Falcon-Ring*

1181. Spectre 3.0/AJAX/HD Drive (HELP)

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 16:58:04 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CoKHss.LLt@watserv2.uwaterloo.ca>
Source record: 188601
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got my TT upgrade to TOS 3.06 and had an AJAX and HD drive installed
It works fine except with SPectre 3.0 - it won't read or write or format
mac disks - everything gives an initialization error (all disk are Low Density).
It this normal? I assume 3.1 will allow R/W/Fmt of all mac high and low density
formats? I know that the AJAX chip didn't exist when 3.0 was released so
this may be the problem?

Thanks for any help,
Sam
sasmesba@kingcong.uwaterloo.ca

1182. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 16:58:11 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr20.105811.26411@cobra.uni.edu>
Source record: 188602

In article <CoGKHD.Jsp@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> In message <2osap2$888@news.u.washington.edu>, mpark@u.washington.edu said:
>>
>>I have recently managed to get the Falcon to understand
>>the Microsoft _Musical_Instruments_ CD-ROM (i.e. it
>>can display the pictures, play the sounds, and lets you
>>click on items in the pictures). I wonder, is there
>>any interest out there in such a program?
>
> OF COURSE THERE IS!!! Keep me informed.

This is an off topic about cdrom drives. I received my MacWarehouse catalog.
Front cover of the catalog shows a dual speed tray loading cdrom external drive
for $199 plus $3.00 over night shipping. Since the Falcon is SCSI equipped,
should work. MacWarehouse can be reached at 1-800-622-6222.

>
> ------------------------------
> Ofir ogal@cix.compulink.co.uk
> ------------------------------
>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1183. More RAM 4 every1!

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 17:06:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404201906.a6701@pb2.maus.de>
Source record: 188603

Hello world!

A guy in Aachen, Germany, has developed a RAM-extension for _all_ ST(E)-
models. Up to 12 megs in ST's and up to 10 in E-models. No software drivers
needed. And the added RAM is normal RAM, _no_ TT-like fastram.

His email address: *Martin_Wevelsiep@ac3.maus.de*

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1184. Eugene F. Sothan?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 17:06:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404201906.a6707@pb2.maus.de>
Source record: 188604

Hello *!

Is the above mentioned author of AUTO-SORT active in any net? Can I reach him
by email?

I send some money to him a _long_ time ago, to register for that program. But
I didnt get any reply :-((

Could someone perhaps dig out his latest adress or a phone/fax# ?

Thanks 4 your help!

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1185. Re: Conformity+Mediocrity=dos

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 17:12:02 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1h5s@outb.wimsey.bc.ca>
Source record: 188605

GI>>for some of us conformity and mediocrity will never be enough

Have you been looking over my shoulder as I modem? :-) My sentiments exactly! Dos is to computers what McDonald's is to real food! Apart from folks who have to use dos at work, I can't imagine anyone CHOOSING a BDO (Brain Dead Operating System) on purpose. Give me Unix or Atari anyday. :-)

1186. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 17:12:27 UTC
From: laurent@brasil.frmug.fr.net
Message-ID: <2p3npr$j2l@brasil.fr.mugnet.org>
Source record: 188606

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: The player you mean is the mpeg player from Brainstorm, it is quite nice
: and can in TC I think do 15 frames per second with a 280x160 sized
: animation using the DSP...it was very fast in mono...

I think I've got to answer, now! <grin>.

: The problem is however, that to obtain the license costs way too much, it
: was meant to be such that atari obtain the license for atari falcon
: computers (similar to the jpeg license idea) but they decided not too, I
: believe the cost to obtain a single license now to incorporate this
: mpeg code is around 50,000 franc, could be less....
: it's still too much to invest for the atari platform though at this stage
: Cheers
: Yat

Hi Yat,
You're right about everything but price. It was $50,000, not francs :-(
(remember: the player is only able to play I-frames, not P/B frames and no
sound. The price included a 6 month development to make it a full MPEG1
player).
And you're right also when you say it's too much at this stage. So we
decided one month ago to include AVI, QuickTime and MPEG 1 formats in our
Movie100 FLC player, and then to make it a commercial (at least shareware)
product when this will be done. So you can expect to see something running
some kind of Mpeg on a Falcon someday.
We think it could be possible to have a full MPEG player on a Falcon, but
it's not 100% sure. We'll have to cheat the MPEG norm in many ways to do so,
as the Falcon is just not fast enough (but AFAIK the Windows Mpeg player
do this too).
One more thing: don't expect it shortly, because the 6 month development is
always in front of us, and as we wont get paid for this, we wont work hard
to make it quickly..
That's enough of my bad english for today,

Laurent Chemla @ Brainstorm
--
Laurent Chemla : chemla@cnam.cnam.fr or laurent@brasil.frmug.fr.net
Brasil BBS - +33 1 44 67 08 44 - Atari France developpers support

1187. Re: HELP! FTP,IBM to ATARI transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 17:35:29 UTC
From: cfav1@leonis.nus.sg
Message-ID: <2p3p51$748@nuscc.nus.sg>
Source record: 188608

mcwilliams@wmich.edu wrote:
: Atari geniuses!

: In my quest to download files from the Atari@Atari.archive, I've
: run into problems. Nothing I've FTP'ed and saved on an IBM computer and
: taken home has worked yet. I can't use ARC.TTP on anything. I may
:
: [...rest of text deleted...]
:
You must set your FTP to binary transfer (type "binary" at the prompt).
Also, your Kermit must be set for binary file transfer (type "SET FILE
TYPE BINARY" at the prompt).

To format a DSDD diskette for use on the Atari ST series of computers
using DOS 5.0 and above on your IBM PC/Compatible, the command is:

FORMAT B:/U/F:720
^
^
(Drive Letter, eg. for Drive B)

at the DOS prompt.

I don't remember the command format of ARC.TTP to extract an ARCed file;
I always use an ARC Shell to do it for me. Maybe others can help?

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

1188. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 18:26:46 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2p3s56$11t@usenet.INS.CWRU.Edu>
Source record: 188609

In article <H.eg.VMVSm52k8sw@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <2ospe1$7st@usenet.INS.CWRU.Edu>, jaszcz writes:
>> Rob, why don't you compile it on your ST? I don't understand this
>> cross-compiling theory unless a completely new and underdeveloped machine
>> is involved... the ST has gcc out for it along with almost all the standard
>> unix utilites, tcsh, etc... what's the point of using another machine ??
>> if you're concerned with speed of compilation, yes, a sun box will compile
>> MiNT 10 to 20 to 30 times faster, but then you have to transfer the thing
>> over to the ST, and unless your ST is on the network, you're going to spend
>> some time waiting for those blocks to go by, not to mention bothering with
>> calling the other machine, etc...
>>
>> by the way, my 8mhz mega compiled mint 1.08 in maybe 10, 15 minutes...
>
>Strange, it takes mine at least 20-30 minutes.
>
>I cross-compile due to speed (#1) and memory (#2). My ST is SLOW, just
>like yours... it takes me 8-12 HOURS to compile NetHack on my ST, but
>only 30-40 minutes on the UNIX system at work. These days, my ST
>_can't_ compile NetHack, especially with MiNT loaded and a disk cache on
>my hard drive; 4M just isn't enough for compiling large C files.
>
>The ST isn't at all suitable for compiling C++ code; it takes a few
>minutes to compile "hello world" in C++. Anything that's large or needs
>optimising or has multiple inheritance chews through the 4M in my ST in
>seconds. For C++, the "4M limit" is as bad as the 640k limit in DOS.
>
>A distant #3 reason is disk speed; file access is MUCH MUCH faster on
>any UNIX system than it is on my ST, even when using the minixfs under
>MiNT, thanks mostly to the superior buffering.
>
>A not-so-distant #4 would be long, case-sensitive filenames; minixfs
>does this too, but some of my tools still don't (like the GNU zip I've
>got, and gcc doesn't seem to act properly either). I'd much rather have
>SuperWonderClass.cc instead of SPRWNDC.CC...
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Rob was compiling MiNT... ok, I know that Mint may not be the only thing
he compiles, but, with all the problems/additional work you get with cross
compiling, I'd rather wait for the ST to compile my stuff. As to c++, yes,
in that case, I'd say stay away from the ST.

1189. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 18:40:59 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2p3svr$rb@charm.magnus.acs.ohio-state.edu>
Source record: 188610

I was just reading something interesting; Not only does RamDoubler do all the things I previously stated, it *also* compresses data in memory... So, programs literally take up less ram than they indicate in addition to all other memory manipulation functions...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your wonderful daily life so full of pleasure, reward, love, joy, and excitement. Actually, I'll wager that it's rather more full of anxiety, problems, economic difficulties, quarrels and disappointments, but you're so attached to them I shan't be able to shake you loose. Love and joy are incredibly habit-forming; often a single exposure is enough to cause permanent addiction. But I have no doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan

1190. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 18:42:29 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2p3t2l$rd@charm.magnus.acs.ohio-state.edu>
Source record: 188611

```
>: : Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
>: : to your ST. I know it works on a Mega, and it may on a MSTe, but I have
>: : seen them for sale at a few Atari dealers.
>
>: Does this mean 12Meg total or 8Meg total???

Anybody know where I can get this???????

Is it reasonably priced?

-------------------------------------------------------------------
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"In effect, applying the yardstick of extremism leads one to conclude that the
human species itself is unlikely to last very long."
- Chad C. Mulligan
```

1191. Civilization Patch For Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 18:51:47 UTC
From: magic@mtu.edu
Message-ID: <2p3tk3$b27@maxwell19.ee>
Source record: 188612

Does anyone out there have the civilization patch that allows it to run
on the falcon...

Thanks in Advance,

-Magic

1192. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 20:14:32 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <CoKqqq.85K@news.cis.umn.edu>
Source record: 188613

In article <2p03f1$1m7@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:
>- With a new version of "Soft Windows", these PPCs can also
> run any Windows software at the speed of an Intel 486.

Note that, as of this moment, the "Soft Windows" stuff is based on a 80286 emulator. The company that makes this emulator expects to come out with a 80386 emulator this year. There are quite a few 386-dependent Windows programs out there now -- these do NOT work properly under 80286 emulation, So, you might want to wait a bit.

- David Paschall-Zimbel

1193. Re: Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 20:18:48 UTC
From: orres@teleport.com
Message-ID: <2p42n8$rbb@kelly.teleport.com>
Source record: 188614

In article <CoIwG9.8EB@dcs.qmw.ac.uk>,
Richard Parr <thumpy@dcs.qmw.ac.uk> wrote:
>In <zieg0008.766468484@gold> zieg0008@gold.tc.umn.edu (E-Coli Ziegler) writes:
>
>>What is Devpac DSP? Is it available now? In the US?
>
>Devpac DSP is a 56001 assembler/debugger/monitor program, similar to
>Hisoft's other Devpac products. It is out now over here (UK), I don't
>know about the other side of the pond. It's worth getting if you want to get
>into DSP programming, and has a quite nice programming tutorial showing
>you how to write a DSP subroutine for matrix multiplication. I found that

Yes it is available in the US from Oregon Research, call (503) 620-4919,
FAX (503) 624-2940 or write us at 16200 S.W. Pacific Hwy, Suite 162 for
more information.

Bob Luneski
Oregon Research

--
orres@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-0636 (1200/2400, N81)

1194. HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 20:27:44 UTC
From: jjmcwill@next5
Message-ID: <2p4380$com@mtu.edu>
Source record: 188615

I am looking for a vt100 terminal program for a standrd 1040ST.
Can someone please tell me if such a beast exists over there in the
umich archive? There doesn't seem to be a descriptive index... and
I can view zooed and arced files without downloading them.

Many thanks.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1195. Re: Info wanted: Any ST magazines in U.S.?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 20:52:56 UTC
From: richards@mdd.comm.mot.com
Message-ID: <2p44n8$so6@yendi.mdd.comm.mot.com>
Source record: 188616

Likewise, I am encumbered by a number of ST User, ST World, ST Format,
and ST Review mags all with coverdiscs (dates of issue, 1990 thru 1993).

Email me if you are interested.

1196. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 20:53:13 UTC
From: maaron@utdallas.edu
Message-ID: <2p44np$bg0@utdallas.edu>
Source record: 188372
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Richard Ward (rrward@netcom.com) wrote:
> In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
> >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
> >>
> >> It was an April Fools joke. "Melvin Purvis", the signee on the FBI
> >> letter was the agent that shot John Dillinger, and is long since deceased.
> >>Yes, however, this Dave Rhodes chain letter crap is still illegal. At least,
> >>in the US it is... (it's hard to believe that someone was actually named
> >>Melvin Purvis - glad it's not MY name! :))

> THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid you
> not).

> Richard Ward
> rrward@netcom.com

That's nothing. At the private (Christian) school where I went to in 6th grade, a bus driver worked there named (I swear in the name of Doom that I lie not) Dick Leech. Some of the torture he got from the Bible-toting hypocrite students was rather unchristian, as you can imagine. =-]

1197. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 21:28:03 UTC
From: rsi@ingorant.scubed.com
Message-ID: <1994Apr20.212803.8456@scubed.com>
Source record: 188617

In article <CoKqqq.85K@news.cis.umn.edu>, davidli@dragon.labmed.umn.edu (David Paschall-Zimbel) writes:
|> In article <2p03f1$1m7@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:
|> >- With a new version of "Soft Windows", these PPCs can also
|> > run any Windows software at the speed of an Intel 486.
|>
|> Note that, as of this moment, the "Soft Windows" stuff is based on a 80286
|> emulator. The company that makes this emulator expects to come out with
|> a 80386 emulator this year. There are quite a few 386-dependent Windows
|> programs out there now -- these do NOT work properly under 80286 emulation,
|> So, you might want to wait a bit.
|>
|> - David Paschall-Zimbel

And when he said "the speed of an Intel 486", he means a 486-SX/25.
SoftWindows very definitely doesn't get the speed of a 486-DX2/66.
Of course, in native mode, the PPC is blindingly fast, and faster
versions are right around the corner. <drool>

--
Randall Ingermanson (rsi@scubed.com) /| /| MAXWELL LABS
S-CUBED owns my soul; it disowns my opinions. ______/ | / |__________________
"Is not a quine" is not a quine; |/ S-CUBED Division
"`Is not a quine' is not a quine" IS a quine!

1198. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 21:28:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoKuC1.E03@cix.compulink.co.uk>
Source record: 188618

In message <1994Apr19.231508.25153@abo.fi>, THIETAVUO@FINABO.ABO.FI said:
>
>I'm getting a bit tired with this discussion... =-(Falcon may not be a fast
>machine, measured by PC-world's units (CPU-power, etc.). Nor is Mac, or Amiga.
>But all these machines do have their clear advantages. It's a pity people seem
>to envy 486 and Pentium power, forgetting totally that this raw horsepower is
>all there is.. No DSPs , no Blitters, stone-aged memory handling by DOS... So,
>that is what we want..? PC-technology..?? Why did we buy an Atari, if all we
>want is a PC? Sounds quite gloomy - frighteningly desperate.

I have had my Falcon accelerated to 32MHz. It's now 25% faster. The cost
was 60ukp. The Falcon is slow, but it's still a great machine. It's a
shame Atari didn't follow it up with an 040 true 32-bit machine.

>So, why I'm getting tired..? Because - honestly said - the atmosphere here, in
>the Atari-areas, is DEPRESSING... Nobody believes in anything, nobody has
>optimism left, nobody wants to try anything new... So, if this funeral feeling
>predicts anything (and Atari-users really prefer older machines over newer..),
>then it really is no use trying to kick people's asses. No use trying to create
>some "US-feeling". In this gloom what Atari needs, is some spirit, will to have
>new computers and computer games, will to keep people's heads up. But...
>You understand, what I mean.

Well I'm not. I'm very optimistic and I am now working on a Voice Mail
system for the Falcon. This will be available from HiSoft in a few months.

Ofir ogal@cix.compulink.co.uk

1199. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 21:28:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoKuC5.E0z@cix.compulink.co.uk>
Source record: 188619

In message <2p1ul5$htc@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>It looks like you are trying to justify the mistake you made in bying
>a Falcon, well I am glad I did not wast my hard earned cash on such a
>piece of crap...

No, it looks like the guy is happy with his Falcon. So am I and every
other Falcon owner I know.

>If it was such a great computer then there would have been better support,
>and software, this tells it all, it is not a good computer for its price...

There's plenty of support, thank you. I have one of the best dealers in
the UK only 5 miles away.

>Good computers SELL this one did not sell at all, facts not fiction....

Do you mean like the NeXT? Or was that a crap computer as well.

>I can get a TOP 486 with all bells etc for 1/2 the price than a basic Falcon
>cost here, plus I get all the software and support I need..

Then get one. I'm very happy with the Falcon, but I will admit that I
would like it to be faster.

>No ! no one can kid me that the Falcon is the way to go, unless you are
>mental..

I must be mental!

Ofir ogal@cix.compulink.co.uk

1200. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 21:28:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoKuC8.E1o@cix.compulink.co.uk>
Source record: 188620

In message <766778042.1@mettav.royle>, Graham.Irvine@mettav.royle.org said:

>Do you mean RamDoubler from Connectix ? that need's the internal MMU
>of the 030 and above so would possibly work on the Falcon/TT but I doubt
>very much is they are considering that market at the moment ;-(

Memory management of TOS/GEM programs is much better than on the Mac where
a lot of RAM is never used. The benefits of such a system on the ST will
be _much_ smaller.

Ofir ogal@cix.compulink.co.uk

1201. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 21:43:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404202343.a6711@pb2.maus.de>
Source record: 188621

In article <A14962@AC2>, boyd@math.fsu.edu (Mickey Boyd)
(boyd@gauss.math.fsu.edu) typed:

MBB>I just noticed in the new Current Notes: D&P computers has the Xtra
MBB>RAM-8 for MegaSTEs for $119 (I presume it takes SIMMs). I would
MBB>assume that this is a VME card as described above. D&P's number is 1-
MBB>800-535-4290.

Can you give me a fax# as well? Or an email adress? Does anybody know if this
board is distributed in Europe?

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1202. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 22:52:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoKy7G.ID7@cix.compulink.co.uk>
Source record: 188622

In message <2p3fv6$1o4@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu said:
>
>Actually, what RAM Doubler is is simply a *smart* Virtual Ram settup. And yes,
>it works *extremely* well. What it does is a) allows the Mac to use fragmented
>memory, b) redirtributes available ram between programs in a dynamic manner, c)
>begins swapping ram to disk only when these other methods have finally hit the
>limit of your actual physical ram. So, for example, if Photoshop is running
>with 6megs, but only using 2 (ofr now), it can assign the other 4 to, say, Word
>5.1. Then, if you load more images into Photoshop, it will look at Word 5.1 and

But this is the default state with Geneva, MTOS and Mag!X. It's bad memory
management if you require such tricks.

>see if it can take any memory back from Word again. Finally, if Word and
>Photoshop are both actually requiring all the ram alloted to them, it will
>begin swapping to disk.... Very slick. You can also hack it with ResEdit to
>change the multiplier.

You can get this with Outside on a TT/Falcon which is very fast and
reliable.

Ofir ogal@cix.compulink.co.uk

1203. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 22:52:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoKy7I.IDu@cix.compulink.co.uk>
Source record: 188623

In message <1994Apr20.105811.26411@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:
>
>This is an off topic about cdrom drives. I received my MacWarehouse catalog.
>Front cover of the catalog shows a dual speed tray loading cdrom external drive
>for $199 plus $3.00 over night shipping. Since the Falcon is SCSI equipped,
>should work. MacWarehouse can be reached at 1-800-622-6222.

At last Peter a useful comment. I have an Apple CD300 connected to my
Falcon and it is a very nice piece of kit. I believe the drive you are
talking about is the replacement model for the CD300.

Ofir ogal@cix.compulink.co.uk

1204. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 23:33:01 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <2p4e3d$roa@hermes.louisville.edu>
Source record: 188624

My response:

Hmm, my news-link is not that reliable and it seems that I have lost many of the messages critisizing my requests for hacking and phreaking software for the ST(e). I'd like to clarify a few things:

1) I'm not looking for "pirate" software or anything like that; just programs that automate the brute force methods of hacking and phreaking, or generate tones the phone network recognizes. (If anyone has these types of programs, I'm still interested!)

2) Owning such programs is not against the law. Running such programs isn't always against the law. What IS against the law is defrauding the telephone company or illegally accessing private computer systems. Nowhwere have I endorsed the use of these types of programs for such uses.

To the (rather large) group of people that have responded to me in email: noone has sent me anything yet! As soon as I get something I will let you know...

1205. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-20 23:51:06 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EDVACGWD@tecnozid.mubo.saar.de>
Source record: 188641

In <2o53ehEfg1@uni-erlangen.de> Harald Schoenfeld wrote :

>magic@mtu.edu (Kevin C. Ezernieks) writes:
>
>>Does anyone here know of a package for the falcon to sample/edit/replay
>>stereo samples...doesn't have to be anything fancy (i.e. a tracker)
>>any info would be appreciated...
>
>Take WinRec to produce the samples and WinCut to put them together as you
>want, and play around with all kinds of DSP effects in realtime. Both

If you want to use samples as instruments (transpose them and play many of
them at the same time), try "mjuzakk", a tracker-like GEM-software for
16-bit-samples. i.e.: ftp.uni-erlangen.de

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

Atari is not dead! It only smells funny! (Rock 'n' Roll)

1206. Re: PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 00:25:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2p4h6h$d2d@uqcspe.cs.uq.oz.au>
Source record: 188625

cb170@city.ac.uk (HALL B J) writes:

>I think probably many people would be interested, judging on the amount of POV
>use. I have been on the look out for such a program for some time.
>How about it programmers?

The POV system of using a text file to define a 3D space is VERY powerful.
Much more powerful than anything that could be represented visually.

There are POV visualizers for DOS. They aren't overly popular though.
There is just so much more expressibility in a text file.

So programmers are the least likely to help... unless they are into
Visual Programming (Ha! The dead-end of the '90s).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1207. Re: Falcon bits and peices...

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 00:41:26 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr21.004126.22314@abo.fi>
Source record: 188626

In <7480@merlin.ukc.ac.uk> nj1@ukc.ac.uk writes:

Some ideas:

Unless you have a multisync-monitor, don't even try "SUPER-78" program, or such that just change your 640x480 display from 60 to 78 hz... It's a good chance your SVGA will blow up.

Buy GENEVA, if you haven't got that yet. Much better multitasking than MultiTOS... GEMINI 2 looks like a nice desktop for Geneva, too. It's shareware.

Backwards should be 2.52 version, or newer. And don't forget these games:

MicroProse Formula One Grand Prix (I don't know, if MicroProse has changed this magnificent racing-game to be Falcon-compatible.. But older versions work too, with Backwards (16 MHz, Blitter 16 MHz, both caches off. During race one can turn the instruction cache ON (more speed..), and while saving one must turn the CPU-clock to 8 MHz. Simple, when one uses to it! GREAT game..!!!

Ishar 1-3 role-playing games (Silmarils). Glorious graphics, Falcon-only games. Get these, if you like Dungeon Master, and the like.

Also, get KOBOLD 2 fast file-mover, Diamond Edge hard-disk optimizer, and E-Copy copy program. They're all marvelous.

Papyrus and Script 3.5 are maybe the best word processors for Falcon right now. For image-processing, Chagall and DA's Layout are really worth looking. Calamus SL is perfect DTP-program for Falcon, although pretty expensive.

You should check these FTP-places filled with good, new Atari-stuff:

CNAM.CNAM.FR
FTP.UNI-KL.DE

That should solve the Gemview, Lasers & Men, etc. problems..!

1208. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 00:45:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M471EgOiKH2@semprini.waterloo-rdp.on.ca>
Source record: 188627

In <2ojrla$h7n@hermes.louisville.edu>, writes:
>
> To be concise: I'm interested in hacking/phreaking programs for the Atari
> ST(e). Please UUencode and mail any programs and source code that you may
> have. When I have collected a significant amount of these programs, I will
> make them available to anyone interested. Thanks.

"Hi! I'm a bozo! Please flame me to a crisp! If anyone is interested
in helping me go to jail for fraud, I'll happily post from my real email
address, which can be easily traced to my real identity..."

If you get caught phreaking, you'll end up in jail. Unless, of course,
you cut a deal with the prosecuting attourney and rat on your friends.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1209. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 00:50:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2&nDsC9PITc@semprini.waterloo-rdp.on.ca>
Source record: 188628

In <2db1a392@cindy.ct.se>, Rickard Troedsson writes:
>
> Why not create a comp.sys.atari.programmers? There's a LOT of discussion both
> here, in the .tech and in the .advocacy group that's CLEARLY suited for a
> special group.
>
> (..and no, I'm not willing to go thorugh the hassle .. sorry .. ;)
>
> Anyone?

comp.sys.atari.st.tech is supposed to be for technical discussions (not
Atari's technology, or hardware concerns), like programming.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1210. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 00:53:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iKJ&Q&nH4Y6@semprini.waterloo-rdp.on.ca>
Source record: 188629

In <1714@usdtsg.DaytonOH.NCR.COM>, anisko writes:
> >When I tried applying the 1.09 pqtches to the source here at work, patch failed
> >on every hunk. I probably need a gnu patch, right? Anyway, one of patch's
> >messages was quite funny.
>
> Did you use the "-l" parameter with patch (I think this has something to
> do with spaces or tabs or something - the "-l" tells patch to ignore the
> difference I think). Corrections to this are always welcome (and no
> doubt barreling down as I type ;-)

Ok, here's one! :-)

-l means "loose line-endings"; with it, patch will ignore extra
whitespace (ex, spaces, <esc> characters, other crap) and differences in
the end-of-line character (ex, DOS/Atari use cr/lf, UNIX uses cr, Mac
uses lf; I might have Mac and UNIX backwards there).

Usually the problem is that your Atari patch is in Atari text format
instead of UNIX text format; without -l, even the end-of-line characters
will cause patch to fail.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1211. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 00:56:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.64tE971xdzw@semprini.waterloo-rdp.on.ca>
Source record: 188630

In <A65260@SL.maus.de>, Stefan Damerau writes:
> In article THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>
> THT>Who _wouldn't_ want DOOM..?
> I don't want it (not with this gameplay)

Oh, come on, it's not that bad, especially if you use mouse+keyboard
(like I do).

How else would you control a game like that?

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1212. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 01:00:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lk1rotqWjaw@semprini.waterloo-rdp.on.ca>
Source record: 188631

In <1994Apr13.210337.2040@abo.fi>, Tommi Hietavuo TKKK writes:
> In <hu+tavR.abarbiero@delphi.com> abarbiero@delphi.com writes:
>
> > If you have a list of games you like to see on the F030, send it
> > to me, and I will put it in AEO... give some coverage... I will see
> > if I can set up a form letter for people to use like I did with
> > the Pagestream 3 debacle.

> - MicroProse Formula One G.P
> - Dungeon Master 2
> - Secret Weapons of Luftwaffe
> - Ultima Underworld 2
> - SimCity 2
> - Falcon 3
> - Flight Simulator (can't remember what the current number is ;-)

Mech Warrior

I had a chance to play this a bit a few weekends ago, and thought it was pretty good; better than the BattleTech we had a few years ago for the Atari.

Wing Commander

This had great sound if you had an appropriate soundcard hooked to a stereo... I'm not a big fan of flight sims, but this was fun...

Ultima VII, Ultima VIII, Ultima Underworld, and of a zillion other excellent role-playing games released in the last year...

--
----------==========----------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1213. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 01:06:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XlJP8ybBPho@semprini.waterloo-rdp.on.ca>
Source record: 188632

In <2odri9INNb5r@tarsky.uni-muenster.de>, Ulrich Kuehn writes:
> Well, at the moment, the mint-net package contains "only" drivers for serial
> and parallel lines. But if you have some connection to the internet by some
> way it is possible to run ftp on your atari at home :-)

Does this mean you can do SLIP or something else over your serial lines
using the MiNT-net stuff? Like, could I grab Lynx (the text-only
World-Wide Web browser), compile it, like it with mint-net, install the
mint-net drivers, and do WWW stuff (assuming I had a SLIP connection
available)?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1214. WANTED: Time Bandits & Phantasie II for ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 01:38:52 UTC
From: IO20066@MAINE.MAINE.EDU
Message-ID: <94110.213852IO20066@MAINE.MAINE.EDU>
Source record: 188633

Looking to buy these games for my 520 ST please send price and
address to io20066@maine.maine.edu.Thanks
-Mike

1215. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 02:06:18 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.766893978@gold>
Source record: 188634

In <2p0hc7INN1a7@sbusol.rz.uni-sb.de> gg11klbl@sbusol.rz.uni-sb.de (Benjamin J.J. Lorenz) writes:

>Rickard Troedsson <rickard.troedsson@cindy.ct.se> wrote:
>>
>> Why not create a comp.sys.atari.programmers? There's a LOT of discussion both
>> here, in the .tech and in the .advocacy group that's CLEARLY suited for a
>> special group.

How do we get such a group made?

1216. Re: 'Miracle' Piano Software for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 02:11:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2p4ncm$rid@golem.wcc.govt.nz>
Source record: 188635

In article <16F9E6F13S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>,
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>I called the Miracle Piano people a few years ago. They only make their
>product for Mac, PC and Nintendo. They have no plans to do anything with
>Atari. ---Mark van Wyk
>

You forgot Atari, I can't understand why they never supported Atari but then
again there software probably never sold, but I here now a UK firm
has just brought the Software ToolWorks....

If I remember the UK firm I will post it here, may bewe should have a go at
this UK firm...???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1217. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 03:05:04 UTC
From: warrl@hebron.connected.com
Message-ID: <2p4qh0$ni3@hebron.connected.com>
Source record: 188636

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: I am looking for a vt100 terminal program for a standrd 1040ST.
: Can someone please tell me if such a beast exists over there in the
: umich archive? There doesn't seem to be a descriptive index... and
: I can view zooed and arced files without downloading them.

: Many thanks.

Among, probably, many others...

Uniterm has an excellent VT100 emulator.

Storm does too, but I haven't stress tested it as much as I did Uniterm.
(I'm no longer a mainframe programmer.)

1218. Atari ST & periphs for sale $300 firm

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 03:20:32 UTC
From: pbh@prjup.mi.org
Message-ID: <766898432pbh.pbh@prjup.mi.org>
Source record: 188637
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.misc

Posting for a friend:

Atari 1040STFM with 2.5M of RAM and cooling fan, over $200 in
software including:

Master CAD, STOS, Becker CAD, misc. Sierra Games (LSL, Camelot,
Defender of the Crown, Quest, Star Glider II and others) all
with original docs.

Also includes color monitor. Buyer pays shipping.

Please do not respond to this i.d., email aa057@detroit.freenet.org
with offers. Thank you.

--
Patrick B. Haggood Project: JUPITER Scientific Software
pbh@prjup.mi.org Reduce complexity; recycle code!
or aa044@detroit.freenet.org Specialists in C++;OS/2;OOA/OOD;SQL

1219. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 03:32:29 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2p4s4d$mrh@news.dmpe.CSIRO.AU>
Source record: 188638

>>There will never be a good demo or game which is VGA compatible .. there is a
>>very good reason for this, and it's just to accept that either you need to buy
>>a good MultiScan monitor (down to 15kHz) or a cheap 14" TV which you can switch
>>to when it's demo-time ..
>>
>
>Maybe you could tell us, what good reason that is ?

Easy. VGA monitors have a limited bandwidth, pump too much into them (or too
little I think as well) as RGB and TV can cope with, and your monitor will go
fizz, pop, boom, smoke, spark.

Reasonable enough!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1220. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 04:03:30 UTC
From: abarbiero@delphi.com
Message-ID: <xuyuzCq.abarbiero@delphi.com>
Source record: 188639

Ofir, just a quick note that I enjoy your reviews in Atari ST Review.
As long s Atari builds a computer there is hope, I am on close terms
with many people at Atari (I am the rep for Delphi) and although I was
hurt about the non-appearance of an 040 machine, the necessity of
making a bit of profit is unavoidable. Atari could not expect to keep
alive pushing the STe, no matter how great it is, and the money is not
there for the fight against the cheap clones. I firmly believe that
the Jaguar will result in a technological leap. Imagine a PCI card
based Jaguar graphics engine. Or maybe with the enormous flux the
computer industry will be in over the next few years, backing out of
the market to let the big boys fight it out and make the mistakes is smart.
There will be a dozen new operating systems fighting it out in a
little while. I think that Microsoft will be hard pressed with the
fact that they are coming out with several new OSs as well as the
PowerPC based IBM machines due out. A PowerPC based Atari? Maybe...
after the 100MHz PPC601s are out and the 604s come through. The price will
drop a bit and programs like the System 7.1 translator and Softwindows
will become more optimised for the chip. The market is going to be hell
for a manufacturer in the next year, but heaven for the user at the end.
All along I will be happy with my Atari TT030 (48MHz CaTTamaran included)
MegaSTe4, and Jaguar!

Andreas Barbiero
Ass't Editor Atari Explorer Online

1221. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 04:58:54 UTC
From: reinholj@enmu.edu
Message-ID: <1994Apr21.045854.3765@math.enmu.edu>
Source record: 188370
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

maaron@utdallas.edu wrote:
> Richard Ward (rrward@netcom.com) wrote:
> > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
> > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
> > >>
> > >> It was an April Fools joke. "Melvin Purvis", the signee on the FBI
> > >> letter was the agent that shot John Dillinger, and is long since deceased.
> > >Yes, however, this Dave Rhodes chain letter crap is still illegal. At least,
> > >in the US it is... (it's hard to believe that someone was actually named
> > >Melvin Purvis - glad it's not MY name! :))

> > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid you
> > not).

> > Richard Ward
> > rrward@netcom.com

> That's nothing. At the private (Christian) school where I went to in 6th
> grade, a bus driver worked there named (I swear in the name of Doom that I lie
> not) Dick Leech. Some of the torture he got from the Bible-toting hypocrite
> students was rather unchristian, as you can imagine. =-]

The comedian Spanky has campaign posters from some southern state (US)
of a politician named "DICK SWEAT". I think I would use richard.

We have one here in New Mexico, a politician that I have even met.
Believe it or not (on the good name of DOOM do i pledge - I think that
we should all pledge on something we really care about) his name was
DICK LIKKER. Another vote for Richard.

--
---------------------------<>---------------------------
"GUN CONTROL" IS USING BOTH HANDS.

Criminal control, NOT Gun Control.

John Reinhold Portales, New Mexico (USA)

1222. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 05:30:21 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2p531d$ce8@agate.berkeley.edu>
Source record: 188640

In article <2p03f1$1m7@newshost.uni-koblenz.de>,
Christoph Oberle <oberle@informatik.uni-koblenz.de> wrote:
>
>- The first PPCs from Apple are able to run all MAC software.
^^^

I think that should be ``most'' MAC software. (It's still nothing to sneeze
at, though.)

B: ``Three Strikes is cool.'' B: ``Jail! Jail! Heh; heh heh; heh....''
John Hauser---jhauser@cs.berkeley.edu

1223. Re: GEAR FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 06:23:05 UTC
From: cgra@se.alcbel.be
Message-ID: <4461@btmwj1.se.bel.alcatel.be>
Source record: 188463

In article <766425379.AA08776@rochgte.fidonet.org>, Chuck.Zwicky@f47.n282.z1.fidonet.org (Chuck Zwicky) writes:

> I am selling the following:

[mouthwatering menu of gear deleted]

Hells bells I think this chap must be considering one of two things:
suicide or marriage.

Don't do it Chuck! Don't do it!!!

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

1224. Re: Is there such a thing as a PCS to GIF converter?

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 06:48:09 UTC
From: cgra@se.alcbel.be
Message-ID: <4462@btmwj1.se.bel.alcatel.be>
Source record: 188459

GEMview perhaps? Seems to do just about everything...

(Disclaimer: am sitting at a VAXstation, and cannot check GEMview manual).

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

1225. Re: Info on Atari 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 07:10:24 UTC
From: cgra@se.alcbel.be
Message-ID: <4463@btmwj1.se.bel.alcatel.be>
Source record: 188464

In article <1712@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Oh well, quickie info from the top of my head:

> 68000-based system, 8mhz, 512 color palette (3 modes: 320x200x16,
> 640x200x4, 640x400x2), standard printer and (25pin) modem ports, DMA port,
> cartridge port, 1040STfm (if an "f" then an internal floppy drive;
> if an "m" then a rf modulator i.e. connect it to the TV), probably has
> a double-sided/density drive (720k), a self-contained unit (keyboard built-in),
> etc. I'm sure I'm missing a lot... (oh yeah, 1 meg memory built-in
> usually :-)

MIDI ports! In, Out and (secretly) Thru!

You forgot the MIDI ports!!

Die horribly!!!

--
Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

1226. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 07:35:21 UTC
From: cgra@se.alcbel.be
Message-ID: <4464@btmwj1.se.bel.alcatel.be>
Source record: 188458

If my German is still working (be more careful next time Andreas, some of the anglophone community have a real complex about German domination of the Atari world), Andreas has one of the earliest Falcons. Recently ST Format gave a somewhat garbled report of a problem in the TOS of these birds for which Atari recommended a hardware fix.

To summarise Andreas' problem in English: in 256- and ``True''-colour modes he gets glitches when replaying samples or unpacking GIFs from his LPS240 SCSI drive. The resolution dependency suggests to me that this is something timing-critical (the Falcon runs a -lot- slower in these modes).

I'm still waiting for my SCSI disc to arrive, so I can't comment.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

1227. Re: reclaiming Spectre partiti

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 07:49:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404210949.a17837@ms.maus.de>
Source record: 188642

In article <2ovngt$3lh@ionews.io.org>, Eric March (diehl@ionews.io.org)
wrote:
>AFAIK, the only way you'll be able to do it is to reformat the entire drive.

Nope.

>The two formats are completely different; MACs use the HFS file format; HDX
>won't even recognise it as a valid partition; as far as any HD formatting
>program is concerned, that portion of the hard drive remains unformatted
>because it can't recognise any previous (or current) format because it doesn't
>conform to the GEM or BGM format standard; it's HFS.

But that's silly. All it has to understand is that there's a partition
with partition type `HFS` (pr whatever), start sector x and length y. With
this information, it's trival to install a new GEMDOS filesystem without
affecting the other partitions. Other programs are clever enough :-)

1228. Re: Using Multimedia CD-ROMs on

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 08:43:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199404211043.a21434@bi.maus.de>
Source record: 188643

Hello Michael,

m> I have recently managed to get the Falcon to understand
m> the Microsoft _Musical_Instruments_ CD-ROM...
m> I wonder, is there any interest out there in such a program?

Of course, there is! Please, send us more details about the CDs, your
implementiation an the offered features.

cu Oliver

1229. Re: NeoDesk 4/CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 09:11:15 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2p5fvj$fca@newshost.uni-koblenz.de>
Source record: 188644

In article <CoH3BF.Jzo@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:

|> I will soon be getting the new TT accelerator from CyberCube which claims
|> to allow switching between 33/40/48 MHz. They just got the first run of
|> boards in so I'll get one as soon as they're tested. I'll post an article
|> once I've had time to really use it. The price is definitely right $99US
|> ($115 CDN, not by the exchange rate - Cybercube is a Canadian company).
|>

about 100 US$ ... sounds very interesting.
Do you have further specifications about this? Do they use a
68030 or a 68040? Does the board have cache memory?

Christoph

1230. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 09:29:51 UTC
From: steve-j@teleport.com
Message-ID: <2p5h2f$cbl@kelly.teleport.com>
Source record: 188645

In article <2db4142b@f397.n282.z2.fidonet>,
<Koos_Kuil@nextjk.textlitho.nl> wrote:
>
> SJ> I've heard several reports of Atari demoing an MPEG player on a
> SJ> Falcon030 (showing off the DSP), but that one (or any other one,
> SJ> for that matter) isn't available, as far as I know.
>
>I've got a message from Wilfred Kilwinger (not longer working by Atari)
>about this, but he told me that there was a player using the DSP from
>Brainstorm, the onlyest problem i have is where to get it...

I guess we need to bombard Brainstorm with Email telling them to
release it (like the DSP JPEG decoder!)??? <grin> Lessee, the
address is raphael@brasil.frmug.fr.net!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1231. Excerpt from Game Developer magazine on Doom

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 09:41:29 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <JC5t785.biblinski@delphi.com>
Source record: 188646

From an article entitled "The Making of Doom" in the premier issue of Game Developer magazine:

"...Although it has often been theorized that Id uses a lot of assembly language in its development, the main language used is ANSI C. 'Assembly language is almost dead,' declares (John) Carmack. 'Doom has only two assembler routines; one to vertically stretch a column and the other to horizontally texture-map a row. Everything else is in C.'

"If all of Doom was written in assembler and the programmer could manage the overhead correctly, Carmack theorizes it would only make the game 15% faster. And, although the main raycasting trace in Wolfenstein was written in assembly language, Carmack says he could write Wolfenstein faster in C because of today's better algorithm technology.

"Writing in ANSI C eases the strain of porting to other operating systems and recompiling the code on DOS, and NeXTStep helps clean out bugs during the development process. Carmack feels he could get Doom up and running in a window on a Macintosh over a weekend, but Id won't write the port itself. Id is willing to work with advocates of various operating systems, and talk of Macintosh, OS/2, and UNIX versions of Doom were discussed as possibilities."

==========
Gordie Meyer biblinski@delphi.com
"A life lived in fear is a life half lived." -- Strictly Ballroom

1232. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 10:02:33 UTC
From: andrew@minster.york.ac.uk
Message-ID: <766922553.23846@minster.york.ac.uk>
Source record: 188340

David Stevenson (djs@jet.uk) wrote:
> I definitely agree, ST Apps is getting more and more content-free by the
> month, and ST Review is getting better. I wish they'd drop the cover
> disk, though. Especially as they keep giving away things that are not
> Falcon-compatible (Timeworks, Calligrapher, etc).

I find this comment a little disturbing David since you sold me your
copy of Calligrapher Gold V.3 about a month before Calligrapher was
on that cover disk. You knew I wanted it for my Falcon too. Hmmm..
I was annoyed that Timeworks coverdisk version didn't work too.

Luckily the one you sold me does work but only with SpeedoGDOS disabled
and in a 2 colour screen mode. I've never had any problems with the
postscript driver yet either (which you were saying you had to hack
around!) I admit it produces Postscript files that are absolutely
enormous and I feel like hacking it myself too but only when I have
the time. I've not tried the coverdisk version (which I was reluctant
to buy and asked the shopkeeper if they would sell me the magazine
cheaper without the disk so I can't comment about that.

The thing that really annoys me is its use of non-standard
fonts. Now that it is on a cover disk someone might spend that time
that I haven't got in writing a converter for Speedo fonts into
Calligrapher fonts. What is the price of fonts generally these days
anyway. The price ST review quotes seems very high for a few fonts.

BTW. I noticed that on my version your name pops up on the info. dialogue
box. Did Working Title do that at some point when you registrated
your version?

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

1233. Re: WANTED: Time Bandits & Phantasie II for ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 10:08:42 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CoLtII.F3w@barclays.co.uk>
Source record: 188647

In article <94110.213852IO20066@MAINE.MAINE.EDU>, <IO20066@MAINE.MAINE.EDU> writes:
|> Looking to buy these games for my 520 ST please send price and
|> address to io20066@maine.maine.edu.Thanks
|> -Mike
This is depressing. About a year ago I had a box of about 30 games like this,
Phantasie 1/2, loads of SSI and Origin games all in perfect condition.
I advertised them like crazy and no-one wanted them. Sold the lot to a local
2nd hand shop for 10GBP. :-(
--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1234. ExtenDOS

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 10:33:40 UTC
From: v902123@si.hhs.nl
Message-ID: <CoLuo4.9Co@si.hhs.nl>
Source record: 188648

Hi,

Is there someone here who knows something about ExtenDOS. I think it's being made by a canadian company and I would like some info about it. Like a TXT-file or preferably a demo version.

The program should make it easy for you to hook a CDROM drive to your system and then using it without MultiTOS. The tested CD-ROM drive is a tripple speed and both MultiTOS and MetaDOs have a problem setting the speed. Also if a file is bigger then 24Kb and you copy it to the HD the the copied file is corupted. ExtenDOS should be able to deal with this..

Thanx.. ronald

1235. Re: NeoDesk 4/CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 10:34:45 UTC
From: ben@eurocontrol.fr
Message-ID: <1994Apr21.103445.6257@fozzie.eurocontrol.fr>
Source record: 188649

Do you know the address of CyberCub ?

1236. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 10:39:20 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2073.2DB657D8@dhhalden.no>
Source record: 188650

In article <dbyfield.1gaw@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>JL>>I doubt that the technique could be applied to the TT/Falcon(it needs o30
>or better.

>Uh-Jon? The TT and Falcon ***<ARE>***030 machines. Maybe it is the way
>Tos/Gem work, but not the lack of an 030! :-)

I just wanted to explain why I didn't say *ST*/TT/Falcon. I know that they are
030 machines, I've got a TT at home :)

Sorry if anyone misinterpreted me there.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1237. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 10:48:46 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CoLvDA.3Az@hpbbrd.bbn.hp.com>
Source record: 188751

> Tech would be for non-programming technical questions, such as "x program
> crashes, why?" or "I'm installing y hardware, how?" and the like.

I think this is what comp.sys.atari.st is for. Given the dwindling
amount of messages in all Atari groups (except rec.games.video.atari),
I don't see a reason for a new group.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1238. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 11:30:42 UTC
From: djs@jet.uk
Message-ID: <1994Apr21.113042.5506@jet.uk>
Source record: 188752

In <CoI8yA.55q@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>In article <1994Apr14.080627.3964@jet.uk>, djs@jet.uk (David Stevenson) writes:
>|> ...disk, though. Especially as they keep giving away things that are not
>|> Falcon-compatible (Timeworks, Calligrapher, etc).
>Most of thecoverdisk stuff works OK on my Falcon. I used Calligrapher OK but I
>must admit I didn't try evrything as I didn't like it much at all...
OK, I was not specific enough. Calligrapher runs on the Falcon, but only
in mono screen modes. I wouldn't want to change screen resolution for
each program I run, thanks.

(Actually, I wasn't worried about Calligrapher not running, as I used
to have Calligrapher Gold, and sold it a few months ago).

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1239. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 11:39:36 UTC
From: (unknown)
Message-ID: <2p5olo$hq@groucho.phil.ruu.nl>
Source record: 188753

In article <2db1b372@f397.n282.z2.fidonet>, Koos_Kuil wrote:
>
> Hello all,
>
> Is there anybody with an MPEG player for the Falcon 030? I only have an
> DOS version on this moment, but the Falcon screen resolutions are much
> better.
I remember that Griff mentioned one he had programmed in one of his battles with another user over something really important. He stated that he wasn't going to publish it, until someone forgave him something or the other way around (my memory is not that good on things like these :-)). Maybe can someone ask him. It really would be nice.

Joost.

1240. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 11:42:03 UTC
From: (unknown)
Message-ID: <2p5oqb$hq@groucho.phil.ruu.nl>
Source record: 188754

In article <2db1a392@cindy.ct.se>, rickard.troedsson@cindy.ct.se (Rickard Troedsson) wrote:
>
>
> Why not create a comp.sys.atari.programmers? There's a LOT of discussion both
> here, in the .tech and in the .advocacy group that's CLEARLY suited for a
> special group.
I am pro. And espacially the . mint version, cause now I'll have to skip them everytime i see m.i.n.t. at that particular order. With Atari on the rise again, why not even things up here on the net?

Joost.

1241. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 11:50:49 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1994Apr21.115049.14150@rhrk.uni-kl.de>
Source record: 188755

warrl@hebron.connected.com (Donald Edwards) writes:

>Jeffrey J. McWilliams (jjmcwill@next5) wrote:
>: I am looking for a vt100 terminal program for a standrd 1040ST.
>: Can someone please tell me if such a beast exists over there in the
>: umich archive? There doesn't seem to be a descriptive index... and
>: I can view zooed and arced files without downloading them.

>: Many thanks.

>Among, probably, many others...

>Uniterm has an excellent VT100 emulator.

>Storm does too, but I haven't stress tested it as much as I did Uniterm.
>(I'm no longer a mainframe programmer.)
U can also use Connect (Wolfgang Wander); it works with Magix/MultiTos
uses GDos Fonts...

Gunther

1242. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 12:07:11 UTC
From: cgra@se.alcbel.be
Message-ID: <4468@btmwj1.se.bel.alcatel.be>
Source record: 188462

In article <CoInrz.9A9@world.std.com>, Lexicor@world.std.com (ysiu@lexicor.com) writes:

> [...] I
> believe the cost to obtain a single license now to incorporate this
> mpeg code is around 50,000 franc, could be less....
^^^^^
Swiss? French?? Belgian? African???

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

1243. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 12:14:33 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1720@usdtsg.DaytonOH.NCR.COM>
Source record: 188756

In article <2p4380$com@mtu.edu> jjmcwill@next5 (Jeffrey J. McWilliams) writes:
>I am looking for a vt100 terminal program for a standrd 1040ST.
>Can someone please tell me if such a beast exists over there in the
>umich archive? There doesn't seem to be a descriptive index... and
>I can view zooed and arced files without downloading them.

Hmm, there should be a 0index file or something in each directory
plus a main one at the top of the atari directory. Anyways, look in
the atari/Telecomm directory:

Uniterm 2.0e, CoNnect 2.46, Storm (?), and a bunch of others...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1244. Re: Easy-Boot v.15

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 12:15:40 UTC
From: cgra@se.alcbel.be
Message-ID: <4469@btmwj1.se.bel.alcatel.be>
Source record: 188461

And does it work well on the Falcon?

--
Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

--
Wear your propeller with pride!

1245. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 12:21:47 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1721@usdtsg.DaytonOH.NCR.COM>
Source record: 188757

In article <CoKy7I.IDu@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1994Apr20.105811.26411@cobra.uni.edu>, sinclap2954@cobra.uni.edu (Peter Sinclair-Day) said:
>>
>>This is an off topic about cdrom drives. I received my MacWarehouse catalog.
>>Front cover of the catalog shows a dual speed tray loading cdrom external
>>drive for $199 plus $3.00 over night shipping. Since the Falcon is SCSI
>>equipped, should work. MacWarehouse can be reached at 1-800-622-6222.
>
>At last Peter a useful comment. I have an Apple CD300 connected to my
>Falcon and it is a very nice piece of kit. I believe the drive you are
>talking about is the replacement model for the CD300.

I do believe it's one of the "seven signs of the apocalypse" when
Peter actually benefits this group, but I'll have to agree, he
made a good point (well done, Peter!). Mac Warehouse (and it's
"sister"(?) company Micro Warehouse) do seem to have a decent
amount of things Atari folks can use. I know I bought my
Linelink 144e modem from them, and it's worked quite nicely
(sure love the cps rate :-)

I even got a Mac weather-forecasting program free with the
modem (I believe that's what the software does). Gonna have to
fire it up under Spectre and see what it's all about...

Now if only someone would write a MAC.XFS so that I could access
my Spectre partition as I do my TOS and Minix ones... :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1246. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 12:25:08 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1722@usdtsg.DaytonOH.NCR.COM>
Source record: 188758

In article <2p4qh0$ni3@hebron.connected.com> warrl@hebron.connected.com (Donald Edwards) writes:
>
>Uniterm has an excellent VT100 emulator.
>
>Storm does too, but I haven't stress tested it as much as I did Uniterm.
>(I'm no longer a mainframe programmer.)

There's a program out on the net somewhere called vttest (or vt_test)
that, when compiled (it's source-released) will basically give
your terminal program a nice stress test. "Archie" should be
able to find it quite easily...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1247. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 12:48:00 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CoM0w1.4zw@bbc.co.uk>
Source record: 188759

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: YES, i would like a comp.sys.atari.programmers.

ditto, as long as it caters for learners (like me!) and doesn't kill off .tech
-David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

1248. Re: ExtenDOS

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 13:07:04 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1723@usdtsg.DaytonOH.NCR.COM>
Source record: 188760

In article <CoLuo4.9Co@si.hhs.nl> v902123@si.hhs.nl writes:
>Hi,
>
>Is there someone here who knows something about ExtenDOS. I think it's
>being made by a canadian company and I would like some info about it. Like
>a TXT-file or preferably a demo version.

Well, here's the text from the edos_v11.txt file found on GEnie
(basically a "press release"). BTW I haven't tried it out, am just
passing along the information...

----------cut here---

ExtenDOS v1.1 Now Available

The latest release of ExtenDOS, version 1.1, is now available from:

Anodyne Software
6 Cobbler Court
Ottawa
Ontario K1V 0B8
Canada.

ExtenDOS is a low-cost extension to the standard Atari operating system
that provides support for reading CD-ROMs in ISO9660 format (the industry-
standard). Version 1.1 provides new features, including full Falcon030
support, and limited MultiTOS support. It continues to offer higher
performance and more features than alternative solutions.

FALCON030 support
ExtenDOS now supports the Falcon030 in addition to the ST, STe, Mega,
and TT030. ExtenDOS has also been tested on the NEC 74 drive (the
external version of the NEC 84), and works without problems. The
list of drives that ExtenDOS is known to work with is:
Atari CDAR-504
Panasonic (Matsushita) CR-501
NEC 74/84
Sony CDU-541
Toshiba 3401
It is also expected to work with any SCSI-1 or SCSI-2 compatible
drive.

MultiTOS experience
Although ExtenDOS is not designed to run under MultiTOS, it will in
fact run, as long as memory protection is turned off. At this time,
the only drawback to running ExtenDOS under MultiTOS is that it is

impossible to run programs directly from a CD-ROM.

Performance
Initial timing comparisons show TOS+ExtenDOS to be 2 to 3 times faster than MultiTOS+XFS driver. Running ExtenDOS with MultiTOS provided performance somewhat slower than with TOS, although still significantly faster than the MultiTOS/XFS combination. These results were obtained with one MultiTOS setup; variations in setup may affect the relative performance.

Pricing
ExtenDOS v1.1 is still only $19.95 _including_ shipping & handling (US$ for US delivery, Cdn$ for Canadian delivery, Ontario residents please add 8% PST). Please make your payment by cheque or money order

----------cut here----------

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1249. Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 13:07:34 UTC
From: nj1@ukc.ac.uk
Message-ID: <7502@merlin.ukc.ac.uk>
Source record: 188761

Just a few quick questions -

Can Talking Clock be run in the background somehow without MultiTos??

And also, I have seen on some screen grabs in magazines a clock in the top right hand corner of the screen (in the menu bar)... What program does this and where can I get it from??

Is System Audio Manager available for FTP anywhere??

Thanks,

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

1250. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 13:27:32 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Apr21.132732.25279@cs.joensuu.fi>
Source record: 188762

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>If it was such a great computer then there would have been better support,
>and software, this tells it all, it is not a good computer for its price...

That's true...

>Good computers SELL this one did not sell at all, facts not fiction....
That's not true (why did they sell C64 in the first place [because all
my budies had one]) . That is not going to happen to Falcon *snif*

>I can get a TOP 486 with all bells etc for 1/2 the price than a basic Falcon
>cost here, plus I get all the software and support I need..
Thats right.

>No ! no one can kid me that the Falcon is the way to go, unless you are
>mental..
Thats no argument.

I would buy an Falcon if it would be a) cheaper b) had 32 bit mem accs.

Now I just have to watch and then decide if things go well in ATARI front
after Jaguar had REALLY hitted the streets...

Ville

1251. Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 13:41:20 UTC
From: djs@jet.uk
Message-ID: <1994Apr21.134120.6017@jet.uk>
Source record: 188763

Atari ST Review has a pretty good offer on Calamus SL this month, 199 quid.
(Although DMC are selling it in North America for 200 USD at the moment).
Perhaps the software people are finally realising that Pro level prices are
no longer appropriate for most Atari software.

And, even though I haven't seen this advertised anywhere, HiSoft are doing
a good deal on Atari Works for Falcon owners; I got it for 50 quid.

Disclaimer: This is not an ad; it's just for info. I have no connection with
ST Review, JCA, DMC or HiSoft.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1252. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 13:45:20 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CoM3JK.Etp@barclays.co.uk>
Source record: 188764

```
In article <7502@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
|> And also, I have seen on some screen grabs in magazines a clock in the top
|> right hand corner of the screen (in the menu bar)... What program does this
|> and where can I get it from??
Mail me at the address BELOW and I'll send you a file that gives time/date and
drive activity as a uuencoded file. It's called ledpanel and is very good. it
was on a recent ST Review cover disk.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1253. For Sale (UK): PageStream v2.2b, with free PageAssistant and fonts

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 13:48:06 UTC
From: djs@jet.uk
Message-ID: <1994Apr21.134806.6116@jet.uk>
Source record: 188765
Cross-posted to: comp.sys.atari.st,uk.forsale

Due to upgrade to Calamus SL, I no longer have a need for PageStream.
It runs on the ST, TT or Falcon, including 256 colour modes. Version is
2.2b, which adds a DeskJet 550c driver to the 2.2 release, along with
a better PostScript driver. It's a UK version (ie British English
dictionaries etc).

Includes all manuals, master disks, numerous extra font disks and
PageAssistant (on-line help). Yours for 60 quid, including postage etc
within UK.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1254. Re: Falcon & GFA's HARDCOPY

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:09:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404211332.AA01480@ilmen.lanl.gov>
Source record: 188766

In another message, Robert Cooper (Robert.Cooper@mettav.royle.org) wrote:

> In message #20, John Hutchinson writes:

>> HARDCOPY or the ALT-HELP built-in screendump only works in ST
>> compatability modes and only on Epson compatible printers.
>
> I have a Falcon and it never prints the screen with ALT-HELP! I always use
> ST-medium and ALT-HELP does nothing.
>
> Yet another defficiency in the Falcon OS.

This little Falcon 'problem' is becoming stranger and stranger as more research is being done. It seems that some Falcon's DO perform a screendump just fine, even in ST Low resolution compatability mode, while some others do not. The oddest thing is that it appears NOT to be tied to the TOS version. And it's not due to ACC or AUTO program conflicts either. Odd.

-Hutch- @ Fair Dinkum Tech

1255. Re: Help: Elite combat techniques.

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:11:58 UTC
From: ant@mks.com
Message-ID: <1994Apr21.141158.13437@mks.com>
Source record: 188767

>
> Get the bad guy on screen, press pause (escape) and then click on him!
>
> Away you go!
>
> Andreas@AEO

Unfortunately that is not what I was looking for. I was interested in fly-by-wire recommendations since this is the most difficult method of combat, recommended maneuvers for the assortment of enemy ships types.

So far no one has provided anything. I have since come up with some but I'm sure there are more:

Options:
Joystick control.
Elite flight control method.
Target tunnels for enemy ships.
External view NOT fixed to the ship.

Control surfaces in use:
Joystick for fly-by-wire.
Mouse for icon functions.

"Lets play chicken" attack:
(Easy targets especially with 5MW laser or better.)

1) Target the ship. (I do this without pausing for that real time life & death simulated feeling. Its not that hard.)

2) Click on autopilot and wait for ship to line up in sights.

3) At 8 km an under start blasting.

4) Be prepared to disenage autopilot and veer off.

5) If a second pass is required move off by 12-20 km depending on enemy ship type and enage autopilot.

6) Repeat until someone dies.

Missile attack:
(Fast difficult ships to kill.)

1) Target and arm missile.

2) Ideal distance to fire is about 3-4 km when playing chicken. Or if they fly past, realign your facing on them, and fire immediately. The realignment of facing will reduce the need

for the missile to turn around.

"Keep'em busy" attack:
(Fast difficult ships to kill.)

1) Target and arm missile.

2) Fire missile as above.

3) Chase you target as it runs away from the missle using autopilot.
You may have to have to disengage the autopilot once its lined
you up and accelerate in order to keep the target in weapon range.

"Fly-by-wire" attack:
(Not very successful with pulse lasers, not yet attempted with
beam laser, though I suspect more success since you can then cut
across their path with a likely hood of a hit.)

1) Reduce or increase thrust along your flight vector.

2) Get to about 130km distance from target.

3) With engines off, fly-by-wire to line up the target. The target
will close in and become harder to keep lined up.

4) At 7-8 km start blasting.

5) Be prepared to engage the engines and veer off.

6) Repeat until someone dies.

For almost all "autopilot" attacks and targeting I keep the joystick in
one hand and the mouse in the other, normally with the pointer over the
Engine icon (F7).

To date I haven't had any success with using the mouse or keyboard in
either Elite flight control method (u/d/rotate or u/d/l/r).

I still haven't accumaluted enough cash to upgrade my ship to something
with more cargo capacity, missle, or gun mounts. Nor have I tried using
proximity mines for anything yet.

Always buy the best missile possible since there is nothing more annoying
than ECM equipment be used against you.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

1256. CD-ROM setup

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:15:41 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Apr21.141541.9129@news.unige.ch>
Source record: 188768

I have a CD-ROM drive on the SCSI port of my TT; it works fine. The only thing is, I have to eject and insert my (at present only) CD if I want the directory. Is this normal? Or have I set things up wrongly?
tia, Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1257. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:19:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <199404211619.a21441@bi.maus.de>
Source record: 188769

Hello!

>Is there anybody with an MPEG player for the Falcon 030?

I'm interested, too!

Best regards
Olaf

MausNet: Olaf Kaiser @BI .---. .---.
InterNet:Olaf_Kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
> User of German MausNet < ////// ' \/ ` \\\\\\
> !No Mail >16kB please! < //// / // : : \\ \ \\\\
// / / /` '\ \ \ \\
FALCON 4/65 (Tower) // //..\\ \\
TKR SPEEDSTAR 144 *member of the German Falcon-Ring*

1258. Re: MegaSTE RAM! (was Re: Me

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:19:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <199404211619.a21442@bi.maus.de>
Source record: 188770

Hello!

>The Amiga was the machine for Genlocking not the Stupid Atari.....

I don't share your opinion. What's about the new genlock of OVERSCAN for the F030? With that genlock it should be possible to have BLUE BOX effects. Is there something in the AMIGA world which has that option, too?

Best regards
Olaf


```
--------------------------------------------------------------------------------
MausNet: Olaf Kaiser @BI .---. .---.
InterNet:Olaf_Kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
> User of German MausNet < ////// ' \/ ` \\\\\\
> !No Mail >16kB please! < //// / // : : \\ \ \\\\
// / / /` '\ \ \ \\
FALCON 4/65 (Tower) // //..\\ \\
TKR SPEEDSTAR 144 *member of the German Falcon-Ring*
--------------------------------------------------------------------------------
```

1259. Re: CD-ROM setup

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:22:37 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CoM59p.JKv@barclays.co.uk>
Source record: 188771

In article <1994Apr21.141541.9129@news.unige.ch>, mike@divsun.unige.ch (Mike Morris) writes:
|> I have a CD-ROM drive on the SCSI port of my TT; it works fine. The
|> only thing is, I have to eject and insert my (at present only) CD
|> if I want the directory. Is this normal? Or have I set things up
|> wrongly?
Eh? You mean if it's already loaded, it won't read and you have to eject and reload for it to be recognised again? Odd
Once a CD-ROM is loaded, it should behave just like a readonly hard drive.

|> tia, Mike
|> **********
|> Michael Morris PhD
|> Division of Medical Genetics tel (Switzerland) (22) 702.56.94
|> CMU, University of Geneva fax (Switzerland) (22) 702.57.06
|> Geneva, Switzerland email mike@medsun.unige.ch
|>

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1260. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:27:47 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CoM5ID.J5z@cs.vu.nl>
Source record: 188772

dwhite@rd.eng.bbc.co.uk (David White) writes:

>Martijn Dekker (mdekker@fwi.uva.nl) wrote:
>: YES, i would like a comp.sys.atari.programmers.

>ditto, as long as it caters for learners (like me!) and doesn't kill off .tech
>-David White

Ok, who is going to do the dirty work?

>--
>--
> One STFM and going up |||
> david.white@rd.eng.bbc.co.uk |||
> # STANDARD DISCLAIMER # / | \
>--

Ivo.

1261. Re: CD-ROM drive & Supra SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:27:55 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr21142755@hal.cerfacs.fr>
Source record: 188704

>>>>> On Tue, 19 Apr 94 04:36:00 GMT, Julian_Reschke@ms.maus.de
>>>>> (Julian Reschke) said:

JR> As I said, there are several companies shipping better BOS drivers
JR> (and better DOS drivers, for that matter).

Can you post a list of these?

>>>>> On Mon, 18 Apr 94 20:48:00 GMT, Julian_Reschke@ms.maus.de
>>>>> (Julian Reschke) said:

JR> Read the MetaDOS manuals. It is clearly described that it doesn't support
JR> SCSI drives on ACSI (unless it's a Atari CDAR504).

Are these *real* manuals or are you talking about the README file? I
do not remember any manuals with MetaDOS 2.3.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1262. Mint mailing list

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:30:48 UTC
From: donaldp@scowpat
Message-ID: <1994Apr21.143048.15657@sco.com>
Source record: 188773

I remember reading a while ago that there is a mint mailing
list if you wish to be a beta tester of the latest version.
Can someone tell me who I mail to join the list. I am very
interested in the mintnet work going on at the moment, and
would like to contribute.

Thanks,
Donald

--
NAME Donald Page
EMAIL donaldp@sco.COM
SNAIL SCO, Croxley Centre, Hatters Lane, Watford, WD1 8YN, UK.
PHONE +44 (0) 923 816344 x296

1263. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:34:50 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CoM5u3.L5t@barclays.co.uk>
Source record: 188774

In article <1994Apr21.132732.25279@cs.joensuu.fi>, villeh@cs.joensuu.fi (Ville Hautam{ki) writes:
|> >No ! no one can kid me that the Falcon is the way to go, unless you are
|> >mental..
|> Thats no argument.
|>
|> I would buy an Falcon if it would be a) cheaper b) had 32 bit mem accs.
|>
|> Now I just have to watch and then decide if things go well in ATARI front
|> after Jaguar had REALLY hitted the streets...
Well, it's up to you but I have never regretted buying my Falcon, great graphics & sound, great software, great compatability. I've just added a 32Mhz accelerator and 68882. Sure, you get a lot more for your money if you buy a PC but I have a big investment in Atari and the Falcon has given it all a whole new lease of life. I'llprobably buy a PC too for the CDROMs and to put Unix on but I'll still have the Falcon as my main machine.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1264. Enhanced Gem

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:38:42 UTC
From: PSYWHITE@basil.acs.bolton.ac.uk
Message-ID: <20806B15_000E34E8.0097D4B41AD55760$6_1@UK.AC.BOLTON.ACS.BASIL>
Source record: 188775

Hi all,

Has anyone got Enhanced Gem to compile using Lattice C? If so, could they E-mail me? I've been having problems getting it to compile..

And while I'm on the subject, is there any decent documentation (in english) for E-Gem?

THANKS (please reply via E-mail if possible)

Jonathan

"Yabba Dabba DOOOO"

J White, Dept Psychology, Bolton Institute, Deane Road, Bolton, BL3 5AB, UK

PSYWHITE@BASIL.BOLTON.AC.UK

1265. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:44:02 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2p63g3$j2q@ornews.intel.com>
Source record: 188776

nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>Just a few quick questions -

>Can Talking Clock be run in the background somehow without MultiTos??

>And also, I have seen on some screen grabs in magazines a clock in the top
>right hand corner of the screen (in the menu bar)... What program does this
>and where can I get it from??

>Is System Audio Manager available for FTP anywhere??

>Thanks,

>Neil.
>--
>Neil Jones-Rodway UNIVERSITY OF KENT
>Computer Science Student At Canterbury ####

Neil.. to answer your question regarding bar clocks, I use Bermuda
Clock. Like all the others I've tried it isn't perfect.

Over here in Windows land, however I use a shareware program called
BarClock that does about everything I've always wanted a barclock
program to do. Mac people have it good, too. I've tried to convince
the author of BarClock to port his code over to the ST, but he's not
much interested in doing this at all. Maybe someone else can convince
him.

Someone else may know some other bar clock programs for the ST that I
haven't considered.
MIchael

--
=-=-=-

1266. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 14:45:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404211408.AA01484@ilmen.lanl.gov>
Source record: 188777

In a previous message sebelt01@starbase.spd.louisville.edu () wrote:

> 1) I'm not looking for "pirate" software or anything like that; just programs
> that automate the brute force methods of hacking and phreaking, or generate
> tones the phone network recognizes.

No one accused you of being a pirate. I stated that hackers/phreakers and
pirates are both interested in using their computers for criminal activity
(theft). In my experience, I've found that hackers/phreakers are frequently
pirates, as well. If you don't like the association, find a new hobby.

> 2) Owning such programs is not against the law. Running such programs isn't
> always against the law. What IS against the law is defrauding the telephone
> company or illegally accessing private computer systems. Nowhwere have I
> endorsed the use of these types of programs for such uses.

Yeh, right. Let's face it... if you ever DID have a legitimate use in mind
for this stuff, you should have said so up front in your message.

What did NOT help your case was a couple of other messages that an individual
posted in your 'support' with intentional (and childish) illegal undertones.

"With friends like that..."

-Hutch- @ Fair Dinkum Tech

1267. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 15:05:04 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.766940704@Penryn>
Source record: 188778

djs@jet.uk (David Stevenson) writes:

>Atari ST Review has a pretty good offer on Calamus SL this month, 199 quid.
>(Although DMC are selling it in North America for 200 USD at the moment).
>Perhaps the software people are finally realising that Pro level prices are
>no longer appropriate for most Atari software.

Yup, and I'm 99% certain I'll be taking up that offer - I've been using 1.09n up til now!

A happy Calamus user! (and soon to be ecstatic SL user!)

I wonder how many people will be taking up the offer? It seems that DMC are really trying to
crack down on pirate copies of SL - DMC's big chesse said that in North America pirate copies
of SL outnumbered the real thing by 10:1 ! So by slashing the prices (for a limited time only) will (maybe) give more impetus to own the real thing + manual.

DMC even offered the upgrade to people with pirate copies (how much more generous can you get?).
A big round of thanx to DMC.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1268. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 15:15:32 UTC
From: jpb3@ukc.ac.uk
Message-ID: <7504@merlin.ukc.ac.uk>
Source record: 188779

The control panel accessory that comes with Neodesk has a
bar clock built into it.

Thought I'd just add this little piece of info....

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

1269. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 15:19:47 UTC
From: avg@cwi.nl
Message-ID: <CoM7wz.GCK@cwi.nl>
Source record: 188780

oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:

>In article <60.46696.4514.0N19AEDD@canrem.com>, christopher.browne@canrem.com
(Christopher Browne) writes:

>- With a new version of "Soft Windows", these PPCs can also
> run any Windows software at the speed of an Intel 486.

...at 25MHz... A soft 'doze'...

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam ZO
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1270. Re: Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 15:24:11 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoM84C.Ko0@sdf.lonestar.org>
Source record: 188781

```
=======================================
I called a peripherals supplier today to ask about floppy drives for
STs, and he said they're not standard 1.4M-style drives. I thought
they were - anyone know for a fact? I know the older drives were
=======================================

Bullshit! He's either lying or incompetent. For the 1040STe and lower
you'll need a drive that can output density select (most can) so that you
will automatically be switched into the proper mode by the disk sensor
(you need 1 IC to do the clock swapping - without the density select output
you have to use a manual toggle switch). The MegaSTE and TT and Falcon
all contain switching circuitry built in, so the computer tries to read the
disk one way and if it fails it switches modes - you can format disks either
way - even without the disk hole for 1.44 (a manual toggle will do the same).

There is nothing special about the drives that ATARI uses. Although ATARIs
upgrade kit that uses the cheap Epson drives does NOT support density
selection output so do NOT get that kit (its overpriced anyway - I got my
1.44MB drive for under $50 US).
```

1271. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 15:58:37 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2p67rd$h9o@turing.fwi.uva.nl>
Source record: 188782

I use rho control panel (its an acc). It has the option of showing time in the
menu bar.
don't know if it is available on any fp site.
--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

1272. Re:WANTED Calamus to falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 16:10:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404211810.a150@sl.maus.de>
Source record: 188783

In article gaston@ludd.luth.se (Anders Lundberg) writes:

AL>If someone has Calamus to falcon030
C->F030? So what? Why do you want a special Falcon Version? AT LEAST 1.09N and
SL run on a f030 (1.09N in any monochrome resolution above 640pixels in width).
Cal S will run too, I guess?

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1273. Re: Devpac DSP

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 16:56:53 UTC
From: linz@int-evry.fr
Message-ID: <2p6b8l$19i@reseau.cict.fr>
Source record: 188784

Richard Parr (thumpy@dcs.qmw.ac.uk) wrote:
: In <zieg0008.766468484@gold> zieg0008@gold.tc.umn.edu (E-Coli Ziegler) writes:

: >What is Devpac DSP? Is it available now? In the US?

: Devpac DSP is a 56001 assembler/debugger/monitor program, similar to
: Hisoft's other Devpac products. It is out now over here (UK), I don't
: know about the other side of the pond. It's worth getting if you want to get
: into DSP programming, and has a quite nice programming tutorial showing
: you how to write a DSP subroutine for matrix multiplication. I found that
: the demo files on disk were a bit wrong, but they're easy to get going.

It's a nice product, but the first version contains awful bugs...
Some examples ? jmi xxx are coded jnr xxx ! I had to
make a rout who automatically detects jnr and transform them into jmi at
the begining of the excution.... Of course, I could have tried some
dc xxxx to code directly jmi, but if you want to code the offset of
the jump as a short one, you have to add the opcode with the offset.
But, other bug, 16bits+24bits=16 bits for Devpack DSP, that's mean, since
labels are 16bits-long and opcodes 24bits-long, that your dc xxxx won't be
correct (MSB to 0).......

Arnaud.
(linz@cmr.ncsl.nist.gov)

1274. Re: some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 17:43:08 UTC
From: bert@brazil.WPI.EDU
Message-ID: <BERT.94Apr21134308@brazil.WPI.EDU>
Source record: 188785
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A question about your report on the following:

GEMBENCH 3.30 (C) Ofir Gal
Tests w/ and wo/ PAK3-020/16MHz
Reference: ST 1040, no blitter.

Is this a new PAK thing? I've heard about the PAK before, but now I've been outside of Germany for about two years, and I don't know about current developments.

I guess my question is, are there any affordable <$300 (<$500 DM) '020 or '030 accelerator boars for the Mega ST's?

Thanks for your help,

Bert :)

1275. Re: ExtenDOS

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 17:43:46 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CoMELD.Dzp@cbnewse.cb.att.com>
Source record: 188786

In article <1723@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>In article <CoLuo4.9Co@si.hhs.nl> v902123@si.hhs.nl writes:
>>Hi,
>>
>>Is there someone here who knows something about ExtenDOS. I think it's
>>being made by a canadian company and I would like some info about it.
>>Like a TXT-file or preferably a demo version.
>
some info from press release and intro to same deleted
>
>The latest release of ExtenDOS, version 1.1, is now available from:
>
> Anodyne Software
> 6 Cobbler Court
> Ottawa
> Ontario K1V 0B8
> Canada.
>
......
> The list of drives that ExtenDOS is known to work with is:
> Atari CDAR-504
> Panasonic (Matsushita) CR-501
> NEC 74/84
> Sony CDU-541
> Toshiba 3401
> It is also expected to work with any SCSI-1 or SCSI-2 compatible
> drive.
....
>
>Pricing
> ExtenDOS v1.1 is still only $19.95 _including_ shipping & handling
> (US$ for US delivery, Cdn$ for Canadian delivery, Ontario residents
> please add 8% PST). Please make your payment by cheque or money order

I tried ExtenDOS v1.1 on my Falcon with a Texel 5024 scsi-2 drive.
Worked like a champ (I wasn't under MultiTOS). Setup is as according
to the manual. Drop in your Gemini CD-ROM and go. Really great to
double click on P and there's the directory.

I also fired up up PhotoShow Pro 2.2 and tried out a Kodak-CD. I just
let the Photoshow cycle through the pictures on the disk. Great - it
worked also.

So at this point I think we are now plug and play - except for the interactive CDs and the ones that have code for other platforms. Speed seemed real good but I haven't tried getting any performance figures to confirm my feelings. (It was so nice to see it work on the Falcon - I have tried several other drivers but to no avail on the Falcon. Worked like a champ on my Mega under Mint with the Mint driver.

I got ExtenDOS and PhotoShow Pro from Greg Kopchak, 2233 Keeven Lane, Florissant, MO 63031 (tel(314) 831-9482.) He also carries the "It's All Relative" Genealogy software. Wayne

1276. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 17:53:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoMF0M.DLp@cix.compulink.co.uk>
Source record: 188787

```
In message <7502@merlin.ukc.ac.uk>, nj1@ukc.ac.uk said:
>
>And also, I have seen on some screen grabs in magazines a clock in the top
>right hand corner of the screen (in the menu bar)... What program does this
>and where can I get it from??

LED Panel is the best IMO, it displays disk access, capsLock, date and
time. Available from most ftp sites.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

1277. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 17:58:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404211958.a155@sl.maus.de>
Source record: 188788

In article kim@dksoft.ping.dk (Kim Andersen) writes:

KA>Maybe you could tell us, what good reason that is ?
- Higher 'True Color'-resolutions
- More frames per second (not sure)

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1278. Atari stuff forsale

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 18:10:45 UTC
From: basil@eniac.seas.upenn.edu
Message-ID: <2p6fj5$adf@netnews.upenn.edu>
Source record: 188789

I have the following equipment for sale:

Spectre GCR w/ ROMS: $160 (includes shipping)
-- lets you into the world of Mac, runs most applications including MS Word, lets you exchange files easily

Laser C package: $60 (includes shipping)
Includes all Laser original disks, documentation, plus the 3 Compute Programming books.

Tiger Cub/EditTrack bundle: $80 Get two great sequencer programs. Use the better EditTrack sequencer in conjunction w/ Tiger's advanced cut/paste graphic editor.

Please contact me by e-mail @ basil@eniac.seas.upenn.edu if interested.

1279. More atari stuff forsale

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 18:14:30 UTC
From: basil@eniac.seas.upenn.edu
Message-ID: <2p6fq6$amd@netnews.upenn.edu>
Source record: 188790

I have the following equipment for sale:

Atari Mega2ST (w/4 meg ram): $375 (includes shipping)
(Comes with many applications, most with original documentation: Timeworks
DTP, Wordflair II w/ FSMGDOS, Flash, Ludwig, Neodesk 3.1, Degas Elite,
Microsoft Write and many public domain disks.

SM124 monochrome monitor: $100 +shipping

Please contact me by e-mail @ basil@eniac.seas.upenn.edu if interested.
Reduced price if purchasing both items.

1280. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 18:25:38 UTC
From: jjmcwill@next5
Message-ID: <2p6gf2$m6e@mtu.edu>
Source record: 188791

Many thanks for the replies. I finally found the 0index file, and can't imagine how I missed it in the first place. I looked at Uniterm 1.5 I think is what is on the archive... and was quite dismayed by all the German documentation. Ansiterm seems to support vt102, so I plan to look at that, as well as the other suggestions.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1281. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 18:52:36 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.16.0012E0FB@hermes.cam.ac.uk>
Source record: 188670

In article <CoBM4t.38x@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>A few Things to note:

>2. The 256 color mode in the falcon is *worthless* for texture mapping.
> It takes 8 word writes to change one pixel to any value.

>[other depressing details deleted]

God, they're not still doing that are they? I assumed that since the falcon had more screen modes and allowed overscan they would ditch the CRETINOUS architecture of the STs video chips. But no. Surely doing one byte per pixel in a 256 color mode (as well as being faster to manipulate in software) is far easier and faster to do in hardware aswell? Oh well, if that's what you get if you want a cheap computer...

>If you want to play Doom on an Atari, buy a Jaguar.

Can't even afford a Falcon yet. Seems the only way to get decent power is to save up my k's and one day get a SPARCstation.

Dreaming on,
John.

1282. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 18:56:22 UTC
From: lancer@bigwpi.WPI.EDU
Message-ID: <LANCER.94Apr21145622@bigwpi.WPI.EDU>
Source record: 188792

```
0{{ "John" == John Hutchinson <hutch@ilmen.lanl.gov> writes:
John> No one accused you of being a pirate. I stated that
John> hackers/phreakers and pirates are both interested in using their
John> computers for criminal activity (theft). In my experience, I've
John> found that hackers/phreakers are frequently pirates, as well. If
John> you don't like the association, find a new hobby.

Now, be careful, Hutch... there are a LOT of hackers out here who
really do not want to be lumped in with a bunch of criminals...

I know you said hackers/phreakers, but too often the word hacker is
given negative connotations with such things...

As for my opinion of Pirates, please read the 10,000 posts flaming
this guy for being a pirate or those on the same subject on GEnie...

As for my opinion about "real" phreakers, read my .sig...

.s.
--
- lancer@wpi.wpi.edu - "hacking represents about as much -
- of a threat to the newly rampant telecommunications juggernaut -
- as shoplifting does to the future of world capitalism." -
- -julian@PANIX.COM deriding Phiber Optik's sentence -
```

1283. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 18:59:46 UTC
From: lancer@bigwpi.WPI.EDU
Message-ID: <LANCER.94Apr21145946@bigwpi.WPI.EDU>
Source record: 188793

0{{ "HALL" == HALL B J <cb170@city.ac.uk> writes:
HALL> Yup, and I'm 99% certain I'll be taking up that offer - I've
HALL> been using 1.09n up til now!

Cool beans! I'm sure Nathan will be happy to hear from an HONEST user like you!

HALL> A happy Calamus user! (and soon to be ecstatic SL user!)

I just wish I had a spare $200 to GET SL!!!

HALL> - DMC's big chesse said that in North America pirate copies of
HALL> SL outnumbered the real thing by 10:1 !

Well, actually he was quoting an Australian guy who was talking about Australia, not North America...

HALL> DMC even offered the upgrade to people with pirate copies (how
HALL> much more generous can you get?). A big round of thanx to DMC.

Indeed! I think that, if this works, it should be copied by other companies... It's a great way to wipe out pirating!

.s.
--
- lancer@wpi.wpi.edu - "hacking represents about as much -
- of a threat to the newly rampant telecommunications juggernaut -
- as shoplifting does to the future of world capitalism." -
- -julian@PANIX.COM deriding Phiber Optik's sentence -

1284. Re: More RAM 4 every1!

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 19:05:31 UTC
From: lancer@bigwpi.WPI.EDU
Message-ID: <LANCER.94Apr21150531@bigwpi.WPI.EDU>
Source record: 188794

```
0{{ "Hendrik" == Hendrik Mylius <Hendrik_Mylius@pb2.maus.de> writes:
Hendrik> Hello world! A guy in Aachen, Germany, has developed a
Hendrik> RAM-extension for _all_ ST(E)- models. Up to 12 megs in ST's
Hendrik> and up to 10 in E-models. No software drivers needed. And the
Hendrik> added RAM is normal RAM, _no_ TT-like fastram.

Hendrik> His email address: *Martin_Wevelsiep@ac3.maus.de*

Please POST this information!!!

.s.
--
- lancer@wpi.wpi.edu - "hacking represents about as much -
- of a threat to the newly rampant telecommunications juggernaut -
- as shoplifting does to the future of world capitalism." -
- -julian@PANIX.COM deriding Phiber Optik's sentence -
```

1285. MSX1 emulator for AtariST

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 19:06:23 UTC
From: hydefus@inf.utfsm.cl
Message-ID: <CoMIHC.2vB@inf.utfsm.cl>
Source record: 188795

Hi ATARIST-Freaks!,

I don't know if you are interesting about this, but there is a
MSX1 emulator for ATARI ST. I don't have the files here, but
If you want it, send an e-mail to Wiebe Weikamp
(wiebe@stack.urc.tue.nl).

Enjoy yourself!!!

```
+-------------------------------------------+
| Max Celedon C E-MAIL: hydefus@inf.utfsm.cl |
| MSX, The Wonderful, The Great Power! |
| Who Rules This World? A: MSX, Of course |
+-------------------------------------------+
```

1286. Re: Falcon bits and peices...

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 19:21:39 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2p6jo3$6ho@charm.magnus.acs.ohio-state.edu>
Source record: 188796

>Buy GENEVA, if you haven't got that yet. Much better multitasking than
>MultiTOS... GEMINI 2 looks like a nice desktop for Geneva, too. It's shareware
.

As far as I know GEMINI does not work properly with GENEVA. Possibly there has been an update, but you should check before counting on being able to use it as your desktop environment with GENEVA...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"In effect, applying the yardstick of extremism leads one to conclude that the human species itself is unlikely to last very long."
- Chad C. Mulligan

1287. Re: The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 19:39:34 UTC
From: uns@xs4all.hacktic.nl
Message-ID: <2p6kpmINN398@xs4all.hacktic.nl>
Source record: 188797

Silent Service I bad?

I loved it.... the only reason that I don't play it any more is that my version crashed and i do have a lynx (no jaguar.... yet.....)

but i REALLY enjoyed it..... (sinking a 10000 Ton troop carrier yeah!)

Uri Shimron

P.S. it also works on monochrome (if only more games worked on a monochrome monitor......)

1288. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 19:41:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CoMK11.JD2@cix.compulink.co.uk>
Source record: 188798

```
In message <2p63g3$j2q@ornews.intel.com>, mhsmith@ornews.intel.com said:
>
>Over here in Windows land, however I use a shareware program called
>BarClock that does about everything I've always wanted a barclock
>program to do. Mac people have it good, too. I've tried to convince
>the author of BarClock to port his code over to the ST, but he's not
>much interested in doing this at all. Maybe someone else can convince
>him.

What does this Bar Clock do except show the time?

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

1289. ftp sites

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 20:33:14 UTC
From: csf157@rowan.coventry.ac.uk
Message-ID: <2p6nua$h59@rowan.coventry.ac.uk>
Source record: 188799

Hi!
can anyone help me get hold of a list of
FTP sites where i can download some software
for my atari...

thanks

Danny

--

Mad, Bad and dangerous to hug,
CUDDLES is in residence, mail me.

1290. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 21:19:11 UTC
From: Lexicor@world.std.com
Message-ID: <CoMoK0.K6w@world.std.com>
Source record: 188800

In article <2p3npr$j2l@brasil.fr.mugnet.org>,
Laurent Chemla <laurent@brasil.frmug.fr.net> wrote:
>ysiu@lexicor.com (Lexicor@world.std.com) wrote:

>You're right about everything but price. It was $50,000, not francs :-(
>(remember: the player is only able to play I-frames, not P/B frames and no
>sound. The price included a 6 month development to make it a full MPEG1
>player).

Hi Laurent *ouch* 50,000 U$D too much indeed :-)

>And you're right also when you say it's too much at this stage. So we
>decided one month ago to include AVI, QuickTime and MPEG 1 formats in our
>Movie100 FLC player, and then to make it a commercial (at least shareware)
>product when this will be done. So you can expect to see something running
>some kind of Mpeg on a Falcon someday.

Wonderful! Quicktime with sound support? Also working on VDI Graphics
Boards? I know that the newer version had fixed a few 256 and 32k color
problems on 3rd Party Boards :-), can't wait to see it.

Maybe you are also interested in incorporating flx, the 15/16bit variant
of flc.. :-)

>One more thing: don't expect it shortly, because the 6 month development is
>always in front of us, and as we wont get paid for this, we wont work hard
>to make it quickly..

That is quite understandable

>That's enough of my bad english for today,

Your English is fine...better than my French *grin*

Good luck

Yat
-ysiu@lexicor.com

>
>Laurent Chemla @ Brainstorm
>--
>Laurent Chemla : chemla@cnam.cnam.fr or laurent@brasil.frmug.fr.net
>Brasil BBS - +33 1 44 67 08 44 - Atari France developpers support

1291. Re: comp.sys.atari.programmers and announce

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 21:26:03 UTC
From: Lexicor@world.std.com
Message-ID: <CoMovF.MHL@world.std.com>
Source record: 188651

In article <zieg0008.766893978@gold>,
E-Coli Ziegler <zieg0008@gold.tc.umn.edu> wrote:
>In <2p0hc7INN1a7@sbusol.rz.uni-sb.de> gg11klbl@sbusol.rz.uni-sb.de (Benjamin J.J. Lorenz) writes:
>
>>Rickard Troedsson <rickard.troedsson@cindy.ct.se> wrote:
>>>
>>> Why not create a comp.sys.atari.programmers? There's a LOT of discussion both
>>> here, in the .tech and in the .advocacy group that's CLEARLY suited for a
>>> special group.
>
>How do we get such a group made?
>
>

You should ask that question in newusers actually. Right now there will be
a Count for Votes for comp.sys.atari.announce pretty soon, you basically
need to create an RFD (request for discussion) and once it appears as if
there are enough people interested....tou then make a call for votes (CFV)
which is done by a neutral third party...

If enough people vote i.e. over 100 vote yes, and less than one third
i.e. 33 vote No..then you have the group...but if it's more than a third
people who vote No and/or less than 100 overall Yes votes...then the
group fails...

The whole process takes about 2 months...and it takes a little longer afterwards to get the new newsgroups honoured at most sites..

I'm currently lobbying for comp.sys.atari.announce, and though I have had only
positive responses..I am not sure if there will be enough for 100 votes...

Cheers

Yat
-ysiu@lexicor.com

1292. Re: The best & Worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 21:26:35 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBG0SGSUIA8WXXA7@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188652

Yeah, I hated Silent Service I for many reasons. First, it was a crudely assembled port of the Atari 8bit version. The graphics were by and large converted right over from the 8bit! Second, it was slow and had rather spartan sound effects. The game itself is gold but the implementation stinks.

I saw the Amiga version of SS I and it was far better...sad to say!

Before I go I'll add some more to the list of the good...

Barbarian
Overlander
Deluxe Asteroids
Midi Maze I

and the bad...

Atari's Missle Command
Death Bringer
Axe of Rage

Ari

"Leave them all behind" - Ride

1293. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 21:26:53 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1724@usdtsg.DaytonOH.NCR.COM>
Source record: 188653

In article <CoM3JK.Etp@barclays.co.uk> PostMaster@barclays.co.uk writes:

[STuff deleted]

>...a file that gives time/date and
>drive activity as a uuencoded file. It's called ledpanel and is very good. it
>was on a recent ST Review cover disk.

I agree - LEDPANEL is quite a nice item to have. I've found the
drive access display particularly useful when compiling things like
MiNT - i.e. you know where all the disk access is occurring, and the
fact that it *is* occurring - kinda gives ya that "warm fuzzy feeling"
ya know? :-) Between Ledpanel, and the FUJIDESK (that fuji symbol
spinning on the top left of my screen) I can tell whether the computer
is actually compiling/doing something, or whether it crashed/went to sleep...
(and someone once said the fuji was "useless" :-)

Ledpanel is reminiscent of TIMEDRV2, with the addition of the
ability to run in all standard ST modes, not just HI. Both are
good programs, nonetheless...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1294. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 21:28:53 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1725@usdtsg.DaytonOH.NCR.COM>
Source record: 188654

In article <CoM5ID.J5z@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>dwhite@rd.eng.bbc.co.uk (David White) writes:
>
>>Martijn Dekker (mdekker@fwi.uva.nl) wrote:
>>: YES, i would like a comp.sys.atari.programmers.
>
>>ditto, as long as it caters for learners (like me!) and doesn't kill off .tech
>>-David White
>
>Ok, who is going to do the dirty work?

If someone out there is willing to walk me through it, I'd be willing
to give it a shot...

Anyone? (that's done it before, that is)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1295. Email address to DMC (Calamus)?

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:02:17 UTC
From: hallvart@ifi.uio.no
Message-ID: <2p6t59$29s@holmenkollen.ifi.uio.no>
Source record: 188655

Does anyone have DMC's email address (the producers of Calamus)?
Thanks.

Hallvard, Oslo, Norway

1296. Help needed (Aladin - Mac-emulator)

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:04:08 UTC
From: akarvone@cc.Helsinki.FI
Message-ID: <2p6t8o$8mm@plootu.Helsinki.FI>
Source record: 188656

I just bought a second-hand Atari 1040STE. I found a Mac-emulation program disk and now I would like to know how to transfer Mac-programs and files to Aladin-format.

I'm able to copy Mac-disks to PC-format and Atari can read PC-disks. The problem is that Aladin is not able to read Atari, PC or Mac-disks. When a disk is formatted under the emulation program one file is created on the disk. This file occupates whole capacity of the disk and all "mac" files and room for new files are "inside" this file.

How to move files on a PC/Atari disk "into" this file?

--
Antti Karvonen

1297. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:15:21 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Apr21.221521.175402@zeus.aix.calpoly.edu>
Source record: 188657

In article <199404152158.a6590@pb2.maus.de>,
Hendrik Mylius <Hendrik_Mylius@pb2.maus.de> wrote:
>In article <A8931@AC2>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) typed:
>
>RS>I hope its not this Epileptic mode, ie, the one that causes fits...
> ^^^^^^^^^
>
>ROTFLBTCDICAJTTWADBSIHPWTRHITSBKABAYB 8-)=}

Ok, I'll bite. What does that behemoth acronym stand for? I get lost
after "Rolling On The Floor Laughing ... "

>*Hendrik*
>
>MausNet: Hendrik Mylius @ PB2
>InterNet: Hendrik_Mylius@pb2.maus.de
>
>No mail > 16k!

-MikeB

1298. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:17:56 UTC
From: <>
Message-ID: <2p6u2k$q0k@mother.usf.edu>
Source record: 188658

In article <2p4380$com@mtu.edu> jjmcwill@next5 (Jeffrey J. McWilliams) writes:
>I am looking for a vt100 terminal program for a standrd 1040ST.
>Can someone please tell me if such a beast exists over there in the
>umich archive? There doesn't seem to be a descriptive index... and
>I can view zooed and arced files without downloading them.
>
>Many thanks.
>
>Jeff
>
>--
>Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

ANSITerm has a very good VT-100 emulation, plus it does VT102 color. Send me email (millert@eggo.csee.usf.edu), and I can uuencode it or put it up on an FTP site.

1299. Re: comp.sys.atari.progra

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:18:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <b70a5601@straight.ct.se>
Source record: 188659

```
MD> YES, i would like a comp.sys.atari.programmers.

Me to!.. That would be great..:-)

Regards Bertil Jagard..
====================================================================
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
====================================================================
```

1300. Re: some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:30:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoMrv5.53C@cix.compulink.co.uk>
Source record: 188660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I guess my question is, are there any affordable <$300 (<$500 DM) '020 or
>'030 accelerator boars for the Mega ST's?

Or MSTEs?

Thanks

Roland.

@CiX

1301. Re: Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:48:17 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Apr21.224817.186922@zeus.aix.calpoly.edu>
Source record: 188661

In article <2otbjt$1c3@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
>Is there not Terminal software that gives 16 colours and ANSI
>on a Falcon with out the Low Res hack of ANSITERM....

>I thought Connect would do all this....

Um .... Roger, CoNnect DOES all of this. It even works on my NOVA
graphics card. That makes at least ONE software that does nice 16 color ANSI
graphics on the Falcon.

Did you finally trade in your ST for a Falcon? If so, I am happy for
you, and maybe now you'll gain some (more) appreciation for GEM-based programs
that have the tendency to NOT break across Atari architectures, unlike some TOS
based software. Don't get me wrong, TOS has (had) its place. I just hope that
eventually GEM (IE the AES, etc.) will mature enough to be a viable platform
for such applications as DOOM type projects (although, due to its high-overhead
nature, GEM may never reach such a level).

Regardless, happy computing. :)

>
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

-MikeB

1302. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 22:52:56 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EDVWAHVE@ttgk.textlitho.nl>
Source record: 188678

In <CoKuC1.E03@cix.compulink.co.uk> "Ofir Gal" wrote :

>I have had my Falcon accelerated to 32MHz. It's now 25% faster. The cost
>was 60ukp. The Falcon is slow, but it's still a great machine. It's a
>shame Atari didn't follow it up with an 040 true 32-bit machine.

Is this done by 'upgrading' the clock speed only ?

>Well I'm not. I'm very optimistic and I am now working on a Voice Mail
>system for the Falcon. This will be available from HiSoft in a few months.

Just watch out that it doesn't run on accelerated Falcon's only!

I think boosting a computers performance is good for faster developing but
believe me speed is addictive !! Once you go faster you don't want to slow
down anymore...

Greetings,
Gert

--

-- --
Atari TT-Point
-- --

1303. Re: monitors for STe - advice needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 23:10:28 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EDVWAHVH@ttgk.textlitho.nl>
Source record: 188680

In <1994Apr20.091916.11510@def.bae.co.uk> 6305 Stuart Hilson wrote :

>have the option of buying a Microvitec Cub:
>
> model 300-114/Standard Res 2/425(H)x585(V) pixels/0.62 dot pitch
>
>is it any good?
Well, considering that the medium resolution of the ST/STE is 640x200 it
just barely will do. For games it should be ok ast they run mostly 320x200.
For serious work the 80 column text will be hard to read..

>How about the colour monitor supplied with an Amstrad CPC464??

Same thing, I once modified a CPC464 color monitor to be used with a
Commodore Amiga (pardon the expression..) worked OK, in the lower
resolution, that is: games only mode :-)

>Anyone know whether PC (VGA/SVGA/Multisynch) monitors can be used
>or adapted for use?

Nope, they use different frequencies. You can hook up a VGA black and white
monitor into the ST high res mode (640x400 70 Hz)

The older multisync monitors were capable of a horizontal frequency of 15
kHz (which is the frequency used in ST LOW and ST MED) and could also
handle ST-HIGH res, just needs a switch.(I ran an Eizo Flexscan for many
years on the 260ST, 520ST and also on the Mega STE4. Then came the TT :-)

The newer so called multisync VGA/SVGA monitors start at 30 kHz so they are
not usable...

Good luck,
Gert

--

-- --
Atari TT-Point
-- --

1304. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 23:43:10 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2p732e$7a0@golem.wcc.govt.nz>
Source record: 188662

In article <1994Apr21.134120.6017@jet.uk>, djs@jet.uk (David Stevenson) writes:
>Atari ST Review has a pretty good offer on Calamus SL this month, 199 quid.
>(Although DMC are selling it in North America for 200 USD at the moment).
}i>Perhaps the software people are finally realising that Pro level prices are
>no longer appropriate for most Atari software.
>
>And, even though I haven't seen this advertised anywhere, HiSoft are doing
>a good deal on Atari Works for Falcon owners; I got it for 50 quid.
>

I think there is a simple reason for all of this, Atari software sales
are at all most zero..

Many Many firms are no longer supporting the Atari ptatform, look at the number
or German firms that have droped Atari...!!!

>David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1305. Re: More RAM 4 every1!

Newsgroup: comp.sys.atari.st
Date: 1994-04-21 23:50:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2p73ft$7a0@golem.wcc.govt.nz>
Source record: 188663

In article <199404201906.a6701@pb2.maus.de>, Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
>Hello world!
>
>A guy in Aachen, Germany, has developed a RAM-extension for _all_ ST(E)-
>models. Up to 12 megs in ST's and up to 10 in E-models. No software drivers
>needed. And the added RAM is normal RAM, _no_ TT-like fastram.
>
>His email address: *Martin_Wevelsiep@ac3.maus.de*
>
>*Hendrik*

Please tell me how do the Custom (mmu,glue,shifter,dma, etc.) chips access this extra Ram, are they not limmited to 4 megs....

>
>MausNet: Hendrik Mylius @ PB2
>InterNet: Hendrik_Mylius@pb2.maus.de

So can you get the author to post more info on this..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1306. Swap T2200sx for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 00:14:22 UTC
From: dlbailey@cyberspace.com
Message-ID: <2p74su$2nn@cyberspace.com>
Source record: 188664

HI all,
I was wondering if anyone in the Indianapolis area (5 hours or
so drive time away...) would be interested in swapping a stripped down
Falcon (no harddisk, no video, no ram...) for a complete T2200sx
notebook computer.
It has 4 mb ram installed (2mb PCMIA card) 80mb harddisk,
microsoft trackball, charger, carring case, internal modem (needs the
adapeter though..), and preloaded with a small Linux system (its never
has even SEEN msdos :)).
I am willing to make the drive to demostrate it works ok so no
risk on your part. It is a good second machine, its just i want another
atari, and just cant afford a new falcon right now...
If you want to talk, plesse E-mail me, i have a 3 day tiem out on
news and dont get on much, gotta work for a living :)...
Thanks....
Ziggy.

1307. Re: Falcon bits and peices...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 00:21:45 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr22.002145.231@beaver.cs.washington.edu>
Source record: 188665

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: Also could anybody tell me of any decent programs/games and so on...

Try the game Triple Yahoo 1.0...it looks GREAT on the Falcon! It is on atari.archive.umich.edu in atari/Falcon and atari/Games.

1308. Pearson/Toolworks buy...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 01:04:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2p77rd$7ok@golem.wcc.govt.nz>
Source record: 188666

Hi, the British conglomerate Pearson has put in a bid
for Toolworks..

Pearson owns The Financial Times, The Economist and Madam Tussaud's,
the London Wax museum..

Toolworks stuff is The Miracle Piano Tutor, Mario is Missing, Mavis Bacon Typing
Tutor and ChessMaster...

The Software Toolworks has done some other software for the Atari ST in the
past...

Just a bit of information that I thought that Atari user should no...!!

This info came from a Wellington NZ newspaper (THE DOMINION) that does a
Computer section on Mondays....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1309. Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 01:27:26 UTC
From: rtlawson@telerama.lm.com
Message-ID: <2p795v$pt@telerama.lm.com>
Source record: 188667

I am using an ICD FAST HD and a floptical with the ICD Link. What I would like to know, how hard is it to put another HD in to the ICD Case? There is plenty of room in the case. I don't know if I should get a completely new drive or add one to the one I have.

Speaking of Hard Drives, can I use (shudder) one from Big Blue? If so can you advise as to what type to get.

Thanks to all in advance.

--
++
Roger Lawson rtlawson@telerama.lm.com
Bennettsville, SC.
++

1310. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 01:33:42 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2p79hm$kb2@acme.gatech.edu>
Source record: 188668

Well, if hacking is equivalent to pirating then many commercial Atari products are illegal. I serious doubt that Warp 9 was developed without any hacking of TOS. Or Spectre. Do you think Dave Small developed it without hacking at TOS and the Mac OS?

Outside the Atari world: Someone today told me about a fix for a bug in the MS-DOS 6.2 format command. Someone hacked it to find the fix. I suppose people who have DOS 6.,2 on their machine should either 1) not format disks or 2) revert to DOS 5.0 by this logic.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1311. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 01:47:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2p7ac8$sau@darkstar.UCSC.EDU>
Source record: 188669

My theory for the contents of a new hierarchy including .programmers

comp.sys.atari.st
general questions involving program availability, for sale posts,
comparisons between software, general discussion
comp.sys.atari.tech
technical questions from the user's point of view. THis would include
compatability questions, hardware questions.
comp.sys.atari.programmers
any sort of programming question, from beginning level to advanced.

(excluding .announce and .advocacy, which don't need to be discussed)

I don't see that .programmers would override any of the existing groups. I
think it would be a good addition.

~Chris

1312. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 01:59:54 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767070764.0@mettav.royle>
Source record: 188671

> How do you solve demo level 2? I solved it twice, but by accident (I
> couldn't repeat the process afterwards) - and never with more than one
> soldier alive at the end. Demo level 4 is a bitch too - especialy since
> you can get killed before you even start to move...

If it's the one I'm thinking of then you only need to try and cross near the bridge after throwing one or two grenades at the bridge to set off all the nasty mines etc. It might also be useful to fire a bazooka at the enemy guy with a very nasty bazooka-using attitude before he blows you up.

In the actual game this level is a total _git_. The enemy men pour like rabbits out of the huts and if you don't take the huts out at the start of the level then you are stuffed.

Col.

Gabber system: Col@Bibble.Mettav.Royle.Org

1313. Re: But what is Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 02:06:50 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767070764.1@mettav.royle>
Source record: 188672

I think I've heard of this game but my memory is not what it was
(assuming I remember what it was, which is doubtful). D'you think you could
tell me what it's all about? Is it some sort of wargame?

Col.

Gabber system: Col@Bibble.Mettav.Royle.Org

1314. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 03:21:02 UTC
From: <>
Message-ID: <2p7fqu$rbj@mother.usf.edu>
Source record: 188673

In article <js10039.16.0012E0FB@hermes.cam.ac.uk> js10039@hermes.cam.ac.uk (J. Sullivan) writes:
>In article <CoBM4t.38x@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>>A few Things to note:
>
>>2. The 256 color mode in the falcon is *worthless* for texture mapping.
>> It takes 8 word writes to change one pixel to any value.
>
>>[other depressing details deleted]
>
>God, they're not still doing that are they? I assumed that since the falcon
>had more screen modes and allowed overscan they would ditch the CRETINOUS
>architecture of the STs video chips. But no. Surely doing one byte per pixel
>in a 256 color mode (as well as being faster to manipulate in software) is
>far easier and faster to do in hardware aswell? Oh well, if that's what you
>get if you want a cheap computer...
>
[Other stuff deleted]
>
>Dreaming on,
>John.

Yes, they're still using the interleaved bit planes, and if you've ever done text drawing or sprite manipulation, you'd understand how much better it is than byte-per-pixel. Even most of VGA's modes have a bitplane for a page. Sure, drawing individual pixels is slower, but face it, that's not the majority of what is done. Do you like the performance of your Atari's text display, dialog drawing, and other things like that? The interleaved bitplanes are partly responsible for that speed.

If you have a byte per pixel and you want to draw a character, you're going to have to do quite a bit of work. Lets assume that your characters are 8x8, so they take up 8 bytes to describe a character. You have to pick the byte for each line apart, bit by bit, then using the bit value, decide whether to write the foreground color or the background color to the screen.

For interleaved bitplanes... for each line of the character, you need both the positive (the byte in the character table for the foreground color), and a negative (the byte in the character table xor $ff for the background color). You then take the color number of the foreground color and shift it one bit to the right. The carry bit then contains a flag that determines whether or not you put the positive into your accumulator. Next, shift the background color one to the right. The carry bit then contains a flag that determines whether or not you add the negative to the accumulator. You take the value of this accumulator and write it to the correct place in memory. You to this for each

successive bitplane.

I gave more detail for the second one because I have done it before. But you can see that for byte-per-pixel, you have to pick apart each bit from each line of the character. For interleaved, you need only pick apart the two color numbers and do a little addition before you write the data to memory.

Sprites are a bit more involved for both, but I think that although the interleaved-plane algorythm is harder to understand and implement, it gives you more freedom for certain effects and less for others. However, the structure of the data for a sprite could be stored in a way that matches the screen memory structure. For interleaved, you'd want to store seperated planes, while for byte-per-pixel, you'd store a list of colors and another list of flags.

1315. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 03:37:22 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Apr22.033722.100101@zeus.aix.calpoly.edu>
Source record: 188674

In article <2ospe1$7st@usenet.ins.cwru.edu>,
jaszcz <jaszcz@dewey.EEAP.CWRU.Edu> wrote:
>In article <2ori56$6d@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
>>Ive just spent a fun evening trying to compile Mint 1.08
>>Using a cross compiler on a sun box
>>I keep on getting an error in main.o of an undefined _main
>>I have the latest libs and includes.. any ideas??
>>Rob. (roba@nutmeg.ntu.edu.au)
> Rob, why don't you compile it on your ST? I don't understand this
>cross-compiling theory unless a completely new and underdeveloped machine
>is involved...
[junk deleted]

There are several reasons for wanting to use a cross compiler:
1) For most sites, the compiler is already setup - you just need to make some
small modifications.

2) You don't have to download the many,many megabytes of compiler software.
This can really be a pain if you have an especially slow modem.

3) As you pointed out, time for compile is considerably less.

4) It doesn't require you to shell out big $$ if you don't have the resources
to use the GNU compiler - what if he doesn't have a 100+ MB disk (no you don't
need that big of a hard disk, but it does make it more comfortable), or 4MB
of memory (again, I hear you can do it in 2MB, however ...<shiver>).

5) It has a much better effort/KB ratio if you are just making small compiles.
MiNT when compiled is only 144k. That is maybe 15mins download time verses
the several hours of download, config, and compile time needed for doing it on
the ST side.

> by the way, my 8mhz mega compiled mint 1.08 in maybe 10, 15 minutes...

Yeah, right. I compiled MiNT 1.08 (with MTOS option) on a TT,
everything running in FastRAM, all compiler files copied to a ramdisk, and
only the source code was on the hard disk (15ms avg acces, 1.2MB throughput)
and it took me ~25mins to compile it. I very much doubt it took you only 10
or 15mins on a stock 8MHz ST, unless not including -030ONLY, -MTOS, and -O2
makes that big of a difference (with time like that, I gave you the benefit of
the doubt and figured you must have tured off optimization).

> --Bart

If you did manage to compile it in that time, I am very interested in
what you did to do so - I figure it would then take about 2.5-5 mins for my

machine to do the same compile. :)

-MikeB

1316. Re: lazer_1 & 2

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 04:41:34 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDWEFGZY@dksoft.ping.dk>
Source record: 188430

In <2p4s4d$mrh@news.dmpe.CSIRO.AU> Karl Meyland wrote :

>>Maybe you could tell us, what good reason that is ?
>
>Easy. VGA monitors have a limited bandwidth, pump too much into them (or too
>little I think as well) as RGB and TV can cope with, and your monitor will go
>fizz, pop, boom, smoke, spark.
>
>Reasonable enough!?
>

Errh.. No, I was thinking more about, why it didn't run fast enough on a
VGA.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1317. Re: reclaiming Spectre partition

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 04:59:50 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Apr22.045950.22376@gumby.cc.wmich.edu>
Source record: 188675

In article <199404182248.a17640@ms.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
> In article <CoAtH9.683@dutiws.twi.tudelft.nl>, Hans Tonino
> (tonino@dutian.twi.tudelft.nl):
> >I have a 20MB disk partioned into logical drives C and D. Partition D
> >is a Spectre partition; partition D is TOS. My question now is: How can
> >I make partition D available to TOS again without having to reformat
> >the entire physical unit. The Spectre program won't do this. I also
> >have tried to zero drive D by the HDX program which didn't work either.
>
> I'll never understand why Atari didn't implement that 'right'. I guess
> that a lot of third-party HD programs will do this. Right now I only
> know it for sure for my own program (`SCSI-Tool').

ICD's ICDFMT utility will also rewrite the partition information
so that it can be reused by TOS again.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1318. HELP! How to dearc with ZOO, ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 05:45:03 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Apr22.004503.17599@wmichgw>
Source record: 188676

Problem #1:

I have the ZIP and ZOO deArchers and cannot dearc a single thing!
What are the commands to extract a file with these two archivers? I have been
able to use ARC602.TTP and LHARC.TTP without any problem. These other two
seem to defy logic to me! The ZIP package I downloaded and deARCed has at
least a dozen files with a 68000 and 68020 subdirectory. The readme docs are
not ligned up either. Someone, please help!!!

Thanks to everyone who helped me figure out how to get started with
all this in the first place! My Atari has never gotten so much use!

Brian Mc

1319. HELP! How can I copy Mastertracks Pro?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 05:49:58 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Apr22.004959.17600@wmichgw>
Source record: 188677

Problem #2)

I have Master Tracks Pro (sequencing program) and the company no longer supports the product. They have discontinued it. I have no backup copy of the program. I used DISKMECH on it to try and make a copy of it. Track 79 seems to be the sector used for copy protection. DISKMECH can't seem to duplicate this track. Does anyone have any suggestions as to how I can copy this? Can I also add that Passport are weazels! When I begged and pleaded to them to try to dig up an extra copy (come on, you spent years working and selling this product and no-one has a copy anywhere!!!) and they didn't think it was worth their time! Never mind that I payed $300 for this thing! I was told that for $150 they would sell me a Mac version. JERKS...

Brian Mc

1320. HELP! Recovering bad sequencer file

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 05:54:06 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Apr22.005406.17601@wmichgw>
Source record: 188679

Problem #3)

Ok, last question. I have a file that I'm trying to recover without success. I'm using MEMFILE to track down the exact sector location of a file that was about 20,000 bytes and now is being treated as if it is 2048 bytes long. The file will not load into my sequencer. I was stupid and didn't save a backup copy and the effort that went into it is just too much to duplicate. It's funny that it stops at 2048 bytes - seems like the end of one sector and the start of another - so possibly the pointer to the next sector is screwed up. If anyone has any ideas, programs to try, techniques, anything! I'm game. I'll even copy my disk and send it to you!

That's it!

Thanks,

Brian Mc

1321. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 06:10:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2p7ppb$2j2@mailer.fsu.edu>
Source record: 188681

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
> In article <A14962@AC2>, boyd@math.fsu.edu (Mickey Boyd)
> (boyd@gauss.math.fsu.edu) typed:
> MBB>I just noticed in the new Current Notes: D&P computers has the Xtra
> MBB>RAM-8 for MegaSTEs for $119 (I presume it takes SIMMs). I would
> MBB>assume that this is a VME card as described above. D&P's number is 1-
> MBB>800-535-4290.
> Can you give me a fax# as well? Or an email adress? Does anybody know if this
> board is distributed in Europe?

Ok, I have found out a bit more about this board. First, it is being made
in England. The company already has an 8mb board out for MegaST computers.
The MegaSTE version is not yet available, though D&P feels it should be
ready within the next two months. It will add an additional 8mb to the
machine, for a potential of 12mb total.

D&P's FAX/tech info line is: 216-926-3842. I would presume English dealers
would know about this device as well (and be closer to you).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1322. Re: Email address to DMC (Calamus)?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 06:44:58 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <po2ODs6.biblinski@delphi.com>
Source record: 188682

You can reach DMC in North America at: dmcpublish@delphi.com
dmcpublish@genie.geis.com

If you need DMC in Germany, Nathan will be able to provide that, if one exists.

--Gordie Meyer biblinski@delphi.com
"A life lived in fear is a life half lived." - Strictly Ballroom

1323. Re: Mint mailing list

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 06:56:26 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2p7seq$r0g@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 188684

In <1994Apr21.143048.15657@sco.com> donaldp@scowpat (Donald Page) writes:

>I remember reading a while ago that there is a mint mailing
>list if you wish to be a beta tester of the latest version.
>Can someone tell me who I mail to join the list. I am very

Write a message stating you want to subscribe to
mint-request@atari.archive.umich.edu

>interested in the mintnet work going on at the moment, and
>would like to contribute.

If you wan't to contribute to MintNet, write to me! I'm espacially
in search for people implementing serial drivers for the Falcon/TT/
MSTe SCC.

Kay Roemer,
roemer@rbi.informatik.uni-frankfurt.de

1324. Re: Talking Clock

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 07:26:42 UTC
From: warrl@hebron.connected.com
Message-ID: <2p7u7i$he0@hebron.connected.com>
Source record: 188683

```
: In message <7502@merlin.ukc.ac.uk>, nj1@ukc.ac.uk said:
: >
: >And also, I have seen on some screen grabs in magazines a clock in the top
: >right hand corner of the screen (in the menu bar)... What program does this
: >and where can I get it from??

HotWire! from CodeHead Software does this among many other things.
```

1325. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 09:01:45 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2p83pp$9cj@aiscube.AIS-Dortmund.DE>
Source record: 188685

```
Benjamin J.J. Lorenz (gg11klbl@sbusol.rz.uni-sb.de) wrote:
: Rickard Troedsson <rickard.troedsson@cindy.ct.se> wrote:
: >
: > Why not create a comp.sys.atari.programmers? There's a LOT of discussion both
: > here, in the .tech and in the .advocacy group that's CLEARLY suited for a
: > special group.

: Good idea!
: And "comp.sys.atari.mint" for all the MiNT-Freaks?!

Great Idea !

--
_______________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !----------------------
```

1326. Re: Email address to DMC (Calamus)?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 09:06:00 UTC
From: djs@jet.uk
Message-ID: <1994Apr22.090600.12063@jet.uk>
Source record: 188686

In <2p6t59$29s@holmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

```
>Does anyone have DMC's email address (the producers of Calamus)?
>Thanks.
potechin@genie.geis.com
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.
```

1327. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 09:31:55 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Apr22.093155.2049@ibr.cs.tu-bs.de>
Source record: 188687

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
: > Tech would be for non-programming technical questions, such as "x program
: > crashes, why?" or "I'm installing y hardware, how?" and the like.

: I think this is what comp.sys.atari.st is for. Given the dwindling
: amount of messages in all Atari groups (except rec.games.video.atari),
: I don't see a reason for a new group.

: --
: --clausb@hpbeo79.bbn.hp.com--
: Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
: --#include <std_disclaimer>--

I agree to that!

Even now i have problems to decide where to post atari.st
related questions. Taking the experience with comp.sys.hp* i guess
we will have the *same* messages in 3 groups, and lots of noise, too.

Maybe we should have a *moderated* group
comp.sys.atari.announce but in my opinion a

Subject: ANNOUNCE: ...

will be sufficient.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1328. Protar hard drive upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 09:54:09 UTC
From: ceebsm@cscd4c24.caledonia.hw.ac.uk
Message-ID: <ConnIA.C7o@cee.hw.ac.uk>
Source record: 188688

Hello everyone,

I'm the owner of a Protar Progate 40DC hard drive - 40 Mb which I thought would be sufficient space! (more the fool me!)

What I wanted to know was if it is possible to add another drive inside my case? I'm sure when I bought it I saw something claiming there was room inside for other drives.

I'm really needing more space so I hope someone can let me know if it's possible or even better of they have fitted an extra drive in such a model.

Thanks, and keep up the good work.

Barry
--
Sad signature bit follows:

""" Home address """""""" """""""""""""" E-mail addresses """
""""""""""""""""""""/\""" """"/\""""""""""""""""""""""""""""""
11 Station Court, //\\" ""//\\ ceebsm
Leven, //""\\ //""\\ @clust.hw.ac.uk
Fife KY8 4RR //"" Barry Scott Munro ""\\ @caledonia.hw.ac.uk
Scotland //"" \\ // ""\\ @cee.hw.ac.uk
"""""""""""""""//"" \\=======// ""\\""""""""""""""""""""""""""
"""""""""""""""//""" \\ BSM // ""\\""""""""""""""""""""""""""
"""""""""""""""""""" \\===// """""""""""""""""""""""""""""
_//
_/

"You think I'm scared of girls,
well maybe but I'm not afraid of you" - Greg Dulli,
The Afghan Whigs
(c) 1993 Blast First

1329. Talking Clock (again!)

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 10:22:44 UTC
From: nj1@ukc.ac.uk
Message-ID: <7510@merlin.ukc.ac.uk>
Source record: 188689

Many thanks to everybody who answered my questions!

Also, fiddling around with my Falcon last night, I found a way of getting Talking Clock to run all the time, whether using MTOS or not..... If you already know then sorry, but as there were no replies on this question....

Simply run TLKCLOCK.PRG as normal, and select the settings you prefer (e.g Every Fifteen Minutes / Close Window).. It seems as though these settings are saved within the program file itself. Then just rename TLKCLOCK.PRG to TLKCLOCK.ACC and copy it to the root, along with it's resource (don't know if this file is neccessary coming to think of it - something you all can try!) and hey presto! When you reboot, 'Talking Clock TM' is under the desk menu, and your Falcon will pipe up the time every 15 mins (or whatever you set it to) Selecting the item in the menu comes up with the clock in the window, but it's so ugly I don't bother!

Regarding the Menu Bar clock, Thanks for the responses! It seems like LED Panel is the most popular, so I'll give it a whirl tonight. I remembered where I saw the one I mentioned - it was in the HiSoft catalogue.. It was simple, smart and looked elegant... I think it could be part of Harlekin, as I remember something like this when I used Harlekin 1 from an ST User Cover Disk..

I am still yet to find System Audio Manager and/or Audio Fun Machine... If anybody can help me out with those I'll be grateful.

One or two other things... VIEWER.APP (The MTOS Text Viewer) doesn't seem to work - I get the menu bar, the information bar underneath that, and a bar underneath that which is part of the desktop (!) which doesn't go away.. Also on small docs it just doesn't seem to work at all!
How do get Paula to work with Before Dawn? There is an option under sound but it is always greyed out, even when I have PAULA.PRG in the directory... Does anybody know of a .MOD of the 'Jaws' theme - I think it would be quite nice to go with the Jaws module (where shark fins go across the screen)!!!

Thanks again for your replies to the first questions,

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

1330. mayday: need faxsoftware 4 Class-1 Modem !!

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 11:29:12 UTC
From: cmbernar@avalon.unizh.ch
Message-ID: <1994Apr22.112912.22796@ifi.unizh.ch>
Source record: 188690

Does anyone know of a software that makes it possible to fax with a
class-1 (chip-set) modem? Most german software (like TeleOffice or Junior
Office)may only be used with Class-2 or Sierra chip-set .
If you happen to have any pice of information, please do mail me on:
cmbernar@avalon.unizh.ch
Thanx for mailing

cmb

1331. Re: Junior Office, Fax..

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 11:50:48 UTC
From: fpf@wmwap1.uni-wuppertal.de
Message-ID: <2p8dmo$61k@wmwap1.math.Uni-Wuppertal.DE>
Source record: 188691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: I need some help with Junior Office a Fax program

: Does it work with NVDI..??
Yes, it does (on Atari TT with NVDI 2.01).

: Also will it run from another drive than C:
Yes, but you have to set the paths right. To do this, press CTRL (or was it SHIFT)
when you start the program. Then you have to find the right menu.

: Does it support a Supa modem...
I`m not sure, but I think it does.

Greetings, Peter <fpf@math.uni-wuppertal.de>

1332. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 12:11:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1726@usdtsg.DaytonOH.NCR.COM>
Source record: 188692

In article <2p79hm$kb2@acme.gatech.edu> gt1448b@prism.gatech.edu (David Paul Forrai) writes:
>Well, if hacking is equivalent to pirating then many commercial Atari
>products are illegal. I serious doubt that Warp 9 was developed
>without any hacking of TOS. Or Spectre. Do you think Dave Small
>developed it without hacking at TOS and the Mac OS?

Ah, the age old confusion of defintions (i.e. arguing a point using
different meanings of the key issue). Hacking in the traditional
sense (a la Dave Small) is not illegal, it's basically messing around
and getting the computer to do what you want to do. Hacking in the
sense that the media likes to use is more of either "breaking in
to a secured area." Not to be confused with "cracking" which is
basically making a "work-around" from copy-protection, etc.

Folks, since the internet is such a conglomeration of people,
what say we find a new term for "hacking" to replace either
the traditional term or the media term. That way maybe
this confusion would go away?

>Outside the Atari world: Someone today told me about a fix for a bug
>in the MS-DOS 6.2 format command. Someone hacked it to find the fix.
>I suppose people who have DOS 6.,2 on their machine should either 1)
>not format disks or 2) revert to DOS 5.0 by this logic.

But think, with the lawsuit against Microsoft about DOS 6.x
(in particular, the DiskDoubler utility) it seems they may have
done a little, er, using "reusable code" that they shouldn't have? :-)

Personally, I like the "Bill the Cat" definition
of hacking: "ack accck phhhhhhhhhhtttt..." ;-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1333. Re: HELP! How to dearc with ZOO, ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 12:19:30 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Conu8I.n1u@barclays.co.uk>
Source record: 188693

```
In article <1994Apr22.004503.17599@wmichgw>, mcwilliams@wmich.edu writes:
|> Problem #1:
|>
|> I have the ZIP and ZOO deArchers and cannot dearc a single thing!
|> What are the commands to extract a file with these two archivers? I have been
|> able to use ARC602.TTP and LHARC.TTP without any problem. These other two
|> seem to defy logic to me! The ZIP package I downloaded and deARCed has at
|> least a dozen files with a 68000 and 68020 subdirectory. The readme docs are
|> not ligned up either. Someone, please help!!!
I use STZIP which has a graphic front end so I've never had to worry about the
command line. try and get a copy of STZIP - it's superb.

As for zoo, try 'zoo -extract filename.zoo'
--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1334. Re: HELP! Recovering bad sequencer file

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 12:22:28 UTC
From: PostMaster@barclays.co.uk
Message-ID: <ConuDH.Cr@barclays.co.uk>
Source record: 188694

In article <1994Apr22.005406.17601@wmichgw>, mcwilliams@wmich.edu writes:
|> Problem #3)
|>
|> Ok, last question. I have a file that I'm trying to recover without
|> success. I'm using MEMFILE to track down the exact sector location of a file
|> that was about 20,000 bytes and now is being treated as if it is 2048 bytes
|> long. The file will not load into my sequencer. I was stupid and didn't
|> save a backup copy and the effort that went into it is just too much to
|> duplicate. It's funny that it stops at 2048 bytes - seems like the end of one
|> sector and the start of another - so possibly the pointer to the next sector
|> is screwed up. If anyone has any ideas, programs to try, techniques, anything!
|> I'm game. I'll even copy my disk and send it to you!
Very nasty and quite probably unrecoverable. If the directory entry reckons it is
2048 then you've probably lost it, if the directory says 20,000 still then you'll
be luckier. You need a disk editor to find the missing sectors. If your lucky
then they will be in a continuous chain on the disk, if not, you'll have to find
them one by one and re-link. There are various PD editors that can help in this
respect. I don't have the docs here to check exact details.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1335. ST-NEWS

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 12:28:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2p8fu2$bmd@golem.wcc.govt.nz>
Source record: 188695

Hi..

Does anyone know were I can get hold of these ST-NEWS..

The Final Compendium, 5.2 and 6.1....

Or could some one upload these to A.A. as it seems to have
most of the later ones....

Thanks.............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1336. AtariUser

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 13:12:51 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2p8igj$d02@charm.magnus.acs.ohio-state.edu>
Source record: 188559
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know the current status of AtariUser?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1337. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 13:28:04 UTC
From: pak007@dunix.drake.edu
Message-ID: <1994Apr22.132804.2476@dunix.drake.edu>
Source record: 188374
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

John Reinhold (reinholj@enmu.edu) wrote:
: maaron@utdallas.edu wrote:
: > Richard Ward (rrward@netcom.com) wrote:
: > > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
: > > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:

: > > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid yo
^^^^^^^^^^^^
: > not) Dick Leech. Some of the torture he got from the Bible-toting hypocrit
^^^^^^^^^^
: The comedian Spanky has campaign posters from some southern state (US)
: of a politician named "DICK SWEAT". I think I would use richard.
^^^^^^^^^^
: We have one here in New Mexico, a politician that I have even met.
: Believe it or not (on the good name of DOOM do i pledge - I think that
: we should all pledge on something we really care about) his name was
: DICK LIKKER. Another vote for Richard.
^^^^^^^^^^^^
what kind of sick parents would name their child this?!?! You gotta be
kidding me...if you're going to name your son DICK you better be sure
that your last name isn't a form of a verb...:)

--Phil "I'm glad my name isn't Dick but if it was it wouldn't matter" Kavan :)
pak007@dunix.drake.edu

1338. Re: HELP! How can I copy Mastertracks Pro...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 14:02:13 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBGZAQ95IQ8WYTGS@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188696

Ok, good you got DISKMECH and you've isolated the program's protection scheme to track 79...

The question is:

What did DISKMECH display on screen when you did an analysis. DISKMECH has several features that let you analyize a disk track and print this information. Perhaps if you posted this information (be as specific as possible) someone on the net might be able to give you a hand.

Also, is Mastertracks Pro as Single or Double sided disk? DISKMECH can do copies of both sides...maybe you missed one?

Remember, DISKMECH isn't a cure all - however, it is free and can give you alot of insight into what kind of protection scheme is at work.

You can try obtaining a late version of the commercial copiers ACOPY or PROCOPY. These might do the trick - otherwise, try to find someone who has a SYNCRO-EXPRESS or BLITZ COPIER device. These are hardware devices that can copy most disks that ST software copiers can't.

Finally, it is possible that MasterTracks pro was copy protected on a MAC. This would make it extremely difficult to copy via software because of the hardware differences of our computers, etc.

BTW, there is another PD/Shareware disk copier available called Hack-n-Copy. This program can be found across the US in PD libraries. It is old (1987) but has lots of features...It is actually a new version of an even older commercial copier called A-Copier.

Also, I think that there's a German Copy program called CopyStar that is shareware and might be able to copy the program.

If you can't find Hack-n-Copy, I think I have a copy of it. Let me know and I'll send it to you, etc.

Hope this helps...

Ari

"Kill your television" - Ned's Atomic Dustbin
"A womb with a view" - G.B.H.

1339. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 14:09:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404221332.AA01596@ilmen.lanl.gov>
Source record: 188697

In a previousl message, lancer@bigwpi.WPI.EDU (Stephe Lewis Foskett) said:

>0{{ "John" == John Hutchinson <hutch@ilmen.lanl.gov> writes:
>John> No one accused you of being a pirate. I stated that
>John> hackers/phreakers and pirates are both interested in using their
>John> computers for criminal activity (theft). In my experience, I've
>John> found that hackers/phreakers are frequently pirates, as well. If
>John> you don't like the association, find a new hobby.
>
>Now, be careful, Hutch... there are a LOT of hackers out here who
>really do not want to be lumped in with a bunch of criminals...
>
>I know you said hackers/phreakers, but too often the word hacker is
>given negative connotations with such things...

Of course, a "hacker" in the purest sense of the word does not connotate illegal activity. Anyone who likes to tear a program apart just to see how it works is a hacker and that's certainly not (necessarily) illegal.

Using a computer to gain unauthorized access to private and government systems, steal credit card numbers, and make 'free' long distance phone calls is a whole 'nother story and is what I was referring to, of course.

Cheers,

-Hutch- @ Fair Dinkum Tech

1340. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 14:18:43 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404221341.AA01600@ilmen.lanl.gov>
Source record: 188698

In a previous message, gt1448b@prism.gatech.edu (David Paul Forrai) said:

> Well, if hacking is equivalent to pirating then many commercial Atari
> products are illegal. I serious doubt that Warp 9 was developed
> without any hacking of TOS. Or Spectre. Do you think Dave Small
> developed it without hacking at TOS and the Mac OS?

Read my posts(s) again, David, and you will see that I specifically used
the term "hacker/phreakers" to differentiate from the inherently innocent
"hacker" that many of us can identify with.

I'll take my hits when they are due, but not this one. ;-)

-Hutch- @ Fair Dinkum Tech

1341. Desktopicons for TOS 2.06 or Gemini, etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 14:33:04 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2p8n70$nud@fbi-news.informatik.uni-dortmund.de>
Source record: 188699

Hi All

Long time ago I wrote that I had uploaded an archive of hundrets of icons
on the
FTP-Server next to my university.
But they had problems with the capacity of there drives but now everything
is all
right.

Now definitly there is a file named 'bigicon.zip'.
It includes an archiveprogramm for icons and a summary of hundrets of icons.

It's on

Name: ftp.germany.eu.net
Address: 192.76.144.75

/pub/comp/atari-st/utils

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@kreta.informatik.uni-dortmund.de

1342. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 14:38:57 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2p8ni1$nud@fbi-news.informatik.uni-dortmund.de>
Source record: 188700

In article <1994Apr21.115049.14150@rhrk.uni-kl.de>, kemeny@rhrk.uni-kl.de
(Gunther Kemeny [Chemie]) writes:

|> U can also use Connect (Wolfgang Wander); it works with Magix/MultiTos
|> uses GDos Fonts...

I just can underline this.

Even when it's a german programm you should be able to use it.
It's much better then Uniterm!

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@kreta.informatik.uni-dortmund.de

1343. Re: More RAM 4 every1!

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 14:44:46 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2p8nsu$nud@fbi-news.informatik.uni-dortmund.de>
Source record: 188701

In article <2p73ft$7a0@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

|>
|> So can you get the author to post more info on this..??
|>

That's not very easy, because he normally will not be able to read this newsgroup
because the system called MAUS is a BBS-System with it's own newsgroups.
The best will be when someone of you connect him under his email-address and get
an information about his product an then post it in this newsgroup.

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@kreta.informatik.uni-dortmund.de

1344. Re: Protar hard drive upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 15:08:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Coo22H.Hw8@cix.compulink.co.uk>
Source record: 188702

In message <ConnIA.C7o@cee.hw.ac.uk>, ceebsm@cscd4c24.caledonia.hw.ac.uk said:
>
>Hello everyone,
>
>I'm the owner of a Protar Progate 40DC hard drive - 40 Mb which I thought
>would be sufficient space! (more the fool me!)
>
>What I wanted to know was if it is possible to add another drive inside
>my case? I'm sure when I bought it I saw something claiming there was
>room inside for other drives.
>
>I'm really needing more space so I hope someone can let me know if it's
>possible or even better of they have fitted an extra drive in such a
>model.

This is possible with the Protar Mark II. In the mean time, you could use
PFXPAK to pack all your PRG, TOS and TTPs. That should free up some space.
There is a GEM version. but the simplest one is the TTP version which
takes two parameters, the filename and the destination filename. Try it,
it's excellent!

Ofir ogal@cix.compulink.co.uk

1345. Re: monitors for STe - advice needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 15:37:47 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2p8r0s$brb@ornews.intel.com>
Source record: 188703

I recommend the NEC Multisync 3D. You might find one used for approx.
$250 US. Add to that a multisync switchbox from someplace like Toad
Computers for maybe $50.

Michael

--
=-=-=-

1346. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 16:10:27 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2p8stj$hpk@usenet.INS.CWRU.Edu>
Source record: 188564

In article <1994Apr22.033722.100101@zeus.aix.calpoly.edu> mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>In article <2ospe1$7st@usenet.ins.cwru.edu>,
>jaszcz <jaszcz@dewey.EEAP.CWRU.Edu> wrote:
>>In article <2ori56$6d@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>>>Ive just spent a fun evening trying to compile Mint 1.08
>>>Using a cross compiler on a sun box
>>>I keep on getting an error in main.o of an undefined _main
>>>I have the latest libs and includes.. any ideas??
>>>Rob. (roba@nutmeg.ntu.edu.au)
>> Rob, why don't you compile it on your ST? I don't understand this
>>cross-compiling theory unless a completely new and underdeveloped machine
>>is involved...
>[junk deleted]
>
> There are several reasons for wanting to use a cross compiler:
>1) For most sites, the compiler is already setup - you just need to make some
>small modifications.
>
>2) You don't have to download the many,many megabytes of compiler software.
>This can really be a pain if you have an especially slow modem.

yes, that an investment you have to make... but, if you really don't what to do that, make a trip to campus, go into a lab and ftp the stuff to a disk.. split the files if you have to... getting out might do you some good...

>3) As you pointed out, time for compile is considerably less.
>
>4) It doesn't require you to shell out big $$ if you don't have the resources
>to use the GNU compiler - what if he doesn't have a 100+ MB disk (no you don't
>_need_ that big of a hard disk, but it does make it more comfortable), or 4MB
>of memory (again, I hear you can do it in 2MB, however ...<shiver>).

hmm... most of the time, I don't work on large programs. Mint and a couple of other programs are exceptions... more likely, I'm sitting in my apartment and I suddenly get an idea. I boot the computer write something in maybe half an hour, compile it, then it takes a few more edit/compiles to get the bugs out, each time running the program, of course, etc...

now, to do this with a cross compiler, i'd have to call the net switch, (the lines may be busy)
telnet to my site, which sometimes doesn't work because the net is down, the name server is down or maybe even the machine... fight with other users for cpu time (our computing facilities aren't that great) watch my quota (it's

not small, but still, I have a few x programs compiled...) upload my program,
or edit it online, which is a pain, because even at 9600, it's not that fast...
compile it, maybe i could get the syntax errors fixed quickly, but we both
know that syntax errors aren't the problem... so, dowload the executable,
(disconnect?) ok... run it from a shell in a window.... great, it doesn't
work... back to online, etc, etc... while all this time my line is busy...
plus, i'd like to have a compiler on my _own_ machine and not depend on
anyone else's machines, especially with their authoritarian attitude...
sometimes, i write functions in assembly language and link them to my
C programs, ... hmm... I doubt you can do that easiy with a cross compiler.
well... let's not get into that...

>
>> by the way, my 8mhz mega compiled mint 1.08 in maybe 10, 15 minutes...
>
> Yeah, right. I compiled MiNT 1.08 (with MTOS option) on a TT,
>everything running in FastRAM, all compiler files copied to a ramdisk, and
>only the source code was on the hard disk (15ms avg acces, 1.2MB throughput)
>and it took me ~25mins to compile it. I very much doubt it took you only 10
>or 15mins on a stock 8MHz ST, unless not including -030ONLY, -MTOS, and -O2
>makes that big of a difference (with time like that, I gave you the benefit of
>the doubt and figured you must have tured off optimization).
>
>
>> --Bart
>
> If you did manage to compile it in that time, I am very interested in
>what you did to do so - I figure it would then take about 2.5-5 mins for my
>machine to do the same compile. :)
>
>-MikeB

hmm..... actually, I don't remember very well how long it took... I didn't
actually watch each of the source files being compiled... i remember i got
through maybe half of it and it broke because I didn't have yacc on my system,
so the next night or something like that, I downloaded bison and put it on
my system, then finished the compile... I don't know... yeah, it was probably
longer, but it's not like I had to do it more than once... just do it once and
forget it... well... I'm not Eric, so I don't need to compile it 100 times
a day to see if this change in the code fixed this bug, etc...

--Bart

1347. Re: ftp sites

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 16:35:44 UTC
From: vctec@westminster.ac.uk
Message-ID: <Coo629.MDG@westminster.ac.uk>
Source record: 188705

You may try micros.hensa.ac.uk

You may access us through ftp, telnet, WWW, gopher, mail-server, modem.

The Atari section has been bit out of date, but I am hoping to make it better.

For example, we already have a few new programs on our system: Gemar 2.20,
Master Browse 4.0, LHarc 3.0, STZip 2.5.

Best access so far are through gopher and WWW, however ftp is fine if you are not
too scared of cyberbrowsing and reading docs.

To start you off:

ftp micros.hensa.ac.uk

cd micros/atari

from here you have two options: cd tos or cd mint.

say you take tos. you then have another 2 options, cd m or cd n.

your best bet here would be to first download the index file, and browse at your leisure.
However, if you are looking for a particular file, then you may
do an archie search from your machine, and find out the full path nam,e for the program
here.

Gopher uses a different system, where you may search by type of program.

So come on, every one of you on the internet, log in from next week, when newer software
and the new machine will be on-line. Make the Atari section a success.

Danny.
HENSA/micros Moderator/Support
Lancaster University
e-mail D.Bhabuta"cent1.lancs.ac.uk

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1348. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 16:50:14 UTC
From: woodford@esca.com
Message-ID: <1994Apr22.165014.24235@esca.com>
Source record: 188706

peterms@asterix.uni-muenster.de (Stefan Petermann) writes:

>Peter Missel (Peter_Missel@m4.maus.de) wrote:
>[...]
>: It's quite fast, too. Backup is about 4 MB/s.

>Really ?!
>Is it 4MB/s or 4MB/min ?
>Putting back 4MB/s to your disk would be very near the limits even of a TT (if
>you want them sortet in directories).

He's probably confusing the 4MB/s for the maximum transfer rate over
the SCSI bus. This would only happen if the data was in the Viper's
cache RAM. The actual data rate to/from tape is around 115K/s
(according to the Viper's Specs.) so this is the fastest rate you'll
'observe' when doing a backup or restore. Still amounts to about 6.5MB
per minute at full tilt (ie. lots of big files), which is plenty fast
for most people!

Cheers, Steve

1349. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:02:09 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Coo7BM.pF@cix.compulink.co.uk>
Source record: 188707

>>I'd heartily recommend ST Review. IMHO it's now better than ST Applications
>>(still available too).
>I definitely agree, ST Apps is getting more and more content-free by the
>month, and ST Review is getting better. I wish they'd drop the cover
>disk, though. Especially as they keep giving away things that are not
>Falcon-compatible (Timeworks, Calligrapher, etc).

Calligrapher works on a Falcon in monochrome (any resolution) mode. But,
that aside, STR doesn't sell to enough Falcon owners to make Falcon
compatibility a big issue.

>Or just ask your local newsagent to put it back for you. He's not likely
>to get it for display as it's not SOR.

Yes it is - the newsagents just don't realise it yet. [g]

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1350. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:02:13 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Coo7Bp.q8@cix.compulink.co.uk>
Source record: 188708

>It looks like you are trying to justify the mistake you made in bying
>a Falcon, well I am glad I did not wast my hard earned cash on such a
>piece of crap...
>
>
>
>If it was such a great computer then there would have been better support,
>and software, this tells it all, it is not a good computer for its price...
>
>
>Good computers SELL this one did not sell at all, facts not fiction....
>
>
>I can get a TOP 486 with all bells etc for 1/2 the price than a basic Falcon
>cost here, plus I get all the software and support I need..
>
>
>No ! no one can kid me that the Falcon is the way to go, unless you are
>mental..

What a rude, ill-educated, inaccurate person you are, Roger. Why don't you
buy your windows beast (you'll need a 486/66, BTW) and leave us to it?
There is *no* point, IMO, for this kind of pessimistic whining in a
support conference for *any* computer.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1351. Re: HELP! How to dearc with ZOO, ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:05:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1727@usdtsg.DaytonOH.NCR.COM>
Source record: 188709

In article <1994Apr22.004503.17599@wmichgw> mcwilliams@wmich.edu writes:
>Problem #1:
>
> I have the ZIP and ZOO deArchers and cannot dearc a single thing!
>What are the commands to extract a file with these two archivers? I have been
>able to use ARC602.TTP and LHARC.TTP without any problem. These other two
>seem to defy logic to me!

ZOO: zoo -extract filename.zoo

As for zip, it depends. If you have the Infozip unzip, then doing
a "unzip filename.zip" should work. Just get a copy of the latest
STZip (STZIP25.TOS, I believe, a "self-extracting" archive). It's
all GEM based, all point n click, and should be relatively
straightforward...

As a side note, if you want to use Pkzip on the PC to unzip ZIP files,
do "pkunzip -d filename.zip" (the "-d" is in case there are any
subdirectories in the archive - I guess the folks at pkware
didn't think that should be the default :-(

>The ZIP package I downloaded and deARCed has at
>least a dozen files with a 68000 and 68020 subdirectory. The readme docs are
>not ligned up either. Someone, please help!!!

See above about STZIP25.TOS (or STZIP24.TOS). Anyways, if things
are separated into 68000 and 68020 directories (for whatever reason)
then just use the executable from the 68000 (if you have a TT or Falcon,
then ya could use the 68020 version I believe)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1352. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:24:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2db81797@p2.stacken.ct.se>
Source record: 188710

> It looks like you are trying to justify the mistake you made in bying
> a Falcon, well I am glad I did not wast my hard earned cash on such a
> piece of crap...

Having a bad day are we?

> Good computers SELL this one did not sell at all, facts not
> fiction....

I guess Atari must be making Falcons just to fill their warehouses then?

> I can get a TOP 486 with all bells etc for 1/2 the price than a basic
> Falcon cost here, plus I get all the software and support I need..

Yeah, sure... So what's stopping you?

> No ! no one can kid me that the Falcon is the way to go, unless you
> are mental..

Mental what? lI just love your attitude... Make enemies, not friends...

_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se

1353. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:25:40 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2p91ak$4om@acme.gatech.edu>
Source record: 188711

In article <9404221341.AA01600@ilmen.lanl.gov> hutch@ilmen.lanl.gov (John Hutchinson) writes:

>Read my posts(s) again, David, and you will see that I specifically used
>the term "hacker/phreakers"

Well, I interpreted "hacker/phreaker" in the same grammatical sense as I would "and/or" which to me means that you can substitute either word into the sentence. I didn't mean to flame you or to defend "hacking/phreaking" ;-)
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1354. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:29:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2db8189e@p2.stacken.ct.se>
Source record: 188712

> So, why I'm getting tired..? Because - honestly said - the atmosphere
> here, in the Atari-areas, is DEPRESSING... Nobody believes in anything,
> nobody has optimism left, nobody wants to try anything new...

Yeah, I know what you mean. You only have to read one of Roger Sheephead's
friendly posts to get in the right spirit for this newsgroup.

If he's so damn frustrated, why take it out on us?

```
_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se
```

1355. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:35:52 UTC
From: osantiag@fiji.gesd
Message-ID: <2p91to$7gq@cnn.MOTOWN.GE.COM>
Source record: 188713

I have a couple of questions about Gemulator can you answer them for me. What is the highest speed it can emulate? Does it support st sound, hard drives. I have an STE will some of my programs work. How about midi, modem, printer, and other ports do they work? Do you have a list of software that you have tried and really works. Does it work on OS/2? What type of machine and slots can I use ie. 486 66/Mhz or Pentium? I am sorry I am asking these questions but I am really interested in buying this but I want to know if it works.

Orlando
osantiag@motown.ge.com

1356. Cheapy Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:41:08 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767097444.0@mettav.royle>
Source record: 188714

```
********************************
---ooOOoo--- * ULTRA CHEAP GAMES FOR THE ST * ---ooOOoo---
********************************

One pound: Two pounds: Three pounds:

Paladin (1) Speedball (2) RVF Honda (2)
Grimblood (1) Cyberball (4) Xennon 2 (2)
Hunter Killer (1) Shadowgate (3)
(1) Blood Money (3)
Barbarian (Psygnosis) (1) American Ice Hockey (4)
Captain Blood (1) IP 3D Soccer (2)

Four pounds: Five pounds: Six pounds:

Corporation (3) Personal Nightmare (4) Chaos S Back (3)
Killing Cloud (3) Imperium (3) Midwinter (6)
Sim City (3) Powermonger (3)

Seven pounds:

F15 Strike Eagle (5)
```

Postage fees are a minimum of £3.50 per ORDER - this includes jiffy bag and insured carriage for UK Mainland addresses only. Towards the £10.00 mark for foreign destinations.

```
Please note that games marked with the code (4) and over will cost extra in
postage to send. However, some games can be squeezed into the boxes of
larger games and therefore postage will be cheaper. If in doubt, get in
touch!

All games are near-new originals and come boxed with full instructions.

Hurry before you lose out!!

Contact me on my email address (shown below) or call: 081-364-3982 (after 7pm)
(UK number)

Col.

Gabber system: Col@Bibble.Mettav.Royle.Org
```

1357. Re: How to get Spectre 3.1?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 17:41:22 UTC
From: osantiag@fiji.gesd
Message-ID: <2p9282$7gq@cnn.MOTOWN.GE.COM>
Source record: 188715

Do you know if it can run system 7.01. I am a registered user will they send me an upgrade.
`

1358. laserdemo.tos.z /archivers

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 18:09:38 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2p93t2$a96@bambam.cs.city.ac.uk>
Source record: 188716

Has anyone got /Falcon/laserdemo.tos.z on AA (actually the mirror on
src.doc.ic.ac.uk) to unpack?
I tried uncompress (on a Sparc) but uncompress compained it was not a compress
file.
I tried gunzip (on a Sparc) which gave me a file 'laserdemo.tos'

Running this on my falcon it declares itself to be a self-extracting zip archive,
which runs for several minutes, listing file names, declaring them to be
corrupt and making empty files.

BTW is there a falcon compatible unzip? 'unzip' crashes on my falcon after
correctly extracting the files but declaring them to be corrupt (the're not!).
'gzip' & 'gzip-tos' (same program?) both refuse to handle archives with more
than one file!

Also which of the 9(!) lharc/lzh unpackers in /Archivers is current?
(arclzh63.lzh, decompre.lzh, lharc.arc, lha201.lzh, lha_232.tos, lha3.tos,
lzh201le.ttp, lzh_201l.lzh, unlzh172.lzh)

Steven

1359. Re: monitors for STe - advice needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 18:10:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2p93us$ifi@mailer.fsu.edu>
Source record: 188717

6305 Stuart Hilson (FSCSH@BSV199) wrote:
>
> I'm looking for a colour monitor (2nd hand) for an Atari STe to use
> in low and medium resolution. Any advice on which are good buys?

> Anyone know whether PC (VGA/SVGA/Multisynch) monitors can be used
> or adapted for use?

> Also looking for a Hi-res monitor (again 2nd hand) - I've heard
> Atari's own models are excellent but difficult to obtain. Also
> seen a cable that can run a VGA in Black & White Hi-res. Any
> advice out there?

Ok, here is my opinion. For color stuff, the best output I have seen
has bene on Multisync monitors. To use such on an ST, you need a special
switchbox. Such monitors can also be used for high res output, but I think
the Atari SM124 monitors provide better output. With a very high end
Multisync, the difference might be so slight as to be ignored.

So, if you want to go non-Multisync, I suggest getting an SC1435 (if you
can find one) for color stuff, and an SM124 for high res stuff. If you
go Multisync, you may still end up buying an SM124, but they are cheap.

Oh, the Atari VGA mono monitors I have seen were crap. I would personally
search for an older SM124.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1360. st hard drive for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 18:13:28 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CooAML.1vE@midge.bath.ac.uk>
Source record: 188718

ST 40 meg harddrive for sale.
set up to plug in and play.
autobooting etc etc
everything you would want from a hard drive.

100 pounds + postage
or you can collect.

mail me if interested pref with an email address that I can reply to :)
UK purchaser prefered.

1361. Re: Falcon bits and peices...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 18:15:19 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CooApJ.4pw@cix.compulink.co.uk>
Source record: 188719

>Try the game Triple Yahoo 1.0...it looks GREAT on the Falcon! It is on
>atari.archive.umich.edu in atari/Falcon and atari/Games.

What sort of game is it, can you give some info at all?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1362. Re: ftp sites

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 18:29:46 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2093.2DB8179A@dhhalden.no>
Source record: 188720

For those with WWW, have a look at the following URL

http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html

There you'll find pointers to a hyperlinked version of Hallvard Tanderaas' canonical list of Atari FTP sites. I'm annotating the list whenever I have spare time, so you'll also find comments about the sites' selection of software and hotlinks to important docs like indexes and such.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1363. ANNOUNCE: ASTRAsoft StormTracker: The First GEM MOD Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 18:34:25 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <2p95bh$l9e@percy.cs.bham.ac.uk>
Source record: 188721

```
Announcing....
ASTRAsoft StormTracker
======================

for the Atari ST, STe, MSTe, TT and Falcon

StormTracker is a completely new type of MOD editor, a breath of fresh
air to people who have been long baffled by the peculiar Hex digits and
code found on ProTracker, Audio Sculpture and others.

Features include:

o Full GEM Support and use of windows

o Graphical view of notes and effects

o Playback using Yamaha, DMA 8, or DMA 16-bit output
depending on what's available

o Sample Editor

o Imports signed, unsigned and AVR samples

o Full ProTracker sound support

StormTracker will be a commercial package, priced UKP 24.95 from
Goodman International PDL based in Stoke on Trent, England, available
late-May 1994.

A demo is available from atari.archive.umich.edu in folder
Sounds/Players/stracker.zip and also from ftp.tu-clausthal.de

Comments and suggestions are welcome, as are people willing to use
a limited-length use version of the full StormTracker to write tunes for
the commercial release

All email to: dxo@cs.bham.ac.uk

Thanks,

David

/\ ASTRAsoft shareware for the Atari ST
/\ \ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
/__\ \ David Oakley : dxo@cs.bham.ac.uk
_/_ _\_\_ Graham Harrison : u2e32@keele.ac.uk
--
/\ ASTRAsoft shareware for the Atari ST
/\ \ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

/__\ \ David Oakley : dxo@cs.bham.ac.uk
_/_ ___ Graham Harrison : u2e32@keele.ac.uk

1364. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 18:51:00 UTC
From: niels.simonsen@p3.secom.ct.se
Message-ID: <2db82b44@p3.secom.ct.se>
Source record: 188722

20 Apr 94, Ofir Gal wrote something like this to All :

> Well I'm not. I'm very optimistic and I am now working on a Voice
> Mail system for the Falcon. This will be available from HiSoft in a few
> months.

It is nice to see sombody hwo is optimistic :-)

Any idea of the price for the Voice mail system?

Niels S.

1365. Best price on Falcon 4/0, 14/0

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 19:12:47 UTC
From: selick@bu.edu
Message-ID: <2p97jf$a3h@news.bu.edu>
Source record: 188723

I'm starting to think about getting myself a Falcon without a hard drive. Where can I get the best price in the US on a 4 meg machine without a hard drive, and a 14 meg machine without a hard drive? What monitor will give me the most resolutions at the best value?

-Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

1366. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 19:25:58 UTC
From: smirk@bu.edu
Message-ID: <2p98c6$a6t@news.bu.edu>
Source record: 188373
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

maaron@utdallas.edu wrote:
: Richard Ward (rrward@netcom.com) wrote:
: > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
: > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
: > >>
: > >> It was an April Fools joke. "Melvin Purvis", the signee on the FBI
: > >> letter was the agent that shot John Dillinger, and is long since deceased.
: > >Yes, however, this Dave Rhodes chain letter crap is still illegal. At least,
: > >in the US it is... (it's hard to believe that someone was actually named
: > >Melvin Purvis - glad it's not MY name! :))

: > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid you
: > not).

: > Richard Ward
: > rrward@netcom.com

: That's nothing. At the private (Christian) school where I went to in 6th
: grade, a bus driver worked there named (I swear in the name of Doom that I lie
: not) Dick Leech. Some of the torture he got from the Bible-toting hypocrite
: students was rather unchristian, as you can imagine. =-]

I got something to top that. I had a teacher in high school
whose name used to be "Harry Dick." Understandably, he's gotten it changed.

1367. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 19:51:23 UTC
From: Lexicor@world.std.com
Message-ID: <CooF5o.3MK@world.std.com>
Source record: 188724

In article <1994Apr22.093155.2049@ibr.cs.tu-bs.de>,
Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>
>I agree to that!
>
>Even now i have problems to decide where to post atari.st
>related questions. Taking the experience with comp.sys.hp* i guess
>we will have the *same* messages in 3 groups, and lots of noise, too.
>
>Maybe we should have a *moderated* group
>comp.sys.atari.announce but in my opinion a

Axel :-)

The RFD for comp.sys.atari.announce has already been passed by me :-) next
week the voting will being, I all hope you vote YES for this group *grin*

Cheers

Yat

>
>Subject: ANNOUNCE: ...
>
>will be sufficient.
>
>--
>Axel Kielhorn
>
>The blue wizard
>
>c0031098@ws.rz.tu-bs.de
>

1368. Speedball 2 cheat program

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 19:51:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2p99sk$srv@mailer.fsu.edu>
Source record: 188725

I have uploaded Marc Bourlon's Speedball 2 cheat program to atari.archive.
It is in both /Newitems and /Games. Enjoy (it's cool)!!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1369. FOR SALE: UK Atari ST Mags (long list)

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 19:58:04 UTC
From: richards@mdd.comm.mot.com
Message-ID: <2p9a8c$pbm@yendi.mdd.comm.mot.com>
Source record: 188099

I am in possession of and could bear the parting with
the following UK ST magazines AND coverdisks:

Magazine No. Date Disk Contents "Highlights"
-------- --- ---- -------------------------
ST World 50 Apr 90 n/a
52 Q3 90 n/a
53 Q4 90 n/a
54 Supplement to ST User, Jun 91
55 Supplement to ST User, Jul 91
56 Supplement to ST User, Aug 91

ST Format 8 Mar 90 GFA Raytrace, ANI ST, Fastcopy
30 Jan 92 D1: Sequencer One, Canvas
D2: Populous2 demo
31 Feb 92 Stereo Master Demo, Utilities,
Sequencer One samples
33 Apr 92 D1: Write On
D2: Leander, QRT Raytrace, Pearle
34 May 92 D1: GFA Draft
D2: Campaign, Canvas
35 Jun 92 D1: GFA Basic 3.5, GFA Assembler,
GFA Raytrace
D2: Pacific Islands, Super Card 2,
GFA Draft Utilities
36 Jul 92 D1: Kspread 2
D2: Superboot 7.4, GFA Utilities,
Fire and Ice
37 Aug 92 D1: STOS
D2: 3D Picture, Int'l Sports Challenge,
Concerto demo, Utilities

ST Review 1 May 92 D1: Powerplay
D2: Feeling Partner demo
5 Sep 92 D1: First Word Plus 2.??, XControl,
Utilities
D2: Striker, 1st Track demo, Pinhead 2.1,
Powaqqatsi (chess)
7 Nov 92 D1 & D2: Timeworks 1.0
8 Dec 92 D1: Cyber Studio
D2: Evader, TOS Fixes, Utilities
9 Jan 93 D1: Cyber Paint
D2: Kid GP, Plop, Terrordesk
10 Feb 93 D1: Cyber Control
D2: Squish, UVK 5.7

11 Mar 93 D1: Breakthru Sequencer demo,
D2: Invaders, Telebook
13 May 93 Write On
17 Sep 93 Prospero C

ST User 53 Jul 90 Rourke's Drift, Sheet (PD spreadsheet)
54 Aug 90 Super Breakout, Music Construction Kit
55 Sep 90 Pools Predictor, Percussaman,
ST Page Editor
56 Oct 90 Sleuth, Location Crisselfridge
57 Nov 90 Hard Disk Utility, Turtle HD Backup
58 Dec 90 Goodies Utilities, Fastcopy Utilities,
Archshell and Arcx
59 Jan 91 Fselect 6.0, QuikDisk (RAMDisk),
Superboot 5.5, Mouse Ka Mania
60 Feb 91 ST Writer Elite, Quick ST, Quick Index,
Quick Find, Quick View, Quick Lock,
Quick Menu
61 Mar 91 Devpac, Reminder
62 Apr 91 Typing Tutor, Starnet BBS, Tetris
63 May 91 Recover, ANI ST, ST CAD
64 Jun 91 Neochrome Master, Uniterm, Backgammon,
ST XFormer (8-bit emulator)
65 Jul 91 TCB tracker, Namenet, Uniterm (more of)
66 Aug 91 3D Soccer, TLC Book, TCB Modules
67 Sep 91 Supercard Index, Mortimer
68 Oct 91 D1: Thunderhawk, TCB Module
D2: Grav, Dungeonz, Solitaire, Redformat
69 Nov 91 Serendipity, Obitus
70 Dec 91 Proflight demo, Button Fix, Protext 5.5 demo
71 Jan 92 Klatrix, Lotus Turbo Challenge demo
72 Feb 92 Hotwheels, Crossword,
Accompanist 2.4 PD sequencer
73 Mar 92 Fontkit Plus demo, Freeze Dried Terminal
74 Apr 92 First Word, Mutant Caterpillars demo
75 May 92 Harlekin
76 Jun 92 Superboot 7.2, Air to Air
77 Jul 92 Escapade, Slug, First Word Printer Drivers,
Autorais, FPrint
81 Nov 92 Cold Revenge, MiNT
86 Apr 93 HiSoft C, Stereo Master

As for price, I was thinking on the order of $1 per disk and $1 per
magazine, with postage etc. on top.

1370. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 20:25:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404221948.AA01679@ilmen.lanl.gov>
Source record: 188726

```
In article 4om@acme.gatech.edu, gt1448b@prism.gatech.edu (David Paul Forrai) writes:
>
>Well, I interpreted "hacker/phreaker" in the same grammatical sense as
>I would "and/or" which to me means that you can substitute either word
>into the sentence. I didn't mean to flame you or to defend
>"hacking/phreaking" ;-)

No worries, David... heck, for most intents & purposes, I'm a hacker, too! :)

-Hutch- @ Fair Dinkum Tech
```

1371. Populous 2 WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 20:26:59 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404221950.AA01684@ilmen.lanl.gov>
Source record: 188727

I'd still like to purchase a copy of Populous 2 if anyone has one to sell.

Just let me know, thanx.

-Hutch- @ Fair Dinkum Tech

1372. Re: STE T28 Accelerator Coming

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 21:06:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404222306.a6800@pb2.maus.de>
Source record: 188423

In article <A22279@AC2>, cb170@city.ac.uk (HALL B J) typed:

Hi *!

HBJ>I'm just glad that (hopefully) we shall be able to buy such an
HBJ>excellent product, and I'm willing to wait as long as it takes (well,
HBJ>maybe not TOO long!).

Sorry guys, don't be _too_ enthusiastic about this 28/36 mhz accelerator.
It's still a 68000 working on that board.

The non-E-version ist out in Germany for quite some time and there are a
lot of problems.

To get it started you have to do a cpuple of things i. e. replace pull-ups,
some TTL's and if you're lucky the board _might_ work. If you have any IMP
components in your machine, it's almost shure you have to replace 'em.

Not to mention the problems you will encounter when using a graphics-card.

In the MausNet we have an on-going discussion about this accelerator.

IMHO buy a PAK 68/3. That works with any 68020/30 and copro with up to 60 mhz!
(Even higher, and there is a FASTRAM-adaptor coming soon). Don't know the
international price for it, but having in mind it's performance, it is _much_
better value than a 68000 running at 28/36 mhz.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1373. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 21:30:27 UTC
From: pigjk@dcatla.com
Message-ID: <1994Apr22.163027.10100@dcatla.com>
Source record: 188454

GOOD GOLLY! THERE'S STILL ATARI USERS OUT THERE!!!!
�d just about given up on the thought that there were any Atari users still out there.

1374. -= Atari Portfolio HELP! =-

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 21:40:01 UTC
From: hacker@bu.edu
Message-ID: <2p9g7h$ctl@news.bu.edu>
Source record: 188728

[Article crossposted from comp.sys.atari.st.tech]
[Author was Jose Elias]
[Posted on 22 Apr 1994 21:39:01 GMT]

hi guys, first of all, this is in the USA!!! :)

I'm looking for two storage cards for an Atari Portfolio,
and I mean AS SOON AS POSSIBLE!!!

I tried looking into every bookstore I could looking for
Atari magazines (in Boston) but with no success (so that
I could look up vendor addresses/phone #'s).

So I need either:

- for you to sell me 1 or 2 storage cards
- to tell me where in New York or boston
i could find atari equipment
- or some phone numbers of companies that
could provide me with these cards.

Thanks for your time atarians!!!

.---'\/\/\/`--- - - - - - - - - - ---'\/\/\/`---.
| hacker@acs.bu.edu |
`----------[Imagination is more important than knowledge...]----------'

--
.---'\/\/\/`--- - - - - - - - - - ---'\/\/\/`---.
| hacker@acs.bu.edu |
`----------[Imagination is more important than knowledge...]----------'

1375. Time Works STcalc

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 22:46:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <767126101.AA09908@rochgte.fidonet.org>
Source record: 188729

I'm looking for a copy of STcalc by Time Works.
Can you help?

1376. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 23:13:49 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Apr22.191349@helix.nih.gov>
Source record: 188730

In article <2p8ni1$nud@fbi-news.informatik.uni-dortmund.de>,
koehne@troja.informatik.uni-dortmund.de (Patrik Koehne) writes:
|> |> U can also use Connect (Wolfgang Wander); it works with Magix/MultiTos
|> |> uses GDos Fonts...
|>
|> I just can underline this.
|>
|> Even when it's a german programm you should be able to use it.
|> It's much better then Uniterm!

Unless you have a stock 1040ST with a color monitor; then UniTerm
is better because (1) the font is actually legible, (2) it uses less
memory, and (3) doesn't need GDOS.

Just an opinion, of course; try them yourself...

--
___ O== ==O "It's deja vous all over again."
|__) ICK O== ==O [sic]
| \ / O== ==O
\/ ENABLE O== ==O -- Yogi Berra

1377. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 23:22:58 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <767070764.2@mettav.royle>
Source record: 188731

On 15 Apr 94 at 22:42:41 ("Roland Givan") wrote the following:

>> Atari's CD-rom driver does not work with MultiTOS/MINT > 1.04
>> If you need this send me email and I can proved it :)
>
> I've discovered this too. Its a real pity Atari/ICD don't fix it. It
> can't be that hard.

I thought I had seen it so I just checked, CDROM.XFS 0.7 appeared on my local
BBS a few days ago, it says MiNT >1.04, CDROM07.ZIP was the name.

-Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)

1378. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 23:36:16 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoopKG.K6D@cix.compulink.co.uk>
Source record: 188732

>I suppose people who have DOS 6.,2 on their machine should either 1)
>not format disks or 2) revert to DOS 5.0 by this logic.

I'd suggest the latter (2) - and not for any reason so far connected to
this discussion.

I never did *trust* any version of DOS over 5.0. Just look what MS did to
the backup command!

;-)

Roland.

1379. Re: Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 23:36:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoopKI.K6y@cix.compulink.co.uk>
Source record: 188733

>I am using an ICD FAST HD and a floptical with the ICD Link. What I
>would like to know, how hard is it to put another HD in to the ICD
>Case? There is plenty of room in the case. I don't know if I should
>get a completely new drive or add one to the one I have.

Somewhere in the case should be a 50Way SCSI ribbon cable. One end of this will go into the drive. The other end into a host adaptor. This is either a circuit board inside the case (as in an ADSCSI+) or an external box (as in the LINK). To add another drive, all you need to do is replace the ribbon cable with a longer one with an extra 50way IDC(?) plug just like the one which already plugs into your existing drive.

Then just plug in the other drive and set its SCSI id.

The only thing to watch is that your PSU is big enough to cope with both drives - especially if they are to power up together.

>Speaking of Hard Drives, can I use (shudder) one from Big Blue? If so
>can you advise as to what type to get.

Its got to be some sort of SCSI drive, and it really needs to be able to have its parity disabled as the LINK doesn't like parity.

Other than that you can mix and match makes and sizes of SCSI drives (and other devices) with a bit of luck. Obviously not all combinations will work, but IMHO 99.999%(ish) can be made to work in the end.

Roland.

1380. Re: Swap T2200sx for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 23:36:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoopKK.K7K@cix.compulink.co.uk>
Source record: 188734

>Subject: Swap T2200sx for Falcon?

I'll vouch that this is a very nice model, as we have a few at work:

Toshiba T2200sx Laptop 386, Mono (if I'm not mistaken)

But I'd rather have the Falcon ;-)

:-)

Roland.

1381. Re: Protar hard drive upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 23:36:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoopKM.K85@cix.compulink.co.uk>
Source record: 188735

>What I wanted to know was if it is possible to add another drive inside
>my case? I'm sure when I bought it I saw something claiming there was
>room inside for other drives.

You should be able to add another drive - no problem.

Alternatively just dump the 40Mb mechanism and fit something a bit bigger.
The is what I did to my Third Coast "Monster". It now has a whisper quiet,
super fast 240Mb drive - and it works like a dream.

:-)

Roland.

1382. SCSI connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-22 23:57:56 UTC
From: wa95008@black.ox.ac.uk
Message-ID: <1994Apr22.235756.4676@black.ox.ac.uk>
Source record: 188736

I know the Atari ST is not brilliant for its universally standard ports,
but is there any way of connecting a SCSI hard disk (eg from a PC) to an
ST. I know there are commercial products like the Link, but does anyone
know how to overcome the slight incompatibilities?

I have an Atari STFM, and not having decent storage facilities is annoying
me slightly (so much so, that I'm considering buying a PC - aargghhhh!! 8*>)

On the subject of storage space - how difficult is it to upgrade the internal
800k floppy disk drive to a 1.44Mb one. I understand that the floppy disk
controller chip will need to be changed - Is this difficult? More importantly
is it expensive?

Thanx in advance..

Matt Westby

E-mail matthew.westby@wadham.oxford.ac.uk
or matt@plato.wadham.ox.ac.uk

1383. Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 00:02:23 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2p9oif$t9f@freenet.hut.fi>
Source record: 188737

Could somebody please tell me if a 4th version of Gfa basic will ever be
made. I have heard from different sources different answers.
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

1384. Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 00:08:40 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <659_9404230401@nisc.fidonet.org>
Source record: 188738

```
G> In a message of 17 Apr 94 20:50:34, Graham.Irvine@mettav.Royle.Org wrote:
G> -> Is CANNON FODDER (the game) available for our
G> -> beloved Atari? or is it one of those prgs which will
G> -> never come out for our machine?
G>
G> It is available .
```

I just got the demo form my ST Format mag, looks pretty good, i played around with it a little but have to wait untill i get some free time to experiment more. Its by Virgin/Sensible Software, they make some pretty descent games.

```
+=-----=============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: Darren.Trutzenbach@n616.f2605.z#1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----=============================================================-----=+
```

1385. Re: The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 00:10:50 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767097444.1@mettav.royle>
Source record: 188739

Mickey bibbled on 18 Apr 94 to All...

>> Instead of the SOS, why don't we start a new thread on the best and
>> worst games released for the 16/32 bit Atari machines?
>
> I'll pick a category: Best multiplayer games. All of these are two
> player (or more) simultaneously doing something, not "taking turns".

And lets not forget that all-time classic multiplayer... MidiMaze!! Having up to 16 buddies battling it out is one thing nobody should forget... :))

Col.

Gabber system: Col@Bibble.Mettav.Royle.Org

1386. Re: Using Multimedia CD-ROMs on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 00:24:47 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Apr22.182447.26600@cobra.uni.edu>
Source record: 188740

In article <CoKy7I.IDu@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> In message <1994Apr20.105811.26411@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:
>>
>>This is an off topic about cdrom drives. I received my MacWarehouse catalog.
>>Front cover of the catalog shows a dual speed tray loading cdrom external drive
>>for $199 plus $3.00 over night shipping. Since the Falcon is SCSI equipped,
>>should work. MacWarehouse can be reached at 1-800-622-6222.
>
> At last Peter a useful comment. I have an Apple CD300 connected to my
> Falcon and it is a very nice piece of kit. I believe the drive you are
> talking about is the replacement model for the CD300.

No, it's not the new Apple one, but a MacWareHouse label one called 'PowerUser'
Well has been getting positive raves on the mac section. Apple'snew one is
called the 300e and is priced $349.

> -------------------------------
> Ofir ogal@cix.compulink.co.uk
> -------------------------------
>
>

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

1387. Re: Archive 2150S tape drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 00:29:54 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EDXLFIUQ@asharak.apana.org.au>
Source record: 188385

grin I just had to reply to this 8)

In <2p3fmv$mh@ornews.intel.com> Michael Smith wrote :

>I've heard Diamond Back III is supposed to support tape backups as
>well. If you have DBII, then upgrading is only like 20 bucks... might
>be cheaper than shareware.. might not.

DBII(I), whilst being a fine piece of software, is nowhere near the league of
a package like Gemar...

>Have you, or anyone else ever tried connecting two drives to the
>internal host of the Mega STe? This could be very helpful in
>upgrading to a new hard disk where you could just copy files from one
>drive to another.

Sorry, no can do - the MSTe's hostadapter is a one-drive-only unit.

>M

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

1388. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 00:35:56 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EDXLFIUT@asharak.apana.org.au>
Source record: 188386

In <CoGpH3.63C@srgenprp.sr.hp.com> Randy Hosler wrote :

>When I tried applying the 1.09 pqtches to the source here at work, patch failed
>on every hunk. I probably need a gnu patch, right? Anyway, one of patch's
>messages was quite funny.

--ignore-whitespace is probably what you're looking for - there aren't
too many MiNT patches that are whitespace-dependant 8)

> // Randy Hosler 707-577-3677 // /> /| /| / |\ |/ /_/ //

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

1389. Re: Easy-Boot v.15

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 00:43:36 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EDXLFIUW@asharak.apana.org.au>
Source record: 188387

Ok, pet hate time!

In <2ovt0k$am5@golem.wcc.govt.nz> Steve Wells wrote :

>B) The search-path for ACCessories. Usually just '\' (The root directory
> of the boot-drive) but it can be other paths for use with things such
> as Geneva which can load ACCessories from alternative directories.
> These paths are written without the trailling back-slash, (e.g.
> 'A:\MISC' NOT 'A:\MISC\'!!)

Oh _PLEASE_ ... how hard can it _possibly_ be to check for and add your own
backslash?

```
if (path[strlen(path)-1] != '\\')
strcat(path,"\\");
```

end pet hate...

Come on - if you're going to give me configuration hassles, at least make
them _significant_ ones 8)

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

1390. Re: Junior Office, Fax..

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 01:01:06 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EDXLFIVD@asharak.apana.org.au>
Source record: 188388
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2p02g8$b22@golem.wcc.govt.nz> Roger Sheppard. wrote :

>I need some help with Junior Office a Fax program
>that I dnloaded from tu-berlin..
>
>Does it work with NVDI..??

Yes. And MiNT

>Also will it run from another drive than C:

Yes.

>I could not get it to work on anothe drive came up with a STOP
>dialog box, with some thing about module...!!!!

Yes, read the installation instructions 8)

Run the program with the control key held down and select the program in
the fileselector.

Yes, it's a very bogus way of doing things, but hey, it seems to work.

>Does it support a Supa modem...

No idea - it works with my class-2 maestro modem.

>Is it any good...??

Seems to be.

>Thanks.....
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

1391. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 01:07:28 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EDXLFIVG@asharak.apana.org.au>
Source record: 188389

In <2ous6p$6kj@golem.wcc.govt.nz> Roger Sheppard. wrote :

>>To do genlocking, you need to be able to match the screen syncs of your computer
>>and video source so they can be mixed. On STe/MSTe machines (onwards?) you can
>>feed in a sync via the monitor port which the video hardware on the ST will then
>>match. Previously you needed some very nasty and expensive hacks to manage this.
>>Why no-one ever brought out a cheap STe genlock, I don't know.
>
>It was very simple the machine just did not have it, no interlace lack of
>colours..
>
>The Amiga was the machine for Genlocking not the Stupid Atari.....

This is, of course, complete crap. The Acre box was cheap, and works just fine.

Problem was, nobody overseas seemed to want to do anything other than complain
that something like it didn't (couldn't) exist... so not that many were made.

>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

1392. Nova boards

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 02:34:05 UTC
From: greg_evans@delphi.com
Message-ID: <BQ5u7IN.greg_evans@delphi.com>
Source record: 188741

Help! I am trying to get a 16M Nova board to work with my Mega ST (not STE). Anyone out there get this thing to work? I can only get a low res mono screen, no colors, no 640x480 or anything else. Actually, I think while it's booting it's in either med or high res mono. Any help would be greatly appreciated!

1393. Re: XtraRAM+8? (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 02:36:46 UTC
From: greg_evans@delphi.com
Message-ID: <Byxtb3G.greg_evans@delphi.com>
Source record: 188742

The Xtra Ram +8 needs Tos 2.06 and works like TT ram (sort of). I believe any TT aware program such as Pagestream will use the full 12 megs but other programs will only run in 4 megs or even crash. That isn't the board's fault - it's just that most developers never expected 12 megs...

1394. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 03:45:12 UTC
From: rrward@netcom.com
Message-ID: <rrwardCop13D.z3@netcom.com>
Source record: 188369
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2p98c6$a6t@news.bu.edu> smirk@bu.edu (Sheldon Chang) writes:
>maaron@utdallas.edu wrote:
>: Richard Ward (rrward@netcom.com) wrote:
>: > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
>: > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
>: > >>
>: > >> It was an April Fools joke. "Melvin Purvis", the signee on the FBI
>: > >> letter was the agent that shot John Dillinger, and is long since deceased.
>: > >Yes, however, this Dave Rhodes chain letter crap is still illegal. At least,
>: > >in the US it is... (it's hard to believe that someone was actually named
>: > >Melvin Purvis - glad it's not MY name! :))
>
>: > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid you
>: > not).
>
>: > Richard Ward
>: > rrward@netcom.com
>
>: That's nothing. At the private (Christian) school where I went to in 6th
>: grade, a bus driver worked there named (I swear in the name of Doom that I lie
>: not) Dick Leech. Some of the torture he got from the Bible-toting hypocrite
>: students was rather unchristian, as you can imagine. =-]
>
> I got something to top that. I had a teacher in high school
>whose name used to be "Harry Dick." Understandably, he's gotten it changed.

Me again. I had a high school Health (sex ed.) teacher named Dick DeLong.
(and people wonder why I gi by Richard).

Richard Ward
rrward@netcom.com

1395. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 04:06:12 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2pa6rk$o8s@terminator.rs.itd.umich.edu>
Source record: 188743
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 90461 Apr 16 00:09 ./0ls-lR.Z
-rw-r--r-- molin 90303 Apr 16 00:11 ./0ls-lRc.Z
-rw-r--r-- molin 111221 Apr 16 00:08 ./0compind.Z
-rw-r--r-- molin 242753 Apr 16 00:08 ./0index
-rw-rw-r-- weiner 6440 Apr 18 21:16 ./Applications/0index
-rw-r--r-- molin 164016 Apr 16 09:11 ./Applications/Dtp/Fonts/Calamus/glip.lzh
-rw-r--r-- lenn 88475 Apr 18 10:50 ./Editors/everest-3.2e.zoo
-rw-r--r-- entropy 1797 Apr 18 10:54 ./Editors/0index
-rw-r--r-- boydm 154276 Apr 18 01:23 ./Demos/chaos_1.tos
-rw-r--r-- boydm 185428 Apr 18 01:23 ./Demos/chaos_2.tos
-rw-rw-r-- weiner 9040 Apr 18 01:24 ./Demos/0index
-rw-r--r-- molin 18118 Mar 22 17:00 ./Utilities/ledpan24.lzh
-rw-r--r-- lenn 147948 Apr 18 10:50 ./Utilities/mb40_bin.lzh
-rw-r--r-- molin 15872 Apr 17 01:29 ./Utilities/memwtch2.zip
-rw-r--r-- lenn 150613 Apr 18 10:51 ./Utilities/rdd320.lzh
-rw-rw-r-- entropy 26274 Apr 18 21:23 ./Utilities/0index
-rw-r--r-- molin 90335 Apr 18 23:58 ./0ls-lR.Z
-rw-r--r-- molin 90449 Apr 18 23:59 ./0ls-lRc.Z
-rw-r--r-- molin 111319 Apr 18 23:56 ./0compind.Z
-rw-r--r-- molin 242922 Apr 18 23:56 ./0index
-rw-r--r-- weiner 3228 Apr 19 08:33 ./Sound/0index
-rw-rw-r-- entropy 26335 Apr 19 21:29 ./Utilities/0index
-rw-r--r-- molin 40599 Apr 19 08:05 ./Utilities/ikonitor.zoo
-rw-r--r-- molin 89909 Apr 19 21:41 ./0ls-lR.Z
-rw-r--r-- molin 89885 Apr 19 21:43 ./0ls-lRc.Z
-rw-r--r-- molin 110259 Apr 19 21:40 ./0compind.Z
-rw-r--r-- molin 242 Apr 19 01:48 ./Jaguar/jag-Ad.txt
-rw-r--r-- molin 111126 Apr 19 01:48 ./Jaguar/jag-AdP1.jpg
-rw-r--r-- molin 104033 Apr 19 01:48 ./Jaguar/jag-AdP2.jpg
-rw-r--r-- molin 248 Apr 19 01:48 ./Jaguar/tempAd.txt
-rw-r--r-- molin 123957 Apr 19 01:48 ./Jaguar/tempAdP1.jpg
-rw-r--r-- molin 121692 Apr 19 01:48 ./Jaguar/tempAdP2.jpg
-rw-r--r-- molin 240823 Apr 19 21:40 ./0index
-rw-r--r-- molin 0 Apr 20 01:09 ./Utilities/Warp9stuff/core
-rw-r--r-- entropy 5168 Apr 21 00:06 ./Programming/0index
-rw-r--r-- molin 432742 Apr 20 03:39 ./Programming/f68kans.zip
-rw-r--r-- molin 89811 Apr 20 01:54 ./0ls-lR.Z
-rw-r--r-- molin 89519 Apr 20 01:55 ./0ls-lRc.Z
-rw-r--r-- molin 110259 Apr 20 01:52 ./0compind.Z
-rw-r--r-- molin 240823 Apr 20 01:52 ./0index
-rw-r--r-- entropy 5168 Apr 21 00:06 ./Programming/0index
-rw-r--r-- molin 89869 Apr 21 00:14 ./0ls-lR.Z
-rw-r--r-- molin 89849 Apr 21 00:15 ./0ls-lRc.Z
```

```
-rw-r--r-- molin 110287 Apr 21 00:12 ./0compind.Z
-rw-r--r-- molin 240874 Apr 21 00:12 ./0index
-rw-r--r-- lenn 18704 Apr 22 15:49 ./Games/0index
-rw-r--r-- boydm 8899 Apr 22 15:48 ./Games/sb2cheat.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1396. Re: Eugene F. Sothan?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 05:04:16 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCop4r4.6qD@netcom.com>
Source record: 188744

In article <199404201906.a6707@pb2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
>
>I send some money to him a _long_ time ago, to register for that program. But
>I didnt get any reply :-((

Me too. :-(

--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1397. Re: Cannon Fodder for the Atar

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 06:28:32 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <767070764.3@mettav.royle>
Source record: 188745

It was none other than Holger Haslbeck that wrote on 15 Apr 94 that ,
>> At least, ST-Format magazine reviewed it this month. So it exists.. ;-
>>) ! But whether it is Falcon-compatible, or not... No idea. ;-(
HH> The demo on ST-Format isn't Falcon compatible. It also doesn't work
HH> on TOS 2.05/2.06.

It states in the Mag blurb it isn't TOS2.06 compatible but I managed to run it without any bother .

Graham Irvine
grin.mettav.royle.org

1398. Re: laserdemo.tos.z /archivers

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 06:41:57 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2pafvm$a8d@scapa.cs.ualberta.ca>
Source record: 188746

steve@snark.cs.city.ac.uk (Steven Eker) writes:

>Has anyone got /Falcon/laserdemo.tos.z on AA (actually the mirror on
>src.doc.ic.ac.uk) to unpack?
>I tried uncompress (on a Sparc) but uncompress compained it was not a compress
>file.
>I tried gunzip (on a Sparc) which gave me a file 'laserdemo.tos'

>Running this on my falcon it declares itself to be a self-extracting zip archive,
>which runs for several minutes, listing file names, declaring them to be
>corrupt and making empty files.

>BTW is there a falcon compatible unzip? 'unzip' crashes on my falcon after
>correctly extracting the files but declaring them to be corrupt (the're not!).
>'gzip' & 'gzip-tos' (same program?) both refuse to handle archives with more
>than one file!

>Also which of the 9(!) lharc/lzh unpackers in /Archivers is current?
>(arclzh63.lzh, decompre.lzh, lharc.arc, lha201.lzh, lha_232.tos, lha3.tos,
>lzh201le.ttp, lzh_201l.lzh, unlzh172.lzh)

Use lha3 or lha 3.01.. as for ZIP, use the newest version of STZIP (not sure
what the version number is offhand), unless you are using some kind of
other weird zip algorithm, you shouldn't have a problem.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1399. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 07:44:01 UTC
From: wilsont@rahul.net
Message-ID: <CopC5D.Hzz@rahul.net>
Source record: 188747

In <2p0uet$2ht@groucho.phil.ruu.nl> (Joost van der Leij) writes:

>>
>> I disagree totally, A Falcon could run Doom as fast as a 486sx-25 with some
>> careful programming, you have to remember that a substantial part of the
>> cpu time in doom goes into transfering graphics data to the screen, on a
>> Falcon this is 2 times faster than most PCs.
>>
>> Griff
>> --

While i didn't see this original reply from griff, the falcon is no
where near the 486-25 when doing doomish stuff.

>I tend to agree with Griff. Allthough my credits are still to be founded,
>I've been working on a game for the Falcon in 256 colour mode. Moving a
>32*16 sprite over the screen seems to go pretty fast when done by the CPU,
>even with 8 words need to change a pixel. My program doesn't want to change
>1 pixel at the time: it changes 16 pixel's at the time, which takes about
^^^^^^^^
Ah, but doom uses 1 pixel VERTICAL strips. and its takes ONE BYTE per
pixel.

Heck, if the falcon had a 1 byte/pixel chunky mode then I could see
a small screen version of doom. but the 2 byte/pixel mode is to slow
and sucks up tons of bus bandwith just for screen refresh.

>the same amount of time as one pixel. A lot can be done by software. I
>thought especially Atari developpers we're cunning in doing great things
>with software, where other platforms had hardware (and costed more $$$).

of course a lot can be done by software, Doom is all software.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

1400. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 07:53:59 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2pak6n$cu@coli-gate.coli.uni-sb.de>
Source record: 188748

: >I have had my Falcon accelerated to 32MHz. It's now 25% faster. The cost
: >was 60ukp. The Falcon is slow, but it's still a great machine. It's a
: >shame Atari didn't follow it up with an 040 true 32-bit machine.

: Is this done by 'upgrading' the clock speed only ?

I guess not.

You don't need a 60 Pounds-package to double the Falcon's CPU speed.

Simple TTL will do the job for about 60 pence.

1401. Re: The best & worst ST game

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 09:06:03 UTC
From: fairbro@ac.dal.ca
Message-ID: <1994Apr23.060603.23394@dal1>
Source record: 188749

The best games I have are: 1 Civilization(once you get the bugs out)
2 Gunship
3 Dungeon Master
plus Far to many to list

The worst are : 1 East vs. Wast Berlin 1948 (far to slow)
2 Ancient Battles
3 Sub Battle simulator

Can't wait for Gunship 2000

%/%/%/

1402. Falcon and STe Joysticks?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 09:22:45 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2papd5$r3k@usenet.INS.CWRU.Edu>
Source record: 188750

What type of joystick port does the Falcon or STe have?
Reason I ask is that the Jaguar controller box says that the Jag controller
fits these computers as well. My ST has the old standard 9 pin joystick
plug. The ST has a Female plug while the Jag has a Male plug.

--
Fred Horvat
Your Part Time
Atari Portfolio Sigop and
Atari Classic Gamer

1403. Return of the long lost ST lover.

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 10:02:35 UTC
From: chioua@topaz.ucq.edu.au
Message-ID: <1994Apr23.200235.1@topaz>
Source record: 188551

Hello there,

Am I glad to have found you guys. Many years ago I owned (still am) an Atari 520ST. Yes, the original 520ST - the one with the 360K external drive. I still have that machine and still in working order. I ran a national user group of close to 500 users. But that was about 6 years ago.

Unfortunately, due to overseas studies blah blah blah etc, I had to stop using the ST for awhile (6 years!!!). But I still affectionately like the ST. I wish to follow up with the latest development on the ST. I have tried reading up on the other postings, but I can't make much of what is going on. Can someone please fill in the blanks for the last couple of years.

Is Jack Tramiel around? Is the ST still the Numero Uno in Europe and the UK? Has Atari finally came up with the UNIX, PC and ST all-in-one box compatible machine? What happened for the last six years? Does anyone still use first word plus? Do you still have the cherry bombs on the screen when the ST goes into limbo? Questions of questions -- is the Atari ST finally downward(!!!!!!) compatible with the Amiga?

Thanks a billion.

Andrew.

1404. Re: STE lemmings

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 10:06:52 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2parvs$f72@irz401.inf.tu-dresden.de>
Source record: 188552

In article <2ottso$lp1@freenet.hut.fi>, krlawson@freenet.hut.fi (Kris Lawson) writes:
>Does anybody know if Lemmings uses the special sound chips of the STE?
>In the demo version of the game it said that in the full version there
>would be STE support, what did this mean?
No it doesn't.Lemmings don't supports STE-capabilities - the same with
Lemmings II.What a pity!

Matthias
--
.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`---'

1405. The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 10:20:53 UTC
From: chioua@topaz.ucq.edu.au
Message-ID: <1994Apr23.202053.1@topaz>
Source record: 188553

If I wish to get an ST with the following
configuration. Please tell me what must I
do:

1) UNIX compatible
2) MS-DOS (IBM PC) compatible
3) MAC compatible

I know all this is not impossible, because 'they'
have been talking about it many years ago. I was
there when Atari introduced the 3-in-1 computer. Running
the Magic-SAC and PC-Ditto on a 1Mbyte-68000 machine. Yeah
I know it may have been only a Mac-classic and PC-XT
compatible, but I guess things must have been upgraded by
now.

I need the above configuration above badly as I am doing quite
a huge project involving all the above platforms. Would it be
cheaper if I just get a top-of-the-range ST and add in all the
emulator packages OR just get one each of the above machines?

What now?

Thanks a billion. Andrew.

1406. GFA BASIC ST <--> GFA BASIC PC Windows

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 10:27:58 UTC
From: chioua@topaz.ucq.edu.au
Message-ID: <1994Apr23.202758.1@topaz>
Source record: 188554

Is the GFA Basic for the ST compatible with the GFA Basic
for Windows under DOS? I need to know because I will be
doing a cross-platform project. GFA Basic is the closest link I can
get that is most 'tranportable' between a PC and ST.

Is there anything out there that can do the same with the ST and
MAC?

Thanks a billion.

Andrew.

1407. comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 10:30:27 UTC
From: chioua@topaz.ucq.edu.au
Message-ID: <1994Apr23.203027.1@topaz>
Source record: 188555

I have been away from the Atari ST scene for quite
a number of years now. After reading all the postings
here, I get the impression that the ST scene isn't
very healthy.

PLEASE tell me I am wrong!

Andrew.

1408. TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 11:45:46 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2pb1pb$6mr@usenet.INS.CWRU.Edu>
Source record: 188556

Hello,

I'm looking for a copy of TOS 1.0 on floppy. Reason being simple,
100% compatibility with games on a machine with a newer version of TOS.
Please E-mail me or call me at 216-729-0761.
--
Fred Horvat
Your Part Time
Atari Portfolio Sigop and
Atari Classic Gamer

1409. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 12:17:14 UTC
From: steve-j@teleport.com
Message-ID: <2pb3ka$ef3@kelly.teleport.com>
Source record: 188557

In article <2pb1pb$6mr@usenet.INS.CWRU.Edu>,
Fred Horvat <ap748@cleveland.Freenet.Edu> wrote:
>
>
>Hello,
>
> I'm looking for a copy of TOS 1.0 on floppy. Reason being simple,
>100% compatibility with games on a machine with a newer version of TOS.
>Please E-mail me or call me at 216-729-0761.

All disk-based versions of TOS (other than developer beta copies)
are illegal.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1410. Re: Doom for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 12:48:48 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Copq9D.Gu6@cix.compulink.co.uk>
Source record: 188558

>Apparently, no one is serious about developing Falcon or TT specific games...
>As I said, if there would be some money (not a fortune but decent) and not
>promises, I would be interested in doing the GFX for a fal game or two...

A number of people on here have already said that they're developing
Falcon games - and there are a fair few already available on various
sites.

I'm writing a pretty simple game at the moment (i've been out of
games/graphics programming for some time now so the first one's got to be
simple [g]). And am going to be very interested in the amount of shareware
registrations that it's going to generate (if any).

This, of course, is the crux of the matter - as most Falcon specific games
are going to be shareware - how many people will be willing to pay?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1411. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 13:10:26 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.20.000D2CED@hermes.cam.ac.uk>
Source record: 188576

In article <2p79hm$kb2@acme.gatech.edu> gt1448b@prism.gatech.edu (David Paul Forrai) writes:
>Well, if hacking is equivalent to pirating then many commercial Atari
>products are illegal. I serious doubt that Warp 9 was developed
>without any hacking of TOS. Or Spectre. Do you think Dave Small
>developed it without hacking at TOS and the Mac OS?

Hey, what about MiNT? Do you think it could have been developed from purely 'legal' documented knowledge of TOS internals? And that's now official. Atari are in a way supporting the hacking of their own software. And following from a different post, I think most software licenses nowadays state that reverse-engineering, dissassembly, decompilation etc. of the code IS illegal.

John

1412. Games!

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 14:02:28 UTC
From: e91sg@efd.lth.se
Message-ID: <2pb9pk$pms@nic.lth.se>
Source record: 188560

I was looking through some old stuff the other day and found 2 new
(unopened/unused) games for the st, Defender Of The Crown & Police Quest.
So, is anyone interested ? Please drop me a mail !

/stefan

_ _
Stefan Gimeson UNet: e91sg@efd.lth.se | Let's build a nightmare-nation
Tunavagen 39 B660 dr_dream@df.lth.se | learn and work as never yet !
S-223 63 Lund Voice:(0)46-394280 | L I F E
Sweden (XTCIZNRG4U) EC in '94 ! Vote YES!! | *the ultimate VR experience*
- -

1413. Re: Cannon Fodder for the Atar

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 14:12:04 UTC
From: nj1@ukc.ac.uk
Message-ID: <7524@merlin.ukc.ac.uk>
Source record: 188561

In article <767070764.3@mettav.royle> Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
> HH> The demo on ST-Format isn't Falcon compatible. It also doesn't work
> HH> on TOS 2.05/2.06.
>
>It states in the Mag blurb it isn't TOS2.06 compatible but I managed to run it
>without any bother .

I also got the demo working on my Falcon, using Backwards.

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

1414. GAMES FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 14:15:09 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <2pbahd$hmb@taiwan.informatik.uni-rostock.de>
Source record: 188562

```
Magic Pockets 25,-DM $15 10p
Mega Lo Mania 25,-DM $15 10p
Utopia 25,-DM $15 10p
Gods 25,-DM $15 10p
Suspicious Cargo Out of Luck in Outer Space
25,-DM $15 10p

+ p/p

hjanz@informatik.uni-rostock.de
```

1415. NVDI & Multitos

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 14:34:56 UTC
From: ramius@hal9000.apana.org.au
Message-ID: <ramius.0061582B@hal9000.apana.org.au>
Source record: 188497

Hi all,
Subject says it all, how does one get NVDI 2.5 to work with Multitos
version 1.04. Whenever I try to run NVDI after Multitos in the auto folder,
It kills my Xcontrol and the NVDI CPX. I have a Flacon 030, w/- TOS 4.04 Also
has anyone been able to get Truepaint to work with Multitos?
Byee

1416. Re: Falcon and STe Joysticks?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 14:55:11 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pbcsf$iqr@vishnu.jussieu.fr>
Source record: 188563

STe and Falcon still have the old mouse/joystick ports that are on ST, but
they also have got two new analogic ports on the left side, to connect paddles, analog joysticks, guns, etc...

MB.

1417. re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 15:27:44 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <1af_9404231507@dswhq.omahug.org>
Source record: 188212

> The Blitter is to slow, can some ome Please explain why did Atari bring
> out such a stupid machine....??

While I respect the opinions of the programmer in question here, I'd have to dissagree with him on this point. The Blitter is just as fast as the '030 for doing memory moves. What screws people up on this point when you are doing performance comparisons is that using the Blitter for moves means that the Blitter has to share the bus with the '030. On the other hand, using the '030 for the moves means that the '030 DOESN'T have to share the bus with the Blitter. Doing this kind of test is really unfair to the Blitter, because the '030 isn't operating under the same constraints as the Blitter is.

The real power of the Blitter comes from the fact that you can set the Blitter up to do a move and then let it take off and do the memory move WHILE THE '030 IS DOING SOMETHING ELSE. If you set the Blitter up and then wait for it to finish before doing something else, then yes, the '030 will be faster. This is the way people used to working with clones program. Most of them aren't used to the idea of a DMA device being able to do its own thing while they are using the CPU for something else.

Later,
gizmo@dswhq.omahug.org

1418. Re: Return of the long lost ST lover.

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 15:32:25 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pbf29$iqr@vishnu.jussieu.fr>
Source record: 188565

In article 1@topaz, chioua@topaz.ucq.edu.au () writes:
}
} Is Jack Tramiel around? Is the ST still the Numero

Jack Tramiel let Atari to his sons, and they didn't expand the ST as it
should have been. That's why the ST is no more the first computer in Europe anymore.
The f**king PC is the king nowadays, how sad it may be.

} Uno in Europe and the UK? Has Atari finally came up
} with the UNIX, PC and ST all-in-one box compatible
} machine? What happened for the last six years?

No. One of the biggest mistake always repeated by the sons was to cons-
tantly and repeatedly announce new machines, and never release them. During the same
time, PC and compatibles increased in speed, power, sound, graphics, until the outpassed
the ST by miles, and for a continuously decreasing price...

} Does anyone still use first word plus? Do you still

Certainly. At least one person, I'm sure... :-)

} have the cherry bombs on the screen when the ST goes
} into limbo? Questions of questions -- is the Atari ST

Yes.

} finally downward(!!!!!!) compatible with the Amiga?

No.

}
} Thanks a billion.

Three years ago, Jack Tramiel decided to take Atari back, and planned a new
computer. It's out now, it's called the Falcon, has better abilities than the PC in many
domains, but is a bit underpowered, and some find it a bit outpriced compared to the PC.
I personnaly have got one, I find it very nice, enjoy it a lot, and find it a bit
underpowered.
I however doubt it will do the same score that the ST did, because it came a bit too late,
and Atari doesn't support it a lot, being too busy with their new game console, the Jaguar.
It's too bad good machines don't get the support they should (I'm thinking about the NeXT
too, for example).

}
} Andrew.

I'm sorry to disappoint you. However, there are still very active people on ST
demo-crews essentially, but also free/shareware authors, who do better and better job,

and allow you to get some free/cheap softwares of good quality.

BTW, where the hell where you for 6 years not to have heard anything about computers ?!? Just wondering...

MB.

1419. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 15:35:38 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <1b0_9404231507@dswhq.omahug.org>
Source record: 188215

> I have an original STE brochure which extolls the virtues of the
> machine... Among the things listed was that every STE included
> genlock hardware! Is this true? Do we REALLY have this hardware? I
> wonder how it all works...

EVERY ST has the ability to Genlock. Unfortunately, it wasn't until the STe
came out that the necessary connections were provided on the back of the
computer. On the older STs, you had to do a little hacking of the motherboard
to get at the signals that you needed.

Later,
gizmo@dswhq.omahug.org

1420. Re: But what is Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 15:36:12 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pbf9c$i20@charm.magnus.acs.ohio-state.edu>
Source record: 188566

Empire was a commercial release of a game that has seen PD versions on almost every platform. It was a nice implementation, however. It is a wargame where you attempt to conquer a world while you discover it. If you want a more modern rendition of the game try CONQUER.TOS at most major Atari FTP Sites. It runs in any 16 color mode, so it is quite nice on the Falcon in 640x480. It's Shareware but allows you to play over the modem as well. I highly recommend it to anyone who loved 'Empire'.

Dan Ackerman
ackerman.29@osu.edu

1421. Re: XtraRAM+8? (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 15:37:34 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <1b1_9404231507@dswhq.omahug.org>
Source record: 188214

> I would call Toad or someone similar like STeve's or Computer STudio
> and ask!

You might also try

Systems For Tomorrow
(816)252-4738
FAX (816)252-3611
800-875-4943 (7 p.m. to 10 p.m.)

Later,
gizmo@dswhq.omahug.org

1422. Re: IDE H/D pinouts...

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 15:40:04 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <1b2_9404231507@dswhq.omahug.org>
Source record: 188209

> What are the relative merits of the IDE and SCSI drives when used with
> the Falcon?

Don't have the pinouts for you Steve, but I can tell you this. The best speed I've seen with an IDE drive on the Falcon was right at 1 meg/sec. I'm getting 1.685 meg/sec with my Quantum Prodrive 128 LPS.

Later,
gizmo@dswhq.omahug.org

1423. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 16:00:37 UTC
From: swhatley@blkbox.COM
Message-ID: <2pbgn5$f87@blkbox.blkbox.COM>
Source record: 188567

S.P.Taylor@bradford.ac.uk (SP TAYLOR) writes:

>Rob Adams TopFM writes:
>: abarbiero@delphi.com wrote:
>: :
>: : Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
>: : to your ST. I know it works on a Mega, and it may on a MSTe, but I have
>: : seen them for sale at a few Atari dealers.

>: Does this mean 12Meg total or 8Meg total???

>It adds 8 megs to however much you have installed already. So if you have
>a 1 meg machine, you get 9 meg, or 4 meg becomes 12 meg.
> -- Steve Taylor.

How can I order this board and for how much?

Thanks,
Steven Whatley

1424. Re: some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 16:10:47 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.767117447@spoetnix.idca.tds.philips.nl>
Source record: 188568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bert@brazil.WPI.EDU (Bertram Dunskus) writes:

#A question about your report on the following:

GEMBENCH 3.30 (C) Ofir Gal
Tests w/ and wo/ PAK3-020/16MHz
Reference: ST 1040, no blitter.

#Is this a new PAK thing? I've heard about the PAK before, but now I've been
#outside of Germany for about two years, and I don't know about current
#developments.

This is the third version, called PAK/3. Main difference: 32 kb cache.
See november and december 1993 issues of C't for more details.

#I guess my question is, are there any affordable <$300 (<$500 DM) '020 or
#'030 accelerator boars for the Mega ST's?

I did'nt buy all the components already having the bulk of 'm, but I think
this should be possible.

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

1425. Planes vs chunky mode (was: Re: A Falcon Developer Speaks about Doom..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 16:24:13 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pbi3d$iqr@vishnu.jussieu.fr>
Source record: 188569

Planes are NEVER faster to use than chunky modes, I mean 8 bitplanes vs
1 byte/pixel and 16 bitplanes vs 1 word/pixel. And they are more interesting only "when
the size of a pixel is not an integer number of bytes, but for 256 color,
16-bit and 24-bit displays, they are just a headache to deal with." as John Sullivan said.

To draw text :
- with 8x8 fonts, you must do OR.W as many times as you've got planes => 8 or 16 OR.W
by line, vs 8 MOVE.B/MOVE.W, which are a lot faster than OR.

To draw sprites :
- with sprites, it much WORSE : either you shift them realtime, which means a lot of CPU
lost for @#$^, either you pre-shift them , but it takes a lot of memory, or you make some
generated code. But, in the 3 cases, you have to AND the mask (which must be shifted too,
implying that previous problems are doubled !) and then OR the sprite ! (You can gain a
lot
with generated routs, but it becomes hard when you need to do some clipping). In chunky
mode, you don't need masks anymore, and all your sprite can be put with MOVEs...way
faster !!! (And a ig plus is that in chunky mode, you don't plot empty pixels !)
- for bigger fonts than 8x8, it's simply some sprites (and I don't even speak about vector
fonts !)

The only case planes are faster is when you use intentionally the planes separatly. Fo
example, when you do some 3D full routs, you can speed your rout by using planes inde-
pendently, which reduces the colormap a lot, of course (8 planes gives 8 colors instead of
256!, but it allows easy transparency). And, even in that case, interleaved planes like on
Atari is not the best thing (long life to the Amiga ! :0)

MB.

1426. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 16:55:47 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.21.0010EE8F@hermes.cam.ac.uk>
Source record: 188586

On 22 Apr 1994 millert@ug.ec.usf.edu (Timothy Wilson) writes:
>In article <js10039.16.0012E0FB@hermes.cam.ac.uk> js10039@hermes.cam.ac.uk (J.
>Sullivan) writes:
>>In article <CoBM4t.38x@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:
>>>2. The 256 color mode in the falcon is *worthless* for texture mapping.
>>> It takes 8 word writes to change one pixel to any value.
>>God, they're not still doing that are they? I assumed that since the falcon
>>had more screen modes and allowed overscan they would ditch the CRETINOUS

>Yes, they're still using the interleaved bit planes, and if you've ever done
>text drawing or sprite manipulation, you'd understand how much better it is
>than byte-per-pixel. Even most of VGA's modes have a bitplane for a page.

I have and I don't. Most modes where the pixel size is an integer number of
bytes dont use bit planes. VGA 320x200x256 certainly doesn't.

>If you have a byte per pixel and you want to draw a character, you're going to
>have to do quite a bit of work. Lets assume that your characters are 8x8, so
>they take up 8 bytes to describe a character. You have to pick the byte for
>each line apart, bit by bit, then using the bit value, decide whether to write
>the foreground color or the background color to the screen.

```
move.l #screen_addr,a0
move.l #char_bitmap_addr,a1
move.w Y_COORD,d0
mulu #line_width,d0
adda.l d0,a0
add.w X_COORD,a0
moveq #7,d7
.linel moveb (a1)+,d0
moveq #7,d6
.pixl lsr.w #1,d0
bcc.s .bg
move.b FOREGROUND_COL,(a0)+
bra.s .nbg
.bg move.b BACKGROUND_COL,(a0)+
.nbg dbf d6,.pixl
adda.w #line_width-8,a0
dbf d7,.linel
```

>For interleaved bitplanes... for each line of the character, you need both the
>positive (the byte in the character table for the foreground color), and a
>negative (the byte in the character table xor $ff for the background color).
>You then take the color number of the foreground color and shift it one bit to
>the right. The carry bit then contains a flag that determines whether or not
>you put the positive into your accumulator. Next, shift the background color

>one to the right. The carry bit then contains a flag that determines whether
>or not you add the negative to the accumulator. You take the value of this
>accumulator and write it to the correct place in memory. You to this for each
>successive bitplane.

```
move.l #screen_addr,a0
move.l #char_bitmap_addr,a1
move.w Y_COORD,d0 ; Y mod 8 = 0
mulu #line_width,d0
adda.w d0,a0
move.w X_COORD,d0
btst #3,d0
beq.s .ech
addq #1,a0
bclr #3,d0
.ech adda.w d0,a0
lea $e(a0),a0
moveq #7,d7
.linel move.b (a1)+,d0
move.b FOREGROUND_COL,d1
move.b BACKGROUND_COL,d2
moveq #7,d6
.bitl moveq #0,d3
lsr #1,d1
bcc.s .nfg
add.b d0,d3
.nfg lsr #1,d2
bcc.s .nbg
sub.b d0,d3
addq #1,d3
.nbg move.b d3,(a0)
subq #2,a0
dbf d6,.bitl
adda.w #line_width+16,a0
dbf d7,.linel
```

This is bigger and slower than the previous routine.

>I gave more detail for the second one because I have done it before. But you
>can see that for byte-per-pixel, you have to pick apart each bit from each
>line of the character.

But you can use the color value directly.

>For interleaved, you need only pick apart the two
>color numbers and do a little addition before you write the data to memory.

But you can use the character bitmap value directly (most times)

>Sprites are a bit more involved for both, but I think that although the
>interleaved-plane algorythm is harder to understand and implement, it gives
>you more freedom for certain effects and less for others. However, the

The first thing to worry about is getting the pixel/text/sprite drawn efficiently, before worrying about 'effects'. Ihave never used the BLITTER's SMUDGE bit and probably never will, so I don't care that this effect might not be possible if the ST's screens weren't bit planed. Bit planes win when the size of a pixel is not an integer number of bytes, but for 256 color, 16-bit and 24-bit displays, they are just a headache to deal with.

>structure of the data for a sprite could be stored in a way that matches the
>screen memory structure. For interleaved, you'd want to store seperated
>planes, while for byte-per-pixel, you'd store a list of colors and another
>list of flags.

Of course you choose the sprite format such that it needs as little conversion as possible to output, but you store the same amount of data in both cases: A table of color information, and a mask.

John

PS: I hope the code is vaguely right, I haven't tested it but it's similar to code I have done on both PC and ST

1427. MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 17:35:43 UTC
From: j.dewell@genie.geis.com
Message-ID: <9404231735.AA06870@relay2.geis.com>
Source record: 188570

April 22, 1994

Greetings! I am selling my MegaSTe. It has 4 megabytes of RAM, the famous Atari 50meg hard drive, TOS 2.06, a 1.44 floppy, and a 68882 (and of course all the other neat stuff a MegaSTe has). I am asking $700 obo. GEnie address is J.DEWELL, my Internet address is j.dewell@genie.geis.com and my voice phone number is (408)246-9863. Thanks! Later!

Jack Dewell

1428. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 17:58:34 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <767114696.0@mettav.royle>
Source record: 188571

On 17 Apr 94 at 22:01:00 (Rickard Troedsson) wrote the following:

> Why not create a comp.sys.atari.programmers? There's a LOT of
> discussion both
> here, in the .tech and in the .advocacy group that's CLEARLY suited for
> a special group.

Sounds good to me.

-Paul-

--
~=~=~=

1429. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 18:19:40 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1728@usdtsg.DaytonOH.NCR.COM>
Source record: 188572

In article <1994Apr22.191349@helix.nih.gov> rvenable@helix.nih.gov (Richard M. Venable) writes:

[STuff deleted, re: CoNnect]

>Unless you have a stock 1040ST with a color monitor; then UniTerm
>is better because (1) the font is actually legible, (2) it uses less
>memory, and (3) doesn't need GDOS.

1) you can choose various fonts (and sizes) in CoNnect... (it's not full-screen though...)

2) probably; and less disk space

3) CoNnect doesn't need GDOS either (it'll use the fonts anyways)...

CoNnect is a more powerful system overall (more complex, more options, etc), but Uniterm does a good job of what it's supposed to do as well (and was my term of choice prior to CoNnect :-)

>Just an opinion, of course; try them yourself...

The beauty of shareware and pd :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1430. Re: The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 18:40:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1729@usdtsg.DaytonOH.NCR.COM>
Source record: 188573

In article <1994Apr23.202053.1@topaz> chioua@topaz.ucq.edu.au writes:
>
> If I wish to get an ST with the following
> configuration. Please tell me what must I
> do:
>
> 1) UNIX compatible

MiNT, minix.xfs (filesystem), GCC, unix-utilities, etc would give
an almost-unix environment (and a shell like TCShell, etc)...

> 2) MS-DOS (IBM PC) compatible

Easiest way: Supercharger (if you can find one used) - a 286 hardware
emulator - plugs right into your DMA port. There were others that
you had to install inside, like the ATSPeed (one may have been a 386
emulator)...

> 3) MAC compatible

Spectre GCR 3.0 (3.1 soon); Mac Plus emulator (works up to at least
System 6.0.5)...

> I need the above configuration above badly as I am doing quite
> a huge project involving all the above platforms. Would it be
> cheaper if I just get a top-of-the-range ST and add in all the
> emulator packages OR just get one each of the above machines?

Unless you can find some of the stuff used, it may be cheapest
to just get a multisync monitor, and use it between the ST, a decent
386/486, and MacII. But sometimes ya find a deal that would make
the emulation cheaper...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1431. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 18:42:41 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1730@usdtsg.DaytonOH.NCR.COM>
Source record: 188574

In article <2pb3ka$ef3@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>
>All disk-based versions of TOS (other than developer beta copies)
>are illegal.

Weren't the original ST's (early on) released with TOS *on disk*
and not on ROM? If so, then that qualifies the above statement...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1432. Gopher, Elm, Etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 20:05:37 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199404232005.QAA03205@top.magnus.acs.ohio-state.edu>
Source record: 188575
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Late last summer, there was a discussion about Gopher on the ST. I know that someone had compiled it and was running it. Are you still around? Does anyone know who it was, or are any of you using it?

I want this for inclusion on the FAQ that I am putting together. So any info would be appreciated.

Also what should I call the FAQ? I have been calling it a SLIP FAQ, but it looks like it is going to go beyond just SLIP. Should I keep this title for ease of recognition to new users or change it to something else more appropriate?

Thanks,

Dan Ackerman
ackerman.29@osu.edu

1433. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 20:34:36 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EDXVBFVC@ttgk.textlitho.nl>
Source record: 188591

In <2pak6n$cu@coli-gate.coli.uni-sb.de> Laurenz Pruessner wrote :

>I guess not.
>
>You don't need a 60 Pounds-package to double the Falcon's CPU speed.

Well, I don't think so either, but then again 'only' 25% ??? for 60 pounds
???? What do they do ?

>Simple TTL will do the job for about 60 pence.

But how much speed improvement does that give ?

Gert

--

-- --
Atari TT-Point
-- --

1434. Text printing routine needed!

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 20:59:04 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767192158.0@mettav.royle>
Source record: 188577

Do any of you have a _fast_ string to screen printing routine in 'C' which will take any size of string, justify it to fit any width of screen AND print to the screen?

I've had a bash a few times but it just isn't fast enough for me...

Thanx in advance..

Col.

Gabber system: Col@Bibble.Mettav.Royle.Org

1435. STAC saved .ADV files

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 21:01:52 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767192158.1@mettav.royle>
Source record: 188578

I know it's rather a (very) long shot but do any of you have the format for the .ADV files which STAC produces?

Either that or the individual "section saves"...?

What I really want to find out is the token scheme for the logic parts of a STAC game. I _could_ find it out by laboriously entering conditions and saving them and making assumptions but that would take forever.

Col.

Gabber system: Col@Bibble.Mettav.Royle.Org

1436. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 21:27:59 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pc3sv$iru@charm.magnus.acs.ohio-state.edu>
Source record: 188579

Yes if you had one of the original copies of TOS on a disk it would be legal. But I wouldn't count on it giving you any great compatibility with programs. From my experiences with it years ago, you couldn't count on it running TOS 1.0 games.

Dan Ackerman

1437. Re: monitors for STe - advice needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 22:58:15 UTC
From: hallvart@ifi.uio.no
Message-ID: <2pc967$5rc@holmenkollen.ifi.uio.no>
Source record: 188580

In article <Up-EDVWAHVH@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
> In <1994Apr20.091916.11510@def.bae.co.uk> 6305 Stuart Hilson wrote :
>
> >have the option of buying a Microvitec Cub:
> >
> > model 300-114/Standard Res 2/425(H)x585(V) pixels/0.62 dot pitch
> >
> >is it any good?
> Well, considering that the medium resolution of the ST/STE is 640x200 it
> just barely will do. For games it should be ok ast they run mostly 320x200.
> For serious work the 80 column text will be hard to read..
>
> _____ SNIP _____
>
> Nope, they use different frequencies. You can hook up a VGA black and white
> monitor into the ST high res mode (640x400 70 Hz)
>
> The older multisync monitors were capable of a horizontal frequency of 15
> kHz (which is the frequency used in ST LOW and ST MED) and could also
> handle ST-HIGH res, just needs a switch.(I ran an Eizo Flexscan for many
> years on the 260ST, 520ST and also on the Mega STE4. Then came the TT :-)
>
> The newer so called multisync VGA/SVGA monitors start at 30 kHz so they are
> not usable...
>
> Good luck,
> Gert

I use an NEC Multisync II with my 520STE. Works great, I made the switchbox myself.
The Atari SM124 is a bit better in hires mode, but the NEC is totally acceptable,
it's only when you compare that you see that the NEC isn't as good in hires.
Besides, the NEC is 14", so that gives 12" or so viewing area.
But I guess those new hires monitors from Atari are 14" too, aren't they?

Hallvard, Oslo, Norway

1438. Re: monitors for STe - advice needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 23:03:50 UTC
From: hallvart@ifi.uio.no
Message-ID: <2pc9gm$629@holmenkollen.ifi.uio.no>
Source record: 188581

In article <2p8r0s$brb@ornews.intel.com>, mhsmith@ornews.intel.com (Michael Smith) writes:
>
> I recommend the NEC Multisync 3D. You might find one used for approx.
> $250 US. Add to that a multisync switchbox from someplace like Toad
> Computers for maybe $50.
>
> Michael
>
> --
> =-=-=-=

1439. Re: SCSI connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 23:07:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoqIw0.Dvu@cix.compulink.co.uk>
Source record: 188582

>I know the Atari ST is not brilliant for its universally standard ports,
>but is there any way of connecting a SCSI hard disk (eg from a PC) to an

Yes - but note, most PC hard disks are IDE *not* SCSI.

>ST. I know there are commercial products like the Link, but does anyone
>know how to overcome the slight incompatibilities?

What incompatibilities? If you mean:

"How can I connect a SCSI harddrive *without* buying some sort of comercial
interface?"

Then the answer is unfortunatly no.

The only other thing to be careful of is SCSI parity. The drive you obtain
ought to have this disabled or else it won't work with most Atari host
adaptors like the Link.

Roland.

@CiX

1440. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 23:07:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoqIw3.DwL@cix.compulink.co.uk>
Source record: 188583

>I thought I had seen it so I just checked, CDROM.XFS 0.7 appeared on my local
>
>BBS a few days ago, it says MiNT >1.04, CDROM07.ZIP was the name.

Quick upload a copy somewhere before it disappears - its bound to have been
a mistake ;-)

Seriously though, any chance of getting this file onto the internet
somewhere? I'm collecting CD-ROM drivers and I'd love to add this one to
my collection.

:-)

Roland.

@CiX

1441. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 23:27:44 UTC
From: <>
Message-ID: <2pcatg$bfn@mother.usf.edu>
Source record: 188584

In regard to your source code for drawing characters in byte-based and interleaved-plane-based screen displays, I will examine your code carefully and get back to you.

1442. Re: Planes vs chunky mode (was: Re: A Falcon Developer Speaks about Doom..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-23 23:31:22 UTC
From: <>
Message-ID: <2pcb4a$bhb@mother.usf.edu>
Source record: 188585

I have seen two MOD players that took very good advantage of the interleaved bitplane structure. This way, they were able to have a mouse pointer on one plane, and an oscilloscope on another plane, etc. In this case, interleaved bit planes is VERY useful.

1443. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 02:23:12 UTC
From: jfinete@cats.ucsc.edu
Message-ID: <2pcl6g$rol@darkstar.UCSC.EDU>
Source record: 188371
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2p98c6$a6t@news.bu.edu> smirk@bu.edu (Sheldon Chang) writes:
>maaron@utdallas.edu wrote:
>
>: That's nothing. At the private (Christian) school where I went to in 6th
>: grade, a bus driver worked there named (I swear in the name of Doom that I lie
>: not) Dick Leech. Some of the torture he got from the Bible-toting hypocrite
>: students was rather unchristian, as you can imagine. =-]
>
> I got something to top that. I had a teacher in high school
>whose name used to be "Harry Dick." Understandably, he's gotten it changed.

Not as good as yours, but in HS, I had a math teacher named Richard Hardick.
Most students did not hesitate to refer to him as Dick or Hard Dick.

--
Joe Finete
jfinete@cats.ucsc.edu

1444. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 02:43:29 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2pcmch$96c@vixen.cso.uiuc.edu>
Source record: 188587

Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:

>In article <A17347@AC2>, davidli@dragon.labmed.umn.edu (David Paschall-
>Zimbel) typed:

>DPZ>Note that, as of this moment, the "Soft Windows" stuff is based on a
>DPZ>80286 emulator. The company that makes this emulator expects to come
>DPZ>out with a 80386 emulator this year.

>Are you absolutely shure about that?

>Until know I thought it was not possible to emulate a 386 because there are
>some major differences in hardware, which couldn't be done in software.

Actually, I've been following this stuff recently. At the end of the
summer (or thereabouts) there will indeed be a new Softwindows version,
which will *not* emulate a 386. It *will* emulate a 486, which should
be good enough, no? (;-), for the terminally literal)
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

1445. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 02:43:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2pcmcr$m6s@golem.wcc.govt.nz>
Source record: 188588

In article <2pb3ka$ef3@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <2pb1pb$6mr@usenet.INS.CWRU.Edu>,
>Fred Horvat <ap748@cleveland.Freenet.Edu> wrote:
>>
>> I'm looking for a copy of TOS 1.0 on floppy. Reason being simple,
>>100% compatibility with games on a machine with a newer version of TOS.
>>Please E-mail me or call me at 216-729-0761.

>All disk-based versions of TOS (other than developer beta copies)
>are illegal.

Utter Utter Rubish, the first ST's were shiped with TOS xx on disk...

Also using a Disk TOS to run Games does not work, most games load in fixed
locations in low ram, your disk TOS will load in the same place, in low ram...

> | Steve Johnson | "People will always be tempted to wipe |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1446. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 02:53:16 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2pcmus$9qm@vixen.cso.uiuc.edu>
Source record: 188589

steve-j@teleport.com (Steve Johnson) writes:

>All disk-based versions of TOS (other than developer beta copies)
>are illegal.

Bullshit, I've still got the boot disk from my 520ST (TOS 0.8, I believe)
which was shipped in the box.... I suppose they *could* have been setting
me up to frame me in a sting operation, but that seems highly unlikely,
and in any case they've taken their sweet time getting around to charging
me with anything....
--

" It is unwise to do unto others as you would that they do unto you.
Their tastes may not be the same. " -- George Bernard Shaw
Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick/home.html

1447. Re: Time Works STcalc

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 03:11:15 UTC
From: warrl@hebron.connected.com
Message-ID: <2pco0j$6r1@hebron.connected.com>
Source record: 188590

Michael Fitzpatrick (Michael.Fitzpatrick@f47.n282.z1.fidonet.org) wrote:
: I'm looking for a copy of STcalc by Time Works.
: Can you help?

Is there some particular reason you need that specific program?

If not, there are probably at least two superior PD/Shareware spreadsheets on umich; I knew of two when STCalc first came out. (Of course, I didn't *know* they were superior until I bought STCalc to replace them and found that it couldn't replace either one.)

I use Sheet which is good but unstable (crashes a lot). There's another one that I have looked at, can't remember the name of it; it looked better & more stable but required GDOS to print. Since I've never been able to find a GDOS driver that worked with any printer I've ever owned, that one is a loser for me.

1448. Re: Wanted: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 04:04:39 UTC
From: bdb@GTS.ORG
Message-ID: <Coqwnu.36q@GTS.ORG>
Source record: 188592

In article <CoHB7t.JxM@cbnewsi.cb.att.com> ps1@cbnewsi.cb.att.com (peter.schwander)
writes:
|Hi,
|
|I am looking for a used Atari 1040ST together with a monochrome monitor.
|The price range should be about $150.
|
|I am posting this for a friend.
|For offers send e-mail to: prybyla@spin.att.com

I also am looking for a used Atari 1040ST together
with a monitor and a hard disk interface.

I am posting this for a friend - for offers
please send e-mail to: scw@web.net

Thanks,
--
,u, Bruce Becker Toronto, Ontario 1 416 699 1868
a /i/ Internet: bdb@gts.org Uucp: ...!web!gts!bdb
`\o\-e "Technology is a way of arranging the world so that
_< /_ we do not have to experience it" -- Martin Heidegger

1449. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 04:14:05 UTC
From: mguidry@new-orleans.NeoSoft.com
Message-ID: <2pcrmd$13e@new-orleans.NeoSoft.com>
Source record: 188593

Here is some hardware I have for sale. All in excellent shape.

1 - 520ST with double sided drive.

1 - SC1224 color monitor with the controls in front

1 - Seagate ST296N 85 meg hard drive in Atari SH204 case with Atari Host
Adapter. Low mileage. Smooth and fast. No errors.

If interested, send netmail. $400 obo. Also willing to sell components

individually.

A
A
A
A
A
A
A
A
A
A
A
A
A
A
A
A
Mike Guidry

1450. Mega STE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 04:31:31 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pcsn3$slr@darkstar.UCSC.EDU>
Source record: 188594

MegaSTE for sale:

Upgrades added by me:
4 Megs RAM
Hard Drive Host adaptor (just plug in any SCSI mechanism for an internal drive!)
1.44 Meg High Density Floppy Drive.

Standard features:
16 mhz clock speed
VME slot for adding graphics cards or other devices.
Detached keyboard, one of the best feels on ANY computer!
TOS 2.06 with NewDesk!
Stylish Case! (well, _I_ like it)

Asking: $500 (price negotiable)

Also for sale:
Crazy Dots-15 VME Graphics card for MegaSTE/TT
Comes with NVDI-ET4000 for speeding up Crazy Dots graphics output!

up to 800 x 600 at 15 bit True Color
up to 1200 x 800 at 256 colors
up to 1600 x 1200 at 16 colors or less!
24 bit palette

Upgradeable to a Crazy Dots II card for $25. Upgrade the NVDI too and get
24 bit color at 640 x 480!

Asking: $500 (list price for new CDII is $800, my price is negotiable)

~Chris

1451. Re: Doom for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 04:58:02 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xs7sDHC.ari2550@delphi.com>
Source record: 188595

Oh, I think that people will pay - quite a few actually, provided that the game is good!

Quality is the issue. There are many falcon owners (including myself) that are dying for good Falcon games.

The falcon is not the ST. The days of the quick port are gone. Gives us the good stuff and we'll give you the money!

Ari

1452. Re: Time Works STcalc

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 05:01:52 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5s7uz7I.ari2550@delphi.com>
Source record: 188596

Michael Fitzpatrick <Michael.Fitzpatrick@f47.n282.z1.fidonet.org> writes:

>I'm looking for a copy of STcalc by Time Works.
>Can you help?
>

No! You don't want this program! It's aweful!!!
Look elsewhere...

The program is slow, buggy, and not compatible with Lotus.

Ari

1453. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 05:59:02 UTC
From: erlingh@idt.unit.no
Message-ID: <2pd1r6$bda@ugle.unit.no>
Source record: 188597

In article <2pb3ka$ef3@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <2pb1pb$6mr@usenet.INS.CWRU.Edu>,
|> Fred Horvat <ap748@cleveland.Freenet.Edu> wrote:
|> >
|> >
|> >Hello,
|> >
|> > I'm looking for a copy of TOS 1.0 on floppy. Reason being simple,
|> >100% compatibility with games on a machine with a newer version of TOS.
|> >Please E-mail me or call me at 216-729-0761.
|>
|>
|>
|> All disk-based versions of TOS (other than developer beta copies)
|> are illegal.

Not correct.

The first ST's were sold before TOS had been put in ROM.
I bought one of these myself... and I sure was no developer at the time.
The machine came with a Norwegian TOS 0.9 or something. The best thing to
be said about this TOS version, was that it used cute Atomic bombs (mushrooms)
instead of the Round bombs used in later versions of TOS. You got to see these
mushrooms a lot though...

I still have the original disk, but I have no 68000 machine to run it on.
Maybe version 3.0 of backward will enable it to run on my Falcon :-)))))

As for wanting to run TOS 1.0 from floppy to enhance game-compatibility,
this usually won't work. This is because the addresses of variables and
other stuff is different in the RAM version of the OS.
However, in some cases it might work.

The only way to get 100% compatibility, is to have several ROM versions
installed, and some kind of switch to choose which to use...

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

1454. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 07:14:26 UTC
From: steve-j@teleport.com
Message-ID: <2pd68i$jr0@elaine.teleport.com>
Source record: 188598

In article <1730@usdtsg.DaytonOH.NCR.COM>,
Robert Anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>>
>>All disk-based versions of TOS (other than developer beta copies)
>>are illegal.
>
>
> Weren't the original ST's (early on) released with TOS *on disk*
>and not on ROM? If so, then that qualifies the above statement...

Yes, supposedly Atari has 'revoked' the license on that too -- ALL
disk-based versions.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1455. Re: HELP! Need vt100 terminal program

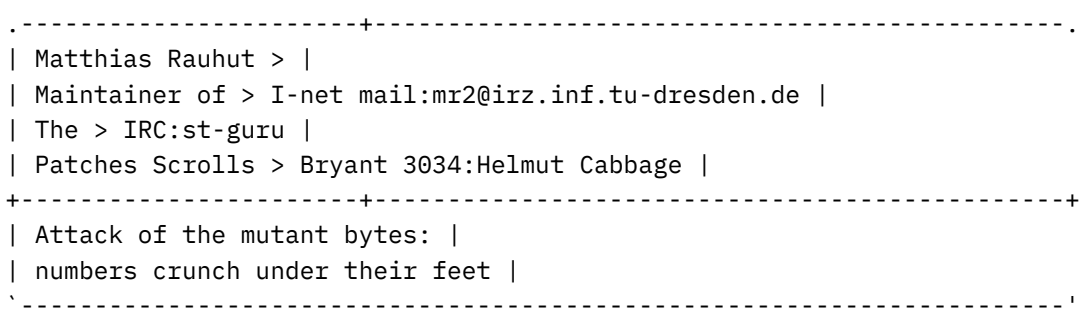
Newsgroup: comp.sys.atari.st
Date: 1994-04-24 08:18:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cor8Et.1Fq@cix.compulink.co.uk>
Source record: 188599

```
In message <1994Apr22.191349@helix.nih.gov>, rvenable@helix.nih.gov said:
>
>Unless you have a stock 1040ST with a color monitor; then UniTerm
>is better because (1) the font is actually legible, (2) it uses less
>memory, and (3) doesn't need GDOS.

Connect does not require GDOS to display GDOS fonts.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

1456. Re: The best & Worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 08:39:11 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2pdb7f$lv0@irz401.inf.tu-dresden.de>
Source record: 188600

In article <01HBG0SGSUIA8WXXA7@SNYONEVA.CC.ONEONTA.EDU>, FELDAK79@SNYONEVA.CC.ONEONTA.EDU writes:
>Before I go I'll add some more to the list of the good...
>
>Barbarian
Err,which Barbarian do you mean? There were two,one made by Psygnosis and the infamous - my favourite - hack&kill made by Palace.

Matthias
--

Matthias Rauhut >
Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de
The > IRC:st-guru
Patches Scrolls > Bryant 3034:Helmut Cabbage
Attack of the mutant bytes:
numbers crunch under their feet

1457. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 08:41:48 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cor9Hp.Dnv@sdf.lonestar.org>
Source record: 188449

```
==============================
majority of what is done. Do you like the performance of your Atari's text
display, dialog drawing, and other things like that? The interleaved
bitplanes are partly responsible for that speed.
==============================

Uhh .. do you like the speed of text-output that is NOT 8 characters wide?
How about window scrolling? Like the speed? How about the "color smear"
- it's actual a color flicker.

You make a good argument for interleaved, but the fact is, the overhead of
using 8 different planes is just too much, especially on an 030 that can shift
much faster than a 68K, and you admitted to using shifts and masks and such
too! The algorythm for picking apart a character like that is relatively
easy and can be coded fast, and with a little work, you can get 4 pixels
in 1 clock cycle. Animations, line drawing and such would be much faster,
and dialogs would be the same or faster.

Wanna do the code? I've done a similar algorythm on the Intel calling BIOS
INt10h pixel drawing services, picking out hex digits from 8pixel*8pixel
cells and its almost instantaneous UNDER PC_DITTO!! And BIOS INT10h
is SLOW. With a byte/pixel mode I could just replace the entire call
with a single MOVE - actually, since I'm using color I could move 32 bit
values, but that's beside the point. You shift, on carry write a byte,
increment teh reg with post-inc, for no carry you just increment the address
or write the byte and increment (depending on drawing mode, or XOR or AND
or whatever if you like instead of MOVE). After you have shifted everything
you do the next line.

Tell me that your shift and add is faster when you need to do 8 bit-planes!!
I've got an 030 data book here with instruction timings if you wanna try.
```

1458. Re: ST-NEWS

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 09:49:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404241149.a18089@la.maus.de>
Source record: 188451

RS>The Atari club here did get them some years back, but ST-NEWS stoped
RS>some were around 5.4 or some thing like that, the person here that was
RS>invoved with getting ST-NEWS left the country..
RS> We were never told that it was even back, I did talk to Stefan about
RS>a year ago, but he never got back to me...
RS>
RS> Any one out there that can help....

Shure. ST News is undead! They still exist! Latest issue is 9.1
(11.March.1994), a very good one. I don't know were you can get it I'm not in
FTP.

But here is Richard Karsmakers (editor of ST News) internet adress:

R.C.Karsmakers@stud.let.ruu.nl

Holger

1459. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 09:55:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404241155.a18090@la.maus.de>
Source record: 188400

KL>Could somebody please tell me if a 4th version of Gfa basic will ever
KL>be made. I have heard from different sources different answers.

There is a german company (Richter Distributer) doing Basic 4.0 which is GFA Basic 4.0. But many people believe they won't get it ready...

Holger

1460. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 10:11:06 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CorDMJ.Ho5@dutiws.twi.tudelft.nl>
Source record: 188351

In article <H.eg.XlJP8ybBPho@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <2odri9INNb5r@tarsky.uni-muenster.de>, Ulrich Kuehn writes:
>> Well, at the moment, the mint-net package contains "only" drivers for serial
>> and parallel lines. But if you have some connection to the internet by some
>> way it is possible to run ftp on your atari at home :-)
>
>Does this mean you can do SLIP or something else over your serial lines
>using the MiNT-net stuff? Like, could I grab Lynx (the text-only
>World-Wide Web browser), compile it, like it with mint-net, install the
>mint-net drivers, and do WWW stuff (assuming I had a SLIP connection
>available)?

Yes, but the TCP part isn't yet complete. However, I have compiled Lynx
in the way you just described and it works fine for local files. It also
contains the patches to work with 'term', the serial-line multiplexer.

With luck, the binary I made will magically start to work with SLIP and term
once MiNT-net contains working TCP.

lynx for the ST can be found on ftp://ftp.twi.tudelft.nl/pub/atari/lynx/
Note that this is currently "hack-ware"; it contains the ncurses library
instead of normal atari-curses because normal curses won't do bold and
underline. This means you'll need a terminfo description of the terminal you
use. I'm using one that works with Juergen Lock's virtual consoles on a
colour monitor. (I prefer colour instead of bold)
Details are in the README files on the ftp site.

>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Bart.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ Insert your favourite witty saying here, I can't choose! /

1461. Re: Doom for the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 10:57:37 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CorFs1.5CB@cix.compulink.co.uk>
Source record: 188352

>This, of course, is the crux of the matter - as most Falcon specific games
>are going to be shareware - how many people will be willing to pay?

Me for one, but I think you knew that already. Wotsit about?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1462. Re: GFA BASIC ST <--> GFA BASIC PC Windows

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 11:07:09 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CorG7y.5ns@cix.compulink.co.uk>
Source record: 188353

In message <1994Apr23.202758.1@topaz>, chioua@topaz.ucq.edu.au said:
>Is the GFA Basic for the ST compatible with the GFA Basic
>for Windows under DOS? I need to know because I will be
>doing a cross-platform project. GFA Basic is the closest link I can
>get that is most 'tranportable' between a PC and ST.
>
>Is there anything out there that can do the same with the ST and
>MAC?

MicroSoft BASIC and HiSoft BASIC are fairly compatible. You would have to
speak to HiSoft directly for details.

Ofir ogal@cix.compulink.co.uk

1463. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 11:07:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CorG80.5oD@cix.compulink.co.uk>
Source record: 188354

In message <Up-EDVWAHVE@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl said:
>
>In <CoKuC1.E03@cix.compulink.co.uk> "Ofir Gal" wrote :
>
>>I have had my Falcon accelerated to 32MHz. It's now 25% faster. The cost
>>was 60ukp. The Falcon is slow, but it's still a great machine. It's a
>>shame Atari didn't follow it up with an 040 true 32-bit machine.
>
>Is this done by 'upgrading' the clock speed only ?

Yes. It's not amazing but it is very cheap. Same performance as the Eagle
Sonic and a third of the cost.

>
>>Well I'm not. I'm very optimistic and I am now working on a Voice Mail
>>system for the Falcon. This will be available from HiSoft in a few months.
>
>Just watch out that it doesn't run on accelerated Falcon's only!
>
>I think boosting a computers performance is good for faster developing but
>believe me speed is addictive !! Once you go faster you don't want to slow
>down anymore...

The program can run at 8MHz as well. It's not processor intensive.

Ofir ogal@cix.compulink.co.uk

1464. Re: The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 11:32:53 UTC
From: fvkampen@cs.vu.nl
Message-ID: <CorHEu.5nv@cs.vu.nl>
Source record: 188355

anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

>In article <1994Apr23.202053.1@topaz> chioua@topaz.ucq.edu.au writes:
>>
>> If I wish to get an ST with the following
>> configuration. Please tell me what must I
>> do:
>>
>> 1) UNIX compatible

> MiNT, minix.xfs (filesystem), GCC, unix-utilities, etc would give
>an almost-unix environment (and a shell like TCShell, etc)...

This makes your machine _not_ Unix compatible, but it gives it a sort
of UNIX-feel... MiNT was designed to be compatible with tos, the only
thing you get is a bit of multitasking and a filesystem that resembles
UNIX a bit. The other two statements (about DOS and APPLE) are correct.
If you want to be more UNIX compatible (more!, not complete!) perhaps
you should take a look at MINIX.

>> 2) MS-DOS (IBM PC) compatible

> Easiest way: Supercharger (if you can find one used) - a 286 hardware
[snip snap]
>> 3) MAC compatible

> Spectre GCR 3.0 (3.1 soon); Mac Plus emulator (works up to at least
>System 6.0.5)...

Florentijn van Kampen.

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl |
| http://www.cs.vu.nl/PublicMaintainers/student_home_pages/fvkampen/home.html
|+---+

1465. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 11:44:40 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CorHyH.6rw@cix.compulink.co.uk>
Source record: 188356

```
>You don't need a 60 Pounds-package to double the Falcon's CPU speed.
>
>Simple TTL will do the job for about 60 pence.

Could you please post any details on how this can be done?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

1466. Re: HELP! FTP,IBM to ATARI transfer

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 11:58:51 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr24.115851.1044@cathy.ijs.si>
Source record: 188478

In article <1994Apr18.201936.17440@wmichgw>, <mcwilliams@wmich.edu> wrote:
>Atari geniuses!
>
> In my quest to download files from the Atari@Atari.archive, I've
>run into problems. Nothing I've FTP'ed and saved on an IBM computer and
>taken home has worked yet. I can't use ARC.TTP on anything. I may
>be using Kermit wrong when I'm sending the files to the IBM.

Make sure you use binary transfers on both sides.
When you ftp, be sure to use the command "bin" to request a binary transfer.
Then when transfering through Kermit, tell VAX's kermit "set file type fixed"
before you place it in server mode for the transfer. You might have to do this
on both sides, but usualy it is enough to do it just on the sender.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1467. Right border removal on the STe

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 12:06:22 UTC
From: kebl0011@black.ox.ac.uk
Message-ID: <1994Apr24.120622.29202@black.ox.ac.uk>
Source record: 188357

I have just found a very useful register on the Ste that allows you to remove the left border without using interrupts. Could anyone please tell me if such a register exists that does the same for the right border. The one that I found is located at $ff8264.

Also, does anyone have any info on what this register does? I have not been able to find it in any documentation. Any other routines for right border removal would be much appreciated, as this is the only border left that I am having trouble removing!

Thanks a lot for the help.

Andrew Sage

1468. PageStream driver for BJC600

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 12:08:52 UTC
From: kenr@serg.cse.unsw.edu.au
Message-ID: <KENR.94Apr24220853@prospero.serg.cse.unsw.edu.au>
Source record: 188259

Does anyone know of a PageStream 2 printer driver for a Canon BJC 600 printer?

Thanks for any help.

--
Ken Robinson

Software Engineering Research Group Phone: +61 2 385 4045
School of Computer Science and Engineering Fax: +61 2 313 7987
University of New South Wales e-mail: kenr@cse.unsw.EDU.AU
PO Box 1, Kensington, NSW, Australia 2033

1469. Re: weird error

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 14:07:51 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94Apr24150751@vega.dcs.exeter.ac.uk>
Source record: 188358

In article <2ou97u$ijl@hermes.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:

>orcs (the excellent resource editor). After running orcs, my system behaves
>very weird. Sometimes my editor (Tempus) crashes just because I click on
>the move bar of a window. My Heat & Serve compiler becomes unreliable etc.
>Other people having the same problem with orcs?

I have found that after running ORCS, I get two bombs on trying to change
res, but no other problems. This is on a Falcon TOS 4.01...

--
+-------------+
| {{{ Dan }}} |
+-------------+

1470. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 14:40:29 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94Apr24154029@vega.dcs.exeter.ac.uk>
Source record: 188359

In article <Up-EDVACGWD@tecnozid.mubo.saar.de> b_kirsch@tecnozid.mubo.saar.de (Bernhard Kirsch) writes:

>>Does anyone here know of a package for the falcon to sample/edit/replay
>>stereo samples...doesn't have to be anything fancy (i.e. a tracker)
>>any info would be appreciated...

I am currently working on "The Superb Sample Editor" for the Falcon which
eventually aims to be able to do anything you want to do to a sound sample.
It will be shareware - first version will be released in a few weeks time.
Currently in beta-testing...

--
+-------------+
| {{{ Dan }}} |
+-------------+

1471. Re: Falcon and STe Joysticks?

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 14:45:43 UTC
From: nj1@ukc.ac.uk
Message-ID: <7537@merlin.ukc.ac.uk>
Source record: 188360

In article <2papd5$r3k@usenet.INS.CWRU.Edu> ap748@cleveland.Freenet.Edu (Fred Horvat) writes:
> What type of joystick port does the Falcon or STe have?
>Reason I ask is that the Jaguar controller box says that the Jag controller
>fits these computers as well. My ST has the old standard 9 pin joystick
>plug. The ST has a Female plug while the Jag has a Male plug.

The joypads can only be used on Atari STE's and Falcons, both of which have a pair of extended joystick ports on the left-hand side of the machine. It seems unlikely that any STE games will use them, although all four Falcon games from Atari need to have the joypads.

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

1472. Re: Falcon and STe Joysticks?

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 15:25:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404241725.a299@sl.maus.de>
Source record: 188452

In article ap748@cleveland.Freenet.Edu (Fred Horvat) writes:

FH>What type of joystick port does the Falcon or STe have?
One the lower right side there are the normal 9pin SUB-D plugs (Male) fpr Mouse
or standard digital Joysticks (like Cometition pro).
On the left side there are two 'extended Joystick/Paddle' (named A and B). Each
port is used to connect different kinds of stuff:

- 2 standard dig. Joysticks by an adapter 2* 9pin SUB-D <-> 15pin SUB-HD
(This is used for e.g. Dynabusters on STe's and Falcons)

- Jaguar Joypad
(This is used for e.g. Steel Talons and Llamazap on Falcon)

- Maybe(!) Paddle?

To play Steel Talons on a Falcon works quite right, but the game is quite lame
:-((demo-version)

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1473. Warp 9 dumps core?! (was: Weekly Posting of New Atari Stuff)

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 15:25:04 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2pe30g$c67@nasim.sta.sub.org>
Source record: 188361
Cross-posted to: comp.sys.atari.st,umich.archives

Atari Archive Robot (atari-archivists@atari.archive.umich.edu) wrote:
> -rw-r--r-- molin 0 Apr 20 01:09 ./Utilities/Warp9stuff/core

Get NVDI intead of coredumps. ;)

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1474. Re: Bravo: v20i069: voxmail - Voice mail system for Falcon part02/09

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 15:26:17 UTC
From: Jinlung Fung <emperor+@CMU.EDU>
Message-ID: <chicyNW00WB_Q51wVW@andrew.cmu.edu>
Source record: 188362

```
Excerpts from netnews.comp.sys.atari.st: 12-Apr-94 Bravo: v20i069:
voxmail - V.. by Ralph Sobek@cerfacs.fr
> Bravo for the intelligent uuencoding on the Falcon!! ;-(
>
> Submitted-by: Stuart Denman <sdenman@cs.washington.edu>
> Environment: falcon, hardware required
> Posting-number: Volume 20, Issue 69
> Archive-name: voxmail/part02
>
> table
> !"#$%&'()*+,-./0123456789:;<=>?
> @ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
> begin part j voxmail.uab
>
> In my book (and uud's) this is part `b' and not part `j'!
>
> uud -n -d voxmail.uaa
> Begin uudecoding: voxmail.zoo
> Reading next section from: voxmail.uab
> uud: Part suffix mismatch: <j> instead of <@>.

The original post is in zip format but I have allowed it to be converted
to .zoo to be posted on c.s.b.a. If anyone has problems getting the
VOX-Mail software, contact me directly and I can mail it to you.

Look out for v1.0x - it is completed and I will be posting it up very soon now!

Ta Ta For Now,
Michael Fung
---
Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA
```

1475. Re: Status of DSP Modem

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 15:30:55 UTC
From: Jinlung Fung <emperor+@CMU.EDU>
Message-ID: <ohid2jG00WB_A51ywq@andrew.cmu.edu>
Source record: 188363

Excerpts from netnews.comp.sys.atari.st: 13-Apr-94 Re: Status of DSP Modem by Stephe Lewis Foskett@gua

> I agree! This would be a GREAT idea! A STANDARD DSP-phone connector
> which all future software could use! It SHOULDN'T be too much trouble
> to design and build it, right? Anyone want to volunteer?

I would be interested to expand my VOX-Mail system to do that. In fact, I had a guy from Atari calling up saying that he will send me the DSP docs, but no news so far (vaporware?) Anyone has unrestricted DSP pin out info that I could use?

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1476. Falcon game developer support (was Doom for Falcon?)

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 15:37:43 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBJVDRRL2A8WXZQI@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188364

As most of the Falcons sold to date are in Europe a majority of the commercial, shareware, and PD game developers hail from there.

However, there are already several thousand Falcon onwers here in the states and we shouldn't be discounted by the developer community.

However, many US Falcon owners (including myself) are reluctant to support Shareware games that have no representative here in the USA. I wouldn't mind paying a few $ more for a game that I can register for here in my own country and know that I will receive the latest version in a matter of days - not weeks or months.

So, word of advice to all of those talented European Falcon developers - get a US Atari mag, software company, or even advocacy group like Atari United! to represent your software over here!

Heck, US shareware authors have used similar set-ups to market their programs in the UK and Germany...

Think about it...

If you like my idea, I can e-mail you lists of addresses of all of the US Atari developers and organizations I know of (and I know quite a few).

Ari

"Beer is the Devil's beverage - except when its cheap!"

1477. Re: SCSI connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 16:02:19 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1ibb@outb.wimsey.bc.ca>
Source record: 188407

The Link2(just announced by ICD) does not require scsii parity to be disabled.

1478. Atari Jaguar Development.

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 16:14:04 UTC
From: alexm@aisb.ed.ac.uk
Message-ID: <CoruFG.5KE@aisb.ed.ac.uk>
Source record: 188365

Anybody know the necessary channels to go through to get a Jaguar
Development Kit?

What the cost is and what you get for the money?

Please mail me direct.

1479. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 16:25:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MbNoUoKA_bs@semprini.waterloo-rdp.on.ca>
Source record: 188366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CoGn02.8on@westminster.ac.uk>, Denesh Bhabuta writes:
> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> : In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
> : > What are the best PD C interpreters and compilers?
>
> : I've never seen a C interpreter for the Atari platform.
> ^^^^^
>
> What do you mean? What about Hisoft C? That is a C interpreter.
>
> However, if you were only talking about PD C, then I agree with you. But then,
> Hisoft C is quite cheap to buy. Just think of it as a shareware program.

Like I said, I've never seen it; C interpreters are evil, IMHO.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1480. Bill Yerger lawsuit

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 16:42:20 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2pe7hc$l59@charm.magnus.acs.ohio-state.edu>
Source record: 188367
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

I recently came across a news tidbit saying that Atari Corp. had won a lawsuit brought against them by somebody named Bill Yerger.

Anybody know what that's all about?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1481. DOOM

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 17:44:28 UTC
From: <>
Message-ID: <2peb5s$gok@mother.usf.edu>
Source record: 188368

I do believe that there is an RTC on GEnie on Monday, 4/25, at 9pm EST. If anyone is intersted in making them feel dumb for not supporting Atari, they should get all their friends to show up and ask about an Atari version.

1482. Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 17:45:05 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <767209505.90539@minster.york.ac.uk>
Source record: 188341

If you are playing civilisation on a machine with 2.5 Megabytes
or more of RAM, you might like to use a ram-disk. This is faster than
a floppy disk, and should be faster than a hard disk.

If your ST only has 2.5 Megabytes of RAM, you would have to use MAXIDISK
(version 2 or above) which is a ramdisk that compresses the data it stores.
A 1530K ram disk is large enough to hold all the files and leave enough RAM
to run the game. You would also have to use PACK_ICE 2.4 to compress GAME.PRG
(PACK_ICE has a better compression tham Maxidisk, but should only be used on
GAME.PRG). Use INSTALL.PRG on your civilisation disk to install all the
nescesary files on your ram-disk, and you can now have a faster game.

Has anyone else noticed the following Bugs in civilisation?

When running Civilisation from floppy disk, if you chose to have
animations, the game crashes if you trade technology during
a negotiation.

Also, when running from floppy disk, the game occasionally seems
to be reaing the disk forever. When I getfed up and swap disks
for one of the other game disks, after a while, the game continues.

When you ask for a revolution, the playing area goes black. This
can be cured by viewing a different area of the map?

Has Microprose prodiced a fix for any of the bugs mentioned here, or
are there simple methods to cure these problems?

AE.

1483. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 18:31:16 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767300502.0@mettav.royle>
Source record: 188412

Steve bibbled on 19 Apr 94 to All...

> But have discovered that the palm trees and things resembling ferns on
> jungle levels can be blown up, and often have useful goodies such as
> 'Supa Dupa Missile Boostas', which give guided missiles that can fly
> _over_ trees and chase after the enemy until it hits them which looks
> quite amusing!

Hmm! I've not come across any of the "supa dupa" things yet, Steve, so thanks for the hint. :)

I'm battling my way through level 8 as well... I've got to stage 2 where I keep getting blown up rather often...

Col.

Gabber system: Col@Bibble.Mettav.Royle.Org

1484. WORKSHOP: Computed Art Intensive, July 4-22

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 18:48:00 UTC
From: crawford@mpr.ca
Message-ID: <1994Apr24.184800.5378@mprgate.mpr.ca>
Source record: 188376

W O R K S H O P A N N O U N C E M E N T
PLEASE POST/CIRCULATE

-=-
COMPUTED ART INTENSIVE
New Media Technology in Performance
July 4 - July 22, 1994
Vancouver, Canada
-=-

Presented by the Simon Fraser University Contemporary Arts Summer Institute,
in association with the Centre for Image and Sound Research.

-=-=-=-=-=-=-
THE WORKSHOP
-=-=-=-=-=-=-

Computed Art Intensive is a three week workshop offering a concentrated "hands-on" approach to computer-assisted new media technology in performance. Professional artists and advanced students from areas such as dance, music, theatre, visual art, design, video and animation will explore new creative possibilities being opened up by evolving computer technologies, and will develop skills for using and further exploring these new media tools.

The workshop is made up of two main components: "Access to Tools" and "Interactions in the Active Space".

Access to Tools

During the "Access to Tools" component, participants in the Computed Art Intensive acquire and develop skills in the use of computer based tools and how they can be used to support interactive performance. Tools are expected to include:

-- Macintosh, Atari, & Silicon Graphics computers

-- MIDI protocol, a standard for communication between digital musical instruments and interactive new media technology in general

-- Max, an interactive programming environment which allows "visual programming" of custom MIDI processors

-- Forth (customized version), a programming language ideal for developing interactive systems and sophisticated MIDI programs

-- Life Forms, a computer animation system for creating simulated human figure movement sequences

-- Ariel, a MIDI-controllable image processing system that applies computer special effects to digitized video sequences

-- @FL, an interactive graphical programming environment for lighting design which represents cues as sets of behaviours and processes

Interactions in the Active Space

During the "Interactions in the Active Space" component, participants in the Computed Art Intensive apply and refine skills and software programs in the Active Space, a fully equipped theatre. Directly influence technical elements such as lighting, sound, and projected images by means of touch, location, movement, and voice sensing systems. Explore methods of working interactively in an environment mediated by advanced technology. Sensors, devices and computer systems are connected in flexible, easy to modify, ways to allow response to the changing needs of the performers. Experiments may range from investigations of the possibilities and constraints of particular sensors, to group improvisations in structured interactive environments.

-=-=-=-
FACULTY
-=-=-=-

JOHN CRAWFORD, program co-director, is a theatre director and software researcher working on the development of interactive live performances in which advanced computer-based technology creates a mediated environment to augment the experiences of performers and audience. He founded Explorations Workshops and has taught at the University of British Columbia and the BC Institute of Technology. He is currently Intelligent Graphic Interface research project leader at MPR Teltech in Vancouver.

MARTIN GOTFRIT teaches electroacoustic music and film sound at Simon Fraser University (SFU). As a composer his work includes scores for feature and documentary film, video, theatre, dance and the concert stage. He has also been the founding member of several improvisational ensembles, notably Metamusic, Hextremeties and the Giza All Stars. One of the founders of the Centre for Image and Sound Research, Mr. Gotfrit has been a part of many projects involving computers and the arts.

GEORGE LEWIS is active in 21st Century art and music as a composer, performer, and computer/installation artist. With a background in philosophy, he is a prolific artist whose work ranges from appearances on over eighty record albums as a trombonist, through interdisciplinary and computer compositions, intermedia installations and "interactive music videos" presented across Eastern and Western Europe, North America and Japan. Mr. Lewis has taught at SFU, the Royal Conservatory in The Hague, and the Art Institute of Chicago. Currently he teaches music at the University of California, San Diego.

DANIEL SCHEIDT pursues an active interest in software as a compositional medium by creating interactive music systems designed to respond to acoustic input from live performers. Recent works employing computer generated text and multiple player pianos have been performed at both ends of the Trans-Canada Highway.

THECLA SCHIPHORST, program co-director, is the Artistic Director of the Computer Graphics Research Lab at SFU, a choreographer and performer, and a member of the design team that developed the LifeForms choreographic software. She has been working with Merce Cunningham in New York City for the past four years supporting his creation of new dance with LifeForms. She has been a faculty member at Emily Carr College of Art and Design, and has also taught computer science and contemporary dance.

The faculty is augmented with several outstanding artists and technicians who are expected to include:
LOUIS PHILLIPE DEMERS (lighting/software designer)
SARA DIAMOND (video artist)
BARRY HEGLAND (lighting designer)
SANG MAH (systems coordinator)

-=-=-=-=-
LOCATION
-=-=-=-=-

The workshop is held at Simon Fraser University in Burnaby, a suburb of Vancouver, British Columbia. Situated atop Burnaby Mountain, the campus overlooks Vancouver, Burrard Inlet, and the Fraser River. Participants may stay in Residence at the university. Downtown Vancouver is 45 minutes away by public transit.

-=-=-=-=-=-=-=-=-=-=-=-
APPLICATION PROCEDURE
-=-=-=-=-=-=-=-=-=-=-=-

Professional artists and advanced students will be selected on the basis of experience as reflected in their written applications. Please call (604) 291-4672 to receive an application, or email the following information to Tanya_Petreman@sfu.ca:

-- name, address, day and evening phone
-- a current resume, including training, performing experience and computing background, if any
-- a statement which includes your reasons for attending and expectations of the program

DEADLINE FOR RECEIPT OF APPLICATION IS MAY 2, 1994
Late applicants considered only if space is still available.

CREDIT STUDY: Eligible students may register in FPA 388-3, Summer Session. University registration and department permission are required. Full credit course fees are payable to the Registrar in addition to workshop tuition listed below.

TUITION: The fee for the workshop is $800 (Canadian funds), which includes accommodation in SFU Residence. Once accepted, a $100 deposit is required to hold your place. Payment of the balance must be made by June 1, 1994. Tuition is not refundable except in cases of medical emergency and an administration fee will be applied.

FINANCIAL AID: We encourage you to seek assistance from employers, government, and private cultural agencies. Apply early! Some financial assistance is available through the institute. Please contact our office. Such assistance will normally not exceed $250, and not all requests for bursaries can be met.

-=-=-=-
CONTACT
-=-=-=-

For further information, contact

Tanya Petreman, contemporary arts summer institute
School for the Contemporary Arts, Simon Fraser University
Burnaby, BC. Canada V5A 1S6
Phone: (604) 291-4672 Fax: (604) 291-5907
Email: Tanya_Petreman@sfu.ca

1485. MegaSTe for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 18:49:34 UTC
From: j.dewell@genie.geis.com
Message-ID: <9404241849.AA18406@relay2.geis.com>
Source record: 188375

April 24, 1994

Greetings! I am selling my MegaSTe. It has 4 megabytes of RAM, the famous Atari 50meg hard drive, TOS 2.06, and a 68882 (and of course all the other neat stuff a MegaSTe has). I am asking $700 obo. My GEnie address is J.DEWELL, my Internet address is j.dewell@genie.geis.com, and my voice phone number is (408)246-9863. Thanks! Later!

Jack Dewell

This is being posted again because I goofed on my Internet address last time. Sorry, squire...

1486. Re: Planes vs chunky mode (was: Re: A Falcon Developer Speaks about Doom..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 19:52:42 UTC
From: hmallat@delta.hut.fi
Message-ID: <hmallat.767217162@snakemail.hut.fi>
Source record: 188377

Ok, time for the incredibly simple solution for the bitplanes problem:

rotate the monitor 90 degrees.

Just 1/2 :-)... I haven't been programming in assembly for ages, so how would it be? For Wolf3d you need to stretch vertical stripes of pixmaps and then display them... at least the plotting would be really simple and fast, once you got the pixels stretched... but how would the stretch algorithm's speed be?

Let's say you make the prog to build the algorithms for different scaling factors, for instance if there's a tile, 64 pixels high, that needs to be stretched to 160 pixels, you make a routine that takes for each bitplane a bit in the data and alternately sets either two or three bits to the corresponding place on screen (or to a data reg which is moved to memory then it's all done, I guess it'd be faster like that).

Dunno, sounds a bit slow, and not all cases of stretching would be that neat... not to talk about the need to turn your monitor on it's side when you want to play :) but there HAVE been games that required that, at least on the good ol' c64!

Well, I guess it was a bit far-fetched...
--
Confusion is not a state of mind, it's a way of life.

1487. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 20:40:39 UTC
From: aam@hudson8.acpub.duke.edu
Message-ID: <2pelg7$ru8@news.duke.edu>
Source record: 188378
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <1994Apr22.132804.2476@dunix.drake.edu>, pak007@dunix.drake.edu (Al Bundy) writes:
|> John Reinhold (reinholj@enmu.edu) wrote:
|> : maaron@utdallas.edu wrote:
|> : > Richard Ward (rrward@netcom.com) wrote:
|> : > > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
|> : > > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
|>
|> : > > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid yo
|> ^^^^^^^^^^^^
|> : > not) Dick Leech. Some of the torture he got from the Bible-toting hypocrit
|> ^^^^^^^^^^
|> : The comedian Spanky has campaign posters from some southern state (US)
|> : of a politician named "DICK SWEAT". I think I would use richard.
|> ^^^^^^^^^^
|> : We have one here in New Mexico, a politician that I have even met.
|> : Believe it or not (on the good name of DOOM do i pledge - I think that
|> : we should all pledge on something we really care about) his name was
|> : DICK LIKKER. Another vote for Richard.
|> ^^^^^^^^^^^^
|> what kind of sick parents would name their child this?!?! You gotta be
|> kidding me...if you're going to name your son DICK you better be sure
|> that your last name isn't a form of a verb...:)
|>
|> --Phil "I'm glad my name isn't Dick but if it was it wouldn't matter" Kavan :)
|> pak007@dunix.drake.edu
|>
|>

The president of my freshman dorm's name is Richard Hardon....topped only by the Duke women's golfer Edith DeKock.

-andrew

;)

1488. Re: Time Works STcalc

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 20:52:56 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2pem78$1nf@uqcspe.cs.uq.oz.au>
Source record: 188379

Try OPUS. Its on a.a.umich somewhere!

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1489. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 21:05:27 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr24.210527.25231@abo.fi>
Source record: 188381

In <2pak6n$cu@coli-gate.coli.uni-sb.de> spoil@cs.tu-berlin.de writes:

> : >I have had my Falcon accelerated to 32MHz. It's now 25% faster. The cost
> : >was 60ukp. The Falcon is slow, but it's still a great machine. It's a
> : >shame Atari didn't follow it up with an 040 true 32-bit machine.
>
> : Is this done by 'upgrading' the clock speed only ?
>
> I guess not.
>
> You don't need a 60 Pounds-package to double the Falcon's CPU speed.
>
> Simple TTL will do the job for about 60 pence.

That's interesting... ;-) ! Would you give us the exact instructions - and
further information..? Thanks beforehand! B.T.W - any side-effects..?

1490. Atari ST 520/1040 Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 21:17:26 UTC
From: crowder@netcom.com
Message-ID: <crowderCos8H2.Hs0@netcom.com>
Source record: 188383

We still have the remaining Atari ST software for sale. All software packages consist of original diskettes and documentation. All prices include shipping within the US. Any reasonable offer will be considered. If interested, please email me at CROWDER@NETCOM.COM.

Thanks,
Elaine

PROFE$$OR CRAPS..... $13.00
(Designed to make you a smart player. You too can learn how to make the correct bets, take or lay the right odds, understand the table and percentages, develop your own strategy and play like a pro!)

BORROWED TIME..... $13.00
(A lonely beach. A lifeless hut. And one heck of a headache are presently the sum of your existence. You will begin a long, dangerous journey to find your identify.)

MINDSHADOW $13.00
(Knock-knock. Who's there? You don't know. Better find out. Because somebody's after you. And if you don't stop them in time, they're going to get away with murder. Yours.)

THUNDER..... $13.00
(A real time 50,000 word spelling checker. Corrects your spelling as you type or corrects an entire document when you've finished. Works with your word processor, database, spreadsheet; virtually any GEM based software package.)

MATH TALK..... $13.00
(A revolutionary mathematics learning tool that will increase your child's (primary through elementary grades) ability to solve basic addition, subtraction, multiplication and division problems.)
--
Email: CROWDER@NETCOM.COM

1491. Re: Falcon game developer support (was Doom for Falcon?)

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 21:21:21 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pensh$5ic@darkstar.UCSC.EDU>
Source record: 188380

Are there shareware distributors in the US? It would seem an interesting idea
to be sort of a "middleman" who has latest versions & can collect money to
forward on to the author (minus a percentage ;) and who handles all US requests
Is this sort of thing done/legal?

~Chris

1492. Re: Bill Yerger lawsuit

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 21:28:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2peo9d$5kc@darkstar.UCSC.EDU>
Source record: 188382
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

In <2pe7hc$l59@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:

> I recently came across a news tidbit saying that Atari Corp. had won a
>lawsuit brought against them by somebody named Bill Yerger.

> Anybody know what that's all about?

Wow! I can only guess. BIll Yerger runs (ran?) an Atari & PC store in Berkeley called "Micro World" The man was a scum, and frequently ripped off customers, myself included. He sold me a refurbished monitor calling it new and took mu money for a monitor master which was not instock and never seemed to have been oprdered! It took me a few months to get my money back. "OH, the check is in the mail" "Yep I sent it out last week" and finally "Oh I guess I never sent it out" I stopped doing businedd with him after that. I'm sure I'm one of the small stories. Ask anyone in the Berkeley Atari community and I'm sure they have a horror story of their own. When I called Atari asking about the monitor, their response when I told them who it was was "oh. No comment." Luckily ATY in Oakland is only a short drive away, and Alex of ATY is a great guy!

I don't specifically know the nature of the lawsuit, but if anyone deserves to be sued it's Bill Yerger. He apparently lost his "Authorized Dealer" status a while ago, but still kept the sticker on his door... Oh, just reread and HE sued ATARI? hm... Probably felt that they hampered his criminal operations somehow...

~Chris

>_
>--
>President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
>of: | P.O.BOX 29103 | 8-bit
> | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
> * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1493. Atari 1040 plus 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 22:31:01 UTC
From: Kronos@cyberden.com
Message-ID: <872480734.31535712@cyberden.cyberden.com>
Source record: 188390

I've got the following system for sale:

- 1040 ST w/ new Mega power supply, new TEAC DSDD
and an installed 4 meg upgrade board containing 256 K SIMMs
- 43 meg Quantum HD w/ ICD AdSCSI Plus host adapter card
- SC3000 monitor w/ SSDD below monitor
- Gravis Mousestick
- Supra 2400/9600 modem/fax
- Flash II, Warp II, miscellaneous public domain & etc
- 9-pin Epson emulating printer
- cables, power supplies, books, manuals, boxes incl.

Everything works great in the usual Atari fashion.
Didn't get around to doing MIDI as planned, so here it is...
Want $425 incl. shipping. Will consider piecemeal offers.
Kronos@Cyberden.com

1494. Re: Bill Yerger lawsuit

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 22:32:19 UTC
From: Lexicor@world.std.com
Message-ID: <CosBxv.K6M@world.std.com>
Source record: 188384
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

In article <2pe7hc$l59@charm.magnus.acs.ohio-state.edu>,
Jeff Poling <jpoling@magnus.acs.ohio-state.edu> wrote:
> I recently came across a news tidbit saying that Atari Corp. had won a
>lawsuit brought against them by somebody named Bill Yerger.
>
> Anybody know what that's all about?

After the AEO announcement this I got from Compuserve...it could help to
fill you in a little. (Others asked the same question on CIS)

Cheers

Yat@Lexicor

-------post from cis below------------

#: 96965 S8/Hot Topics
20-Apr-94 05:08:27
Sb: #96930-#Yerger Lawsuit
Fm: LEXICOR Software 75300,763
To: PG Music 71333,706 (X)

Kevin,

The law suite was by a berkeley Atari store, against Atari Corporation. I
was a witness for Atari and while I don't claim to know the whole story I can
fill you in a little bit.

The store owner not so long ago lost his dealer status due to some
accusation that he was involved in manufacturing pirate TOS ROMS, what amounted
to Priate Atari computers and was involved in a number of other business
practices which reflected badly on Atari in general, and was so I understand
violations of the stores distribution agreement. Such things as selling
computers mail order and the like.

The store owner filed a law suite against Atari claiming amoung other
things that Bob Brodie and some others ruined his deal to distribute Retouch in
favor of GoldLeafe, which cost the owner several hundred K or so he claimed.
The owner claimed he had "verbal" consent to burn TOS ROMs for
customers, and much more.

The trial was in front of a single judge, no Jury.... it was a basic
civil suite between two companies.

While there may have been some criminal activities surrounding
copyrights, the case was brought by the Store owner and not Atari, although
Atari did file a counter suit which it settled durring the trial.

Theres lots more but maby others would like tojump in and relate their reactions.

Lee@Lexicor

1495. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 23:20:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dbb0e49@p2.stacken.ct.se>
Source record: 188311

> And you're right also when you say it's too much at this stage. So we
> decided one month ago to include AVI, QuickTime and MPEG 1 formats in
> our Movie100 FLC player, and then to make it a commercial (at least
> shareware) product when this will be done. So you can expect to see
> something running some kind of Mpeg on a Falcon someday.

This sounds great! Thanks for supporting the Falcon!

_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se

1496. Re: 32 Mhz Falcon upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-04-24 23:31:24 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1ig1@outb.wimsey.bc.ca>
Source record: 188303

Ofir: is that a commercial Falcon accelerator, or is this a "fix"? 1/3 the
cost
of an Eagle? Tell us more! :-)

1497. Re: Return of the long lost ST lover.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 00:38:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dbb1f23@p2.stacken.ct.se>
Source record: 188312

> Am I glad to have found you guys. Many years ago
> I owned (still am) an Atari 520ST. Yes, the
> original 520ST - the one with the 360K external
> drive. I still have that machine and still in
> working order. I ran a national user group of
> close to 500 users. But that was about 6 years
> ago.

I had one of those too, bought it in Feb 87, and still own it.

> Unfortunately, due to overseas studies blah blah
> blah etc, I had to stop using the ST for awhile
> (6 years!!!). But I still affectionately like
> the ST. I wish to follow up with the latest
> development on the ST. I have tried reading up
> on the other postings, but I can't make much of
> what is going on. Can someone please fill in the
> blanks for the last couple of years.

Well, since then Atari has released the Mega ST (external keyboard etc), the STacy (portable), the STE (enhanced ST), the TT (32MHz 68030+FPU), the Mega STE

(16MHz), and their latest bird the Falcon030 (which I also own). The TT and Falcon are the only two computers that are still manufactured.

Atari has lost most of its old userbase to PC and Mac. They are currently concentrating all their efforts in their new 64bit game system, the Jaguar. It will either make or break Atari. They don't have the financial resources to withstand another marketing fiasco. But they have showed much promise so far, and have already sold over 100,000 units in the US.

Atari are also still making their portable game system, the Lynx (developed by Epyx). It seems it will have a second life after all.

> Is Jack Tramiel around? Is the ST still the Numero
> Uno in Europe and the UK? Has Atari finally came up
> with the UNIX, PC and ST all-in-one box compatible
> machine? What happened for the last six years?
> Does anyone still use first word plus? Do you still
> have the cherry bombs on the screen when the ST goes
> into limbo? Questions of questions -- is the Atari ST
> finally downward(!!!!!!) compatible with the Amiga?

Yes, old Jack is still around but his sons run the company these days. PC is number one everywhere, like it or not. Atari today is a very small company. I guess quite a few people are still using First Word
Plus (old habits are hard to kill). But Atari Works is so much better! And yes,

the bombs are still there, though my Falcon seldom has a reason to show them.
TOS has come a long way since version 1.0 back in 1985.

> Thanks a billion.
>
> Andrew.

You're welcome! If there's anything else you want to know, just drop me a line
and I'll do my best to answer.

Regards,
_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se

1498. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 00:42:50 UTC
From: <>
Message-ID: <2pf3ma$igs@mother.usf.edu>
Source record: 188391

In article <2p91to$7gq@cnn.MOTOWN.GE.COM> osantiag@fiji.gesd writes:
>I have a couple of questions about Gemulator can you answer them for me. What is the highest speed it can emulate? Does it support st sound, hard drives. I have an STE will some of my programs work. How about midi, modem, printer, and other ports do they work?
>Do you have a list of software that you have tried and really works. Does it work on OS/2? What type of machine and slots can I use ie. 486 66/Mhz or Pentium? I am sorry I am asking these questions but I am really interested in buying this but I want to know if it works.
>
> Orlando
> osantiag@motown.ge.com
>

Why would you want to use a GEMulator? It almost makes sense to emulate another computer on an Atari, especially Mac since the Spectre GCR crashes less than a real Mac, and then the PC emulators have some nice features, but to emulate an Atari on a PC sounds kinda silly. You could spend less money and get a REAL Atari and run your software faster with better compatibility.

1499. Jaguar Info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 00:47:56 UTC
From: thaanuj@CSOS.ORST.EDU
Message-ID: <2pf3vs$r3a@jadzia.CSOS.ORST.EDU>
Source record: 188403
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

The following is posted on behalf of a friend of mine. He has been assigned a paper discussing strategies employed by medium-sized businesses, and has chosen Atari Corp, more specifically the Jaguar.

If you have any information on latest sales figures, current buyers and suppliers, distribution channels, relations and agreements with developers, and release dates of future products, a response would be very appreciated. If you can mention the source for the info, it'd be even better.

Rumors, heresay, and scuttlebutt are also welcome, since such info may help to round out the big picture. It's well known that Atari Corp pulls unpredictable actions, so rumors may be as useful as hard figures.

Thanks in advance,

(who knows, you might even be listed in a Master's Bibliography!)

--
********** John Thaanum thaanuj@csos.orst.edu **********
Devoted fan of American musclecars, Atari computers, large caliber weapons, and similarly unfashionable pursuits.

1500. STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 01:34:29 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767237669@Victoria>
Source record: 188395

I talked to a guy on the System Solutions stand at the MIDI and Electronic Music Show at Wembley Conference Center this weekend, and he said that there definately is a STE version of their accelerators in development, hopefully to be available in a couple of months.

For anyone who doesn't know, there are two accelerators available for STFMs or MEGA STs, the T28 and T36, to take the CPU's clock speed up to 28 and 36 MHz respectively. They cost 199 and 289 UKP pounds respectively. And STE owners will be able to get a version that works with their machines. Yay!!

This is good news -imagine Calamus SL + T36 + NVDI.
Extremely powerful and fast setup!!

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1501. Re: NeoDesk 4/CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 01:57:07 UTC
From: abarbiero@delphi.com
Message-ID: <ZU+tLTb.abarbiero@delphi.com>
Source record: 188392

Christoph Oberle <oberle@informatik.uni-koblenz.de> writes:

>about 100 US$ ... sounds very interesting.
>Do you have further specifications about this? Do they use a
>68030 or a 68040? Does the board have cache memory?
>
>Christoph

The CaTTamaran speeds up the TT030, it does not replace the processor.

For more information read AEO_0305 or 06 in my Andreas' Den, I reposted
a message from Cybercube. You can send them mail at CYBERCUBE@GENIE.GEIS.COM
Andreas@AEO

1502. Re: Falcon Game Developer Support (was Doom for falcon?)

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 01:57:51 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBKH2UP5CY8WZ4RE@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188394

There are several shareware distribution outfits in the US and they are certainly valid candidates for this type of thing. Some have been in business for years and have built both reputations and mailing lists.

I see no reason why such a thing should be illegal. It is already done by several individuals here in the US for certain Shareware products (connect for one). It is done for American shareware stuff in the UK ((Goodman's for one).

Shareware authors should research the possibilities. Those vendors and/or developers should have a good reputation and the resources to actively support each product, etc.

Such an arrangement is akin to Export Management firms used by other types of businesses. These distributors know the host country and the market.

This is an excellent way to ensure that both developers and users needs are met.

Ari

Ari

1503. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 02:02:36 UTC
From: abarbiero@delphi.com
Message-ID: <RW3ubVU.abarbiero@delphi.com>
Source record: 188393

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:

>I think there is a simple reason for all of this, Atari software sales
>are at all most zero..
>

Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
Please quote sources when you claim things like this.

Andreas@AEO

1504. Re: GFA BASIC -> GFA BASIC for WINDOWS

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 02:04:21 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBKHEHTIAW8WZ4RE@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188396

As far as I know, as of GFA v3.5E, GFA was trying to promote cross platform capabilities with Amiga and PC versions of GFA Basic.

As long as you stay clear of machine specific peeks, pokes, and hardware registers, etc. most GFA commands should translate smoothly over to the PC. Don't forget that the PC versions were developed after the Atari versions so compatibility was most likely retained.

If you are really concerned, try contacting GFA directly about code portability.

Ari

1505. STE System and SIMMs for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 02:12:03 UTC
From: men@us.dynix.com
Message-ID: <Pine.3.05.9404242052.C107505-b100000@cpu.us.dynix.com>
Source record: 188398

Computer system for sale, includes:

1040 STE, 1 meg ram (will negotiate for 4 meg ram, or will sell 4 1 meg
70ns SIMMs separately), Joystick port 1 is broken on STE
SC1224 color monitor
SF314 double-sided second floppy drive
65 meg hard drive, with ICD's AdSCSI Plus adapter (in an ugly case)
SuperCharger hardware IBM emulator with software (version 1.40)
Supra 2400/Plus modem with cable
Star NX1000 Color Printer with cable and software for printing color images
Lots of software, including Geneva, Neodesk, Personal Pascal, Printmaster,
lots of games and utilities, and a few books (atari internals, gem
reference guide, 6800 guide). Much of the software has documentation.
Some doesn't.
Blitz copy cable.
I also have a PC Ditto II, which i never got to work even though I got the
initial bad chips replaced. I'll throw that in.

$650 or best offer.

If I can't sell the whole system, I'll sell pieces.

Mark E. Nelson, men@us.dynix.com
Wasn't it a millionaire who said, 'Imagine no possessions'? - P. McManus

1506. Re: The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 02:19:53 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2pf9c9$3ch@acme.gatech.edu>
Source record: 188455

In article <1994Apr23.202053.1@topaz> chioua@topaz.ucq.edu.au writes:
>
> If I wish to get an ST with the following
> configuration. Please tell me what must I
> do:
>
> 1) UNIX compatible
> 2) MS-DOS (IBM PC) compatible
> 3) MAC compatible

Although Mac Plus emulation and 286 PC emulation is available for a ST, I don't think there is a Unix. And there won't be because of the lack of memory protection. A TT might work but I'm not sure if there is a PC emulator for the TT.

You'd be better off getting a 486 PC and run Linux for Unix (this is a freeware Unix-like OS for 32 bit PCs) and giving the Executor, a Mac emulator for PCs a try. I haven't used Linux or the Executor so I can't comment on their functionality. I know that Linux is used extensively so it is probably quite good. The Executor (or a demo) is available via anonymous ftp from wuarchive.wustl.edu in the pub/msdos/uploads/emulator directory.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1507. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 02:29:06 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2pf9ti$7ns@acme.gatech.edu>
Source record: 188456

In article <2pb3ka$ef3@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>All disk-based versions of TOS (other than developer beta copies)
>are illegal.

Really? I bought a used piece of commercial software that must have been distributed before TOS in ROM had came out because it has TOS 1.0 on disk. I think the only legal version on disk is TOS 1.0 (sometimes referred to as TOS 0.9 since it was different - no f-traps used - than the final TOS 1.0 put in the ROMs).

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1508. Atari ST Review

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 02:52:46 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767242366@Victoria>
Source record: 188399

Thought it was a bit dodgy at first, but now I think it's the best UK ST mag around - keep up the good work, guys!

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1509. Re: Falcon game developer support (was Doom for Falcon?)

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 03:00:12 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <R61v7XU.biblinski@delphi.com>
Source record: 188397

Christopher Taylor Oates <aspect@cats.ucsc.edu> writes:

>Are there shareware distributors in the US? It would seem an interesting idea
>to be sort of a "middleman" who has latest versions & can collect money to
>forward on to the author (minus a percentage ;) and who handles all US requests
>Is this sort of thing done/legal?

This is just the kind of thing that ATARI UNITED! would like to get involved in. We've talked with some authors about acting as the distribution agent, and support source, for shareware programs, with mixed results. The one common thread has been the inherent difficulty in establishing the trust necessary to base the arrangement upon. With our contact limited to e-mail and phone calls, it's often difficult to develop the relationship that must exist between author and agent. But, we are still very much interested in working distribution/support arrangements out with shareware authors, despite our lack of real success to date. If anyone is interested, drop me some email and I'll be happy to provide you with further details about what we're interested in doing for you.

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse

1510. Mega ST4 Wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 03:50:04 UTC
From: bensmith@teleport.com
Message-ID: <2pfelc$ud@kelly.teleport.com>
Source record: 188406

Hi Everyone,

I'm looking for a Mega ST4 with TOS 1.4 and hopefully a BEST Power Supply.
Reply here or call Ben, anytime at (503)256-9974

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (1200/2400, N81)

1511. Extendos and Supra?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 04:42:48 UTC
From: selick@acs2.bu.edu
Message-ID: <2pfho8$n9o@news.bu.edu>
Source record: 188453

Does anybody know if Extendos will work with a Supra SCSI host adaptor and
an NEC CD-ROM drive?
-Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

1512. HELP: No Blitter in F30 Color Mode

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 07:11:40 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <CoszzG.M2v@ztivax.zfe.siemens.de>
Source record: 188457

Hi,
I've problems with my new Falcon. It seems that the blitter is disabled
in 256 and true-color mode. Is this normal? How can i enable the blitter?

Thanks,
HP

+---+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE ST SN 25 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+---+
I'm for blood not for money ...
--------------- cut here 8< ----------------------

1513. Speaker Meassure-System for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 07:35:48 UTC
From: alth@stud.uni-sb.de
Message-ID: <2pfrsk$g3f@stud.uni-sb.de>
Source record: 188465

Hi

I'm searching for an Speaker - measure -System (Thile-Samll-Paramerers) for ther Atari ST with Software and Mikrophon-Bus.
WHO CAN HELP ME who has one and who knows were to get one

(Price under 2000.-_DM

1514. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 07:48:32 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Apr25.074832.16356@unix.brighton.ac.uk>
Source record: 188533
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.MbNoUoKA_bs@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <CoGn02.8on@westminster.ac.uk>, Denesh Bhabuta writes:
>> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>> : In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
>> : > What are the best PD C interpreters and compilers?
>>
>> : I've never seen a C interpreter for the Atari platform.
>> ^^^^^
>>
>> What do you mean? What about Hisoft C? That is a C interpreter.
>>
>> However, if you were only talking about PD C, then I agree with you. But then,
>> Hisoft C is quite cheap to buy. Just think of it as a shareware program.
>
>Like I said, I've never seen it; C interpreters are evil, IMHO.
>
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Is there such a thing as a C interpreter? Surly it would be too slow with
having to include all the header files and libraries etc..

I've just started to dable with Sozobon C which is PD, my version is pretty
old and doesn't include libraries for GEM - but I think I have seen these
libraries around.

Don't know if this is a good compiler or not - but it does what I need
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

1515. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 07:52:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cot1w4.JJp@cix.compulink.co.uk>
Source record: 188473

In message <2db82b44@p3.secom.ct.se>, niels.simonsen@p3.secom.ct.se said:
>
>It is nice to see sombody hwo is optimistic :-)
>
>Any idea of the price for the Voice mail system?

This is not known yet, but we are aiming at well below 100 UK pounds.

Ofir ogal@cix.compulink.co.uk

1516. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 07:56:58 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Apr25.075658.16706@unix.brighton.ac.uk>
Source record: 188442

In article <2pf3ma$igs@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
>In article <2p91to$7gq@cnn.MOTOWN.GE.COM> osantiag@fiji.gesd writes:
>>I have a couple of questions about Gemulator can you answer them for me. What is the highest speed it can emulate? Does it support st sound, hard drives. I have an STE will some of my programs work. How about midi, modem, printer, and other ports do they work?
>>Do you have a list of software that you have tried and really works. Does it work on OS/2? What type of machine and slots can I use ie. 486 66/Mhz or Pentium? I am sorry I am asking these questions but I am really interested in buying this but I want to know if it works.
>>
>> Orlando
>> osantiag@motown.ge.com
>>
>
>Why would you want to use a GEMulator? It almost makes sense to emulate
>another computer on an Atari, especially Mac since the Spectre GCR crashes
>less than a real Mac, and then the PC emulators have some nice features, but
>to emulate an Atari on a PC sounds kinda silly. You could spend less money
>and get a REAL Atari and run your software faster with better compatibility.
>

The Gemulator gives you more screen reseultions - you have to see the screen shots to belive it - it also allows 16 (I think) colours in the higheset reselution. So not only do you have a bigger screen, you have more colours as well.

Although I don't like to admit it, I would find it much better if I had a PC (to be compat with most of the rest of the world) fitted with a Gemulator (to be compat with all my progs and get a supior ST).

Re: compatibilty, I think you are able to install a number of different TOS chipsets.

Re: speed, I think it siad that a 386 type PC would run the emulator at normal ST speed, while a 486 would make it more like MegaSTe speed.

Note: The above info is what I have read - It may not be 100%
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

1517. Re: monitors for STe - advice needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:15:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbb8a98@p10.secom.ct.se>
Source record: 188067

I've finally got myself an Internet adress!
What about writing a small article about your monitor switchbox for
"Atari Magasinet"?

My new adress is:

stein_arne_jensen@p10.secom.ct.se

See Ya!

```
_____________________________________
|_ |
__| |EIN ARNE (now on a Falcon030 :-)
```

1518. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:16:07 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2pfu87$82l@newshost.uni-koblenz.de>
Source record: 188490

In article <1994Apr20.212803.8456@scubed.com>, rsi@ingorant.scubed.com (Randall Ingermanson) writes:
|> In article <CoKqqq.85K@news.cis.umn.edu>, davidli@dragon.labmed.umn.edu (David Paschall-Zimbel) writes:
|> |> In article <2p03f1$1m7@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:
|> |> >- With a new version of "Soft Windows", these PPCs can also
|> |> > run any Windows software at the speed of an Intel 486.
|> |>
|> |> Note that, as of this moment, the "Soft Windows" stuff is based on a 80286
|> |> emulator. The company that makes this emulator expects to come out with
|> |> a 80386 emulator this year. There are quite a few 386-dependent Windows
|> |> programs out there now -- these do NOT work properly under 80286 emulation,
|> |> So, you might want to wait a bit.
|> |>
|> |> - David Paschall-Zimbel
|>
|> And when he said "the speed of an Intel 486", he means a 486-SX/25.
|> SoftWindows very definitely doesn't get the speed of a 486-DX2/66.
|> Of course, in native mode, the PPC is blindingly fast, and faster
|> versions are right around the corner. <drool>
|>
|> Randall Ingermanson (rsi@scubed.com) /| /| MAXWELL LABS

OK, here is the Benchmark which compares the
Windows emulation on a PowerMac with Windows
on PC hardware:

PowerMac 486 DX/33 386/33
7100/66 VL-Bus

Lines 0,81 0,22 1,16
Rects 4,30 2,23 9,64
Curves 7,30 18,80 43,30
BitBlt 4,90 1,00 3,31
Zooming 69,80 103,40 89,10
Scroll 27,00 43,90 147,20
Fill 15,50 13,70 61,30
Text 1,79 1,15 9,07
Dialog 1206,00 317,00 857,00

(time in milliseconds)

Doesn't look too bad, I think.

But of course, it is much more interesting,
how fast applications are which run in native
PPC 601 code.

Christoph

1519. New Superb paint program coming - if you can help us! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:18:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbb9003@p10.secom.ct.se>
Source record: 188066

I'm leader of "Atari Users Of Norway".
To help one of our members I'm hoping for a reply on the following cry for help from our member Vegard Hofsoy.
Just send the answers as a reply to me!
Here's Vegard's letter:

1520. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:26:46 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2pfus6$82l@newshost.uni-koblenz.de>
Source record: 188491

In article <2p531d$ce8@agate.berkeley.edu>, jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:
|> In article <2p03f1$1m7@newshost.uni-koblenz.de>,
|> Christoph Oberle <oberle@informatik.uni-koblenz.de> wrote:
|> >
|> >- The first PPCs from Apple are able to run all MAC software.
|> ^^^
|>
|> I think that should be ``most'' MAC software. (It's still nothing to sneeze
|> at, though.)
|>

Here is an excerpt of the article concerning compatibility:

'' ... We have tested applications, utilities and games on two harddisk cartridges. Not a single program caused problems, not even the Microsoft products Word and Excel, which are known for their sometimes strange implementation. With no program, we could notify a speed loss because of the 68K-Emulation. Some games and applications which mainly use QuickDraw for graphics output or SANE for floating point operations were even faster than our 40MHz Quadra ...
... There hardly is anything more to say concerning compatibility. The emulation is extremely robust, there were no system crashes during the test ...''

Christoph

1521. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:29:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404251029.a342@sl.maus.de>
Source record: 188424

In article cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

SD> I don't want it (not with this gameplay)

CH>Oh, come on, it's not that bad, especially if you use mouse+keyboard
CH>(like I do). How else would you control a game like that?

Sorry, it was a misunderstanding. I mean the background: killing humans(?)
isn't something i like in a game. Give me some orcs or banshees in a nice
realtime rpg (Like Dungeon Master) and I'd be happy with it (TOWERS seems to
something like that?)

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1522. Re: ST-NEWS

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:33:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404251033.a343@sl.maus.de>
Source record: 188425

In article Holger Haslbeck @ LA (Holger Haslbeck) writes:

HH>ST News is undead!
Uhoh, back from hell or what ;-)

Tschuess
Stefan

1523. Re: Falcon game developer support

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:36:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404251036.a345@sl.maus.de>
Source record: 188427

In article FELDAK79@SNYONEVA.CC.ONEONTA.EDU (FELDAK79) writes:

F>As most of the Falcons sold to date are in Europe a majority of the
F>commercial, shareware, and PD game developers hail from there.
[stuff deleted]

I've posted this mail to the Falcon newsgroup of the MausNet ...

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1524. Re: But what is Empire 2.0?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:46:57 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2pg021$f0u@canopus.cc.umanitoba.ca>
Source record: 188466

In <2pbf9c$i20@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:

> Empire was a commercial release of a game that has seen PD versions on
>almost every platform. It was a nice implementation, however. It is a wargame
>where you attempt to conquer a world while you discover it. If you want a more
>modern rendition of the game try CONQUER.TOS at most major Atari FTP Sites. It
>runs in any 16 color mode, so it is quite nice on the Falcon in 640x480. It's
>Shareware but allows you to play over the modem as well. I highly recommend it
>to anyone who loved 'Empire'.

Just to add a bit more, Civilization (from Microprose) is sort of like Empire (with many additions mind you), and I think most Empire players will find it an excellent game.

As a side note, anyone seen the game "Master of Orion"? It's only for MS-DOS (maybe Macs too), but it is similar to Empire (and Civ), except the battlefield is outer space. Very addictive game... Can anyone name any others (for any platform) that are similar to these 3?

Happy (war) gaming!

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
==========

1525. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 08:49:53 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2pg07h$82l@newshost.uni-koblenz.de>
Source record: 188492

In article <2p91to$7gq@cnn.MOTOWN.GE.COM>, osantiag@fiji.gesd (Orlando Santiago, x7822) writes:
|> I have a couple of questions about Gemulator can you answer them for me. What is the highest speed it can emulate? Does it support st sound, hard drives. I have an STE will some of my programs work. How about midi, modem, printer, and other ports do they |> work?
|> Do you have a list of software that you have tried and really works. Does it work on OS/2? What type of machine and slots can I use ie. 486 66/Mhz or Pentium? I am sorry I am asking these questions but I am really interested in buying this but I want to k|> now if it works.
|>
|> Orlando
|> osantiag@motown.ge.com
|>

Perhaps you should better wait until the 'Janus' card is out in an english version (it already exists here in Germany). This ISA-card contains a 68000/16, (german) TOS 2.06 and slots for two Standard SIMMs. The compatibility is supposed to be very high. I read that it runs at a speed of an ATARI TT, because the 68K processor delegates a lot of tasks to the Intel CPU. The system is capable of using advanced PC hardware like e.g. a VL board/graphics card.

It sounds much more convincing than the gemulator of which I read that it only reaches the speed of an 8 MHz ST if you have a 486 DX2/66.

Christoph

1526. Re: Doom for falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 09:14:16 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr25111416@issan.informatik.uni-dortmund.de>
Source record: 188467

In article <CoC8w3.8Cy@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:

|> In article <2oh18i$1dh@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr writes:
|>> }|> can move to mem, and with move.l (a0)+,(a1)+ it can put ca:68400kb/vbl.
|>> }
|>> }move.l -(a0),-(a1) is faster.
|>> }
|>>
|>> What ?????? It's new, then, coz' it wasn't the case on the 68000. And I
|>> think seriously that it's wrong. I'll check it if think about it...
|>>
|>> MB.
|>>
|>>

|> Pre-decrement is 2 clocks _SLOWER_ than post-increment. AT least
|> according to my sources!

But it can overlap with the previous instruction, so that the net
result is basically the same (see also my reply to the article above).

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

1527. HELP: Algorithm needed!

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 09:20:09 UTC
From: kllove@essex.ecn.uoknor.edu
Message-ID: <2pg209$8th@constellation.ecn.uoknor.edu>
Source record: 188468

I've got a programming question that would be perfect for c.s.a.programmers. Unfortunately, I can't wait for the group to be discussed and, possibly, created. Especially since my account is going down for the summer in about 3 weeks! :(

Okay, here's the problem.

I want to program a game and I have had no experience in writing them! I'm looking for a general algorithm that will get me started writing games. Below are a few of the things I want to do.

If you can help me with any of these (especially the CPU speed independence for timing of the various events in the game -- i.e. moving an enemy ship every few centons), please send me e-mail. I know C and Pascal, and I have the Atari Compendium. So, feel free to sling code at me, I should be able to figure it out. Are any books available on the subject of writing games? If yes, then what are they?

* Create a scroller a la Ikari Warriors (yes I know there are too many already out there :) *OR* a Lemmings like platform game but with only one character per player.
* As you've probably already guessed, I want the game to be 1 or 2 players.
* Use GEM/AES routines to do all graphics and event handling.
* Use the original Atari joysticks, the mouse, and the keyboard for various operations. Any of the three might control movement of the players' character at any time. The mouse could also be used for accessing menus, answering dialogs, etc. The keyboard would be used to pause the game, save the game in progress, enter data where necessary (passwords to an in-game computer network, for instance), etc. The joystick would be for moving and firing only.
* I'd want an "attract mode" similar to the Jaguar's Raiden. I could get by with static screens, however.
* I want to make the game resolution independent (maybe color independent as well, but I'd prefer to have at least 16 colors available). Maybe requiring a resolution of at least 320x200 wouldn't be a bad idea, but I've never seen a resolution smaller than this. If more is available, run the program in a window. Or use the entire area available. Which would be easier? Which one would be better?
* CPU speed independent. i.e. 8/16/32/40/48/whatever MHz it doesn't affect gameplay. Even better though would be faster frame rates for the faster processors.
* An encrypted, high score table.

* Sound capabilities (like explosions, missile launches, etc. and/or a short music sequence for background music) would be nice but definitely not essential (at first anyway).
* Online help (context-sensitive if possible) would be somewhat unneccesary, but a great addition to a utility or application.
* Keyboard independence (i.e. CTRL-S is always CTRL-S and doesn't depend on the location of the S key on the keyboard). I don't want to come up with a game that works only on U.S. machines!

Well, that's all I can think of right now. If anybody wants to send me their source code for a game, let me know before hand please.

Many thanks,
Kenneth Love

1528. Re: Return of the long lost ST lover.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 09:23:27 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Cot633.CyM@barclays.co.uk>
Source record: 188470

In article <1994Apr23.200235.1@topaz>, chioua@topaz.ucq.edu.au writes:
|> Is Jack Tramiel around? Is the ST still the Numero
|> Uno in Europe and the UK?
The Tramiel clane still run things but jack is quiet these days. They no longer make Sts although They have admitted they may have killed it prematurely and may start manufacturing again - they have many '000 outstanding orders. The only computers they do these days are the TT and the Falcon. The latter is/was pushed as a multimedia machine due to his nice graphics and sound. it has a DSP like early Next machines have and can do nice audio things eg Cubase Audio gives you 16 tracks of direct to hard disk sampling. You can also do real-time manipulation of audio to get various effects. The graphics allow upto 65000 colors on screen and hi reses too. The graphics are fully programmable for x/y/bitplanes. I have had 1400x900+ on mine although the refresh dropped to 50Hz and got a bit hard on the eyes. It has a 68030 WITH OPTIONAL 68882 CO-PRO, UPTO 14MB OF RAM, A MULTITASKING (sorry, hit caps lock) OS called MultiTOS and runs the majority of ST software and many ST games too. I really like mine but for theprice - 900GBP, it's a bit underpowered in the processor dept ie 16Mhz. 32Mhz would be better. You can get processor upgrades, PC emulators etc. for it so it's not too bad.

New ST software still comes out but not as much as before although some of the very best stuff is now appearing as the market has matured.

|> Has Atari finally came up
|> with the UNIX, PC and ST all-in-one box compatibl
|> machine? What happened for the last six years?
Atari did have a Unix port of SVR4 but it only got as far as developers. A pity. It had X windows, full development kit etc. You can get various PC and a reasonable Mac emulator. The PC ones are currently stuck at 386SX but there is a Falcon one on the way that will use the 486.

|> Does anyone still use first word plus? Do you still
|> have the cherry bombs on the screen when the ST goes
|> into limbo? Questions of questions -- is the Atari ST
|> finally downward(!!!!!!) compatible with the Amiga?
Frankly, the Amiga 1200 is superb value for money compared to the Falcon but lacks some of the nice bits like the DSP, SCSI port etc.

Atari have suspended TOS development for a while until they get properly upto speed on their killer games console, the Jaguar.

|> Thanks a billion.
|>
|> Andrew.
|>
|>
|>

```
--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1529. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 09:43:16 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767266996@Golant>
Source record: 188471

swhatley@blkbox.COM (Steven Whatley) writes:

>S.P.Taylor@bradford.ac.uk (SP TAYLOR) writes:

>>Rob Adams TopFM writes:
>>: abarbiero@delphi.com wrote:
>>: :
>>: : Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
>>: : to your ST. I know it works on a Mega, and it may on a MSTe, but I have
>>: : seen them for sale at a few Atari dealers.

>>: Does this mean 12Meg total or 8Meg total???

>>It adds 8 megs to however much you have installed already. So if you have
>>a 1 meg machine, you get 9 meg, or 4 meg becomes 12 meg.

NO! Because of the way this board addresses you MUST have 4megs in your
machine first. It has 2 simms slots, so you can plug in 2 1meg simms for 6meg
total, or 2 4meg simms for 12meg total. No other combination is allowed.

>> -- Steve Taylor.

>How can I order this board and for how much?

From a company called Marpet, in the UK. Mail me if you want the address and
I'll try and dig it out.

>Thanks,
>Steven Whatley

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1530. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 10:23:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cot8sz.LIn@westminster.ac.uk>
Source record: 188472

HALL B J (cb170@city.ac.uk) wrote:
: I talked to a guy on the System Solutions stand at the MIDI and
: Electronic Music Show at Wembley Conference Center this weekend, and he
: said that there definately is a STE version of their accelerators in
: development, hopefully to be available in a couple of months.

: This is good news -imagine Calamus SL + T36 + NVDI.
: Extremely powerful and fast setup!!

Yes, it is good news, but how much longer are they going to keep us waiting?
Way back near Christmas....November really, I enquired about the STe version,
and was told, that it is under development, and should be available around beginning of
February. Right I though....I'll save my pennies for the day.

February came, and I enquired again, this time to be told, end of the month.
:-(

Never mind, They should be there soon......how wrong I was, they still haven't arrived.
Phoned up S.S a about a week ago, and was told that they do not know
when to expect them, as they do not know what's going on. They have already been developed.
They even said they might not get them???

However, if two months is the wait, then OK, but knowing these companies....all
of them really, it will be another 6 months before we see these.

I am not an optimistic guy.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1531. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 10:23:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2pg5mj$25t@golem.wcc.govt.nz>
Source record: 188474

In article <Coo7Bp.q8@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>It looks like you are trying to justify the mistake you made in bying
>>a Falcon, well I am glad I did not wast my hard earned cash on such a
>>piece of crap...
>
>What a rude, ill-educated, inaccurate person you are, Roger. Why don't you
>buy your windows beast (you'll need a 486/66, BTW) and leave us to it?
>There is *no* point, IMO, for this kind of pessimistic whining in a
>support conference for *any* computer.

No just facts of life, gee life is tuff is it not....

> sabbath@cix.compulink.co.uk (Graeme Rutt)

No I am just a realist and I can't stand all this crap about
the Falcon...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1532. MDK

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 10:25:37 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr25.102538.2767@bay.cc.kcl.ac.uk>
Source record: 188469

>Hi!
> Yesterday I made an attempt at installing MINT and MINIX on my
>Mega 4, and while MINT and several of the utilities that come in the
>distribution package work well, I don't seem to be able access any of
>the features that make MINIX better than the TOS file system. In other
>words, file names get truncated to eight characters, and the shells
>don't seem to see any difference between upper- and lowercase. All
>this in spite of the fact that I chose the MINIX and not the TOS
>filesystem option in SETUP.PRG, and that bootup sequence shows the
>MINIX driver starting up. Also, I am able to acccess the partition even
>when MINT is not running, which seems to indicate that what is there
>is a garden variety TOS partition and not the MINIX one I meant to
>install. Obviously, I must be doing something wrong, but I can't
>figure out what. I have done the whole installation twice, scrupulously
>following all the instructions that come with the distribution, with
>no luck at all. Maybe there is some environment variable that I am
>unaware of that has to be set before I can access the UNIX-like
>features of MINIX? Could there be some incompatibility with the ICD
>AdSpeed accelerator board that I am using. Also, I am using the ICD
>controller and software to drive my hard disk, and the documentation
>said something about MINIX and ICD software not getting along well,
>but the desciption of the potential problems sounded more like the
>whole partition would be trashed, rather than behaving like a TOS
>partition. Does anyone have any ideas, hints, etc., to help me out?
>Thanks in advance.
>
>
>
> Gustavo
>

} The minit.prg and minix.xfs in MDK are out of date... replace them
}with the newest ones on a.a.u.e ...

Well out of date, actually.

I'm sorry for this, folks, but I've got even more problems now that
I've gone to a Falcon - the libs I use are 030 specific. This means
compiling the programs for the 68k and the 030 separately. I'm doing
this, slowly, and hope to have an up-to-date and easy-to-maintain
archive available this Spring or Summer.

If the original poster wants to get in touch via email, I'll do my
best to answer - I always respond to email.

ATB,
Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1533. Re: DOOM

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 10:34:33 UTC
From: steve-j@teleport.com
Message-ID: <2pg6bp$6fo@kelly.teleport.com>
Source record: 188476

In article <2peb5s$gok@mother.usf.edu>,
Timothy Miller <millert@ug.ec.usf.edu.> wrote:
>I do believe that there is an RTC on GEnie on Monday, 4/25, at 9pm EST. If
>anyone is intersted in making them feel dumb for not supporting Atari, they
>should get all their friends to show up and ask about an Atari version.

Oh! Just what we need -- ignorant Atari users giving them a bunch
of stupid flames!!! The only thing I'd give them any grief over is
their anti-assembly attitude.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1534. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 10:57:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2pg7m3$25t@golem.wcc.govt.nz>
Source record: 188475

In article <RW3ubVU.abarbiero@delphi.com>, abarbiero@delphi.com writes:
>Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:
>
>>I think there is a simple reason for all of this, Atari software sales
>>are at all most zero..
>>
>
>Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
>Please quote sources when you claim things like this.
>
>Andreas@AEO

I also here that the PC version is far better...!!

There was a chap on GEnie that did a good list/reviews of Atari Games each
month..

This has now stoped do to the lack of new games, facts not fiction,
also UK mags have very little reviews of New Games in them facts again..

Also I would not claim that one games is a lot, so I still state that there is
all most zero games coming out fot the Atari platform...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1535. Re: Upcoming ATARI Shows

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 11:15:01 UTC
From: wallace_r@msbcs.enet.dec.com
Message-ID: <2pgmtn$hiu@nntpd.lkg.dec.com>
Source record: 188489
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.games.lynx

```
In article <2p2auu$7qa@usenet.INS.CWRU.Edu>, aa338@cleveland.Freenet.Edu (Mark Leair)
writes...
> << Computer Shows >>
>+-----------------+-------------+-------------------------+----------+
>| Name | Location | Date |
>|--------------------------------+-------------------------+----------|
>|4. 1994 Michigan Atari Fair |Waterford, MI |04/23/94 |

Does anyone have a phone number or address where I can get more information
about this Atari fari in Michigan? I'd like to find out the location, times,
and cost.

Thanks,

---
Ray Wallace
wallace_r@msbcs.enet.dec.com
(or) decwrl!msbcs.enet!wallace_r
(or) wallace_r%msbcs.enet@decwrl.dec.com
---
```

1536. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 11:21:59 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767272919@Helston>
Source record: 188477

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>However, if two months is the wait, then OK, but knowing these companies....all
>of them really, it will be another 6 months before we see these.

>I am not an optimistic guy.

True, but to their credit, it is not them having the problems, its the
developer of the board. There isn't much they can do if the developers are
taking too long. They may be all sorts of unexpected problems.

I'm just glad that (hopefully) we shall be able to buy such an excellent
product, and I'm willing to wait as long as it takes (well, maybe not TOO long!).
After all, if it was rushed to the market with flaws, there would be many more
complaints...

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1537. terminal emulator??

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 11:24:56 UTC
From: gaas88@udcf.gla.ac.uk
Message-ID: <gaas88.767273096@cent.gla.ac.uk>
Source record: 188479

im lookin for a terminal emulator for me st - needs to work via modem
port

gonna mail me!!
ta

Regards,
ADE

****
* *
* Adrian D. Elgar - Second Year Student - BSc CS Glasgow University *
* *
* a.d.elgar@udcf.gla.ac.uk *
* gaas88@udcf.gla.ac.uk *
* ade@axposf.pa.dec.com
*
****

"Rocky burst in and grinning a grin
He said Danny boy this is a showdown
But Daniel was hot-he drew first and shot
And Rocky collapsed in the corner."
John Lennon

1538. Re: Mega ST vs STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 11:36:44 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2pga0c$1fp@aggedor.rmit.EDU.AU>
Source record: 188480

HALL B J (cb170@city.ac.uk) wrote:
: swhatley@blkbox.COM (Steven Whatley) writes:

: >S.P.Taylor@bradford.ac.uk (SP TAYLOR) writes:

: >>Rob Adams TopFM writes:
: >>: abarbiero@delphi.com wrote:
: >>: :
: >>: : Not so anymore... the XTRA RAM-8 allows you to add 8 more MEGS of RAM
: >>: : to your ST. I know it works on a Mega, and it may on a MSTe, but I have
: >>: : seen them for sale at a few Atari dealers.

: >>: Does this mean 12Meg total or 8Meg total???

: >>It adds 8 megs to however much you have installed already. So if you have
: >>a 1 meg machine, you get 9 meg, or 4 meg becomes 12 meg.

: NO! Because of the way this board addresses you MUST have 4megs in your
: machine first. It has 2 simms slots, so you can plug in 2 1meg simms for 6meg
: total, or 2 4meg simms for 12meg total. No other combination is allowed.

: >> -- Steve Taylor.

: >How can I order this board and for how much?

: From a company called Marpet, in the UK. Mail me if you want the address and
: I'll try and dig it out.

You can email marpet@cix.compulink.co.uk but they are S...L...O...W at
answering their mail..

: >Thanks,
: >Steven Whatley

: --
: |> | | Likes: Ataris, Synths, Blakes7,
: |> E |\| |-| /\ |_ |_ The Prisoner, Films.
: Dislikes: The Eurovision Song Contest
: (cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

--

Rob. (roba@nutmeg.ntu.edu.au)

1539. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 11:38:47 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CotCCn.2ut@barclays.co.uk>
Source record: 188482

In article <2pg5mj$25t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> >>It looks like you are trying to justify the mistake you made in bying
|> >>a Falcon, well I am glad I did not wast my hard earned cash on such a
|> >>piece of crap...
Roger, Roger, Roger.....
I thought long and hard before buying my Falcon. I looked at Macs, PCs and Amigas. I have had nothing but Ataris since 1980 but I was ready to consider all options. After much thought, I decided even at 900GBP, the Falcon was what I wanted because at the end of the day, I really like my ST software. I like Superbase, That's Write and all the various applications I use. I just wanted more speed, colour and sound. The Falcon has given me that and much more. It has put the fun back into my computing. It has that undefinable 'something' that all those no-personality PCs don't.

I will soon be buying a multimedia PC too because I want access to all those CDROMs with encyclopedias, movie info etc. That is the one and *only* thing a PC can offer me. I will still use my Falcon for everything else.

Even having bought the Falcon, I have still spent on it. I know it's dead, no market, no products etc., (you reckon..) but I have bought an accelerator card, 68882, new HD Driver as well as Falcon enhanced software. I AM VERY HAPPY WITH MY FALCON AND DO NOT REGRET BUYING AND NEVER WILL.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1540. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 11:40:27 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CotCFF.30v@barclays.co.uk>
Source record: 188483

In article <2pg7m3$25t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> In article <RW3ubVU.abarbiero@delphi.com>, abarbiero@delphi.com writes:
|> >Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:
|> >
|> >>I think there is a simple reason for all of this, Atari software sales
|> >>are at all most zero..
|> >>
|> >
|> >Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
|> >Please quote sources when you claim things like this.
|> >
|> >Andreas@AEO
|>
|>
|> I also here that the PC version is far better...!!
|>
|>
|> There was a chap on GEnie that did a good list/reviews of Atari Games each
|> month..
|>
|> This has now stoped do to the lack of new games, facts not fiction,
|> also UK mags have very little reviews of New Games in them facts again..
|>
|> Also I would not claim that one games is a lot, so I still state that there is
|> all most zero games coming out
Then why do the majority of ST games developers/sellers report an increase in sales recently? Fact. Regularly reported in several magazines.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1541. Need advice: How to speed up my St520+

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 11:53:49 UTC
From: krienke@informatik.uni-koblenz.de
Message-ID: <2pgb0d$av0@newshost.uni-koblenz.de>
Source record: 188493

Hello to everyone,
I'm owner of an 520St+ (1MB Ram) running Tos 1.4.
For a long period of time I didn't use it quite much. No I rediscovered it
and would like to bring it up to date.
Because I don't know what is up to date now, I have some questions:

- I would like to buy a new TOS-Version, if it is worth while. I heard about
Mutitos. What new featrures does it offer? Can I run my old programs
with the new tos? Is it faster than Tos 1.4? Do I need more tha 1 MB Ram
to use it ? Where to get it ?

- I heard about harware extensions for the ST (68020 or 68030 cards). Are those
solutions bound to a particular Tos-Version? Do most of the old Programs
run with them? Are there known Programs that dont ? What vendors offer such
a card and would you say that this product is good ? How much will it cost ?

- How much Ram can I add to my ST ? How much will it cost ? Are there known
problems with Ram extensions ?

Thank you very much for answering me.

R. Krienke

--

Rainer Krienke krienke@informatik.uni-koblenz.de
Universitaet Koblenz,
Rechenzentrum, Voice: +49 261 9119-641
Rheinau 3-4, D-56075 Koblenz, Germany Fax: +49 261 9119-499

1542. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 12:03:22 UTC
From: c.mother@tbag.tscs.com
Message-ID: <c.mother.0hni@tbag.tscs.com>
Source record: 188409

I would Love to find out where you can get a 486Dx/33 for 600 dollars. All the places that I have seen, Been a 486 costs way over 1200 dollars. which is the price of the Falcon. A friend of mine bought a 486Dx/33mhz for 3000 dollars and that didn't include a Sound card. Which would cost alot more to compete against the Falcon.. The Falcon does have 50khz Stereo sound. Which I haven't seen on the IBM yet...

I was also wondering I have seen your posts in this net and you constantly put down the Atari, Are you even an Atari owner. If not then get the hell out of this net. I thought this Net was for the Atari range of systems. Not IBM/NeXt machines. Go to their Nets and bash the Atari there. They might like it. Tell them I sent ya.

Clifton Mothershed!

1543. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 12:14:08 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr25.121408.778@unix.brighton.ac.uk>
Source record: 188484

Not only there are atari users out 'there' they are *alot* of atari users out '
there and alot of enthusiastic ons at that.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1544. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 12:16:27 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr25.121627.932@unix.brighton.ac.uk>
Source record: 188485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I used Hisoft C (it was free with some mag) and hated it...compile not interpret IMHO!

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1545. Atari ST/E programming

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 12:22:50 UTC
From: cs1jj@herts.ac.uk
Message-ID: <2pgcmq$rgs@altair.herts.ac.uk>
Source record: 188481

Does anyone know where I could download the source code for a palette
swapper?
Also is there any ftp sites that have C tutorials and routines?

Gordon

1546. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 12:35:23 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CotEz0.8E4@cix.compulink.co.uk>
Source record: 188418

>I am currently working on "The Superb Sample Editor" for the Falcon which
>eventually aims to be able to do anything you want to do to a sound sample.
>It will be shareware - first version will be released in a few weeks time.
>Currently in beta-testing...

And damned good it is as well, looking forward to seeing the next beta
version as well.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1547. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 12:44:51 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr25.134451@cs.man.ac.uk>
Source record: 188402

```
|>
|>
|> I tend to agree with Griff. Allthough my credits are still to be founded,
|> I've been working on a game for the Falcon in 256 colour mode. Moving a
|> 32*16 sprite over the screen seems to go pretty fast when done by the CPU,
|> even with 8 words need to change a pixel. My program doesn't want to change
|> 1 pixel at the time: it changes 16 pixel's at the time, which takes about
|> the same amount of time as one pixel. A lot can be done by software. I
|> thought especially Atari developpers we're cunning in doing great things
|> with software, where other platforms had hardware (and costed more $$$).
|>
|> Joost.

Ah but although you do 16 pixels at once, it doesn't help much because you have
to use one AND and one OR and a lot of rotation so it slows you down a lot.
(also remember each logical op is a read-modify-write operation, and so is a LOT
slower than a move).

So: AND and OR take 2-3x longer than MOVE
you need 8 ANDS, 8 ORs and 8 ROtates of some kind to produce 16 pixels of sprite
In comparison you need 1 MOVE to print up 1 Truecolour pixel
So you need 16 MOVEs to print up 16 pixels

Therefore, Truecolour sprites are up to 3x faster than 256-colour sprites. They are
even a bit faster than 16-colour sprites, and they don't need a mask either in
the sprite format I've worked on.

The same isn't true of backgrounds, and other large areas that can be done
in a straight copy. However you can wangle this with hardware scrolling for
most sprite-based games, and draw-undraw sprites could provide a massive
speed increase if the total number of replaced pixels isn't too large.

However, since Doom isn't sprite-based, this doesn't realistically apply.
In Doom, the problem is getting a texture-mapping routine to go at totally
buggeroff speed. And despite my esteemed colleague Griff's assertions, I'm
not convinced that you can get data in and out of the DSP fast enough to
do the job. Especially in 256-colour mode.

Dave
```

1548. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 12:58:39 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CotG1r.B6A@barclays.co.uk>
Source record: 188487

In article <1994Apr22.163027.10100@dcatla.com>, pigjk@dcatla.com writes:
|> GOOD GOLLY! THERE'S STILL ATARI USERS OUT THERE!!!!
|> d just about given up on the thought that there were any Atari users
|> still out there.
There are several hundred thousand Atari users out there.
--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1549. Networking an ST???

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 13:05:09 UTC
From: vctec@westminster.ac.uk
Message-ID: <CotGB6.Ays@westminster.ac.uk>
Source record: 188488
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello

How do I network an ST in an ethernet environment?

Here at work at HENSA/micros, all the other computers are networked, and the only way to network from this office is via ethernet. I am hoping to network the Mega ST2, and hopefully a Falcon when we get one.

BTW, there is a SUN sitting in the room too, maybe a serial network could work. However, this I fear maybe too slow.

Any ideas?

Danny.
HENSA/micros Moderator,Support
Lancaster University
D.Bhabuta@cent1.lancs.ac.uk
and the addresses below.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1550. Re: HELP: No Blitter in F30 Color Mode

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 13:25:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CotHB6.B1s@cix.compulink.co.uk>
Source record: 188419

In message <CoszzG.M2v@ztivax.zfe.siemens.de>, huth@stack.zfe.siemens.de said:
>
>Hi,
>I've problems with my new Falcon. It seems that the blitter is disabled
>in 256 and true-color mode. Is this normal? How can i enable the blitter?

I fell for this one as well, it's NVDI. It disables the blitter in 256
mode simply because NVDI is much faster than the blitter which slows it
down at this mode.

Ofir ogal@cix.compulink.co.uk

1551. Bitch Factor 5 Mr. Sulu -- was Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 13:29:44 UTC
From: pagan@meiko.co.uk
Message-ID: <2pggk8$jil@bart.meiko.com>
Source record: 188496

Holy moley. Is it just me are does the old:

My Amiga's better than your ST!
Not it's not!
Yes it is!
No it's not! Just a lousy games machine!
Better than a dinosaur!
etc.
etc.
etc.

argument spring to mind?

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

1552. Re: Networking an ST???

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 13:36:55 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CotHtK.FzL@barclays.co.uk>
Source record: 188405
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CotGB6.Ays@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
|> Hello
|>
|> How do I network an ST in an ethernet environment?
|>
|> Here at work at HENSA/micros, all the other computers are networked, and the
|> only way to network from this office is via ethernet. I am hoping to network
|> the Mega ST2, and hopefully a Falcon when we get one.
Mail System Solutions at ssolutions@compulink.co.uk. They have several Atari
based networking solutions including Ethernet.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1553. Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 13:37:06 UTC
From: <>
Message-ID: <2pgh22$m66@mother.usf.edu>
Source record: 188499

I have been tinkering for hours, trying to write a quick memory move function for my Falcon in Assembly, but it's just not fast enough. The fastest code I can make can only move 320x200 truecolor at 15fps, which is, in a word, LAME. I have seen plenty of demos that do full motion on 640x400 truecolor, so there must be a way of doing it. What, do I have to use the blitter in HOG mode? I don't know how to do that. I need code that will copy 153600 bytes in 1/60 second or less. Can anyone provide me with such code?

I have tried a few tricks. Everything from a move.l/dbf tight loop to careful tricky use of movem.l to move memory. The movem method seems to be the fastest, but 15fps just isn't fast enough. Who can help?

1554. ST/STE Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 13:40:53 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CotI06.Ko@bart.stars.reston.paramax.com>
Source record: 188520

```
ST/STE Games For Sale
---------------------

* RoboCop 3 - Ocean
* RoboCop 2 - Ocean
* Secret of Monkey Island - Lucasfilm Games
* Elvira: Mistress of the Dark - Accolade
* Elvira II : Jaws of Cerberus - Accolade
* Wonderland - Virgin Mastertronic
* Dragon's Lair - ReadySoft
* Wrath of the Demon - ReadySoft
* EPIC - Ocean
* Utopia: The Creation of a Nation - Gremlin
* Leasure Suit Larry 3x (Triple Pack) - Sierra
* F-15 Strike Eagle II - Microprose
* Toobin' - Domark
* R-Type - The Hit Squad
* Continental Circus - 16 Blitz
* Artura - Arcadia
* Zany Golf - Electronic Arts
* VIZ - Virgin Games
* The Killing Game Show - Psygnosis
* Mega-Lo-Mania - Sensible Software
* The Killing Cloud - Mirrorsoft
* Blood Money - Psygnosis
* Chuck Rock - Core Design

All software items include docs, boxes and original disks.
Make a reasonable offer which includes shipping.

Bob Malay
--
**************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
**************************************************
```

1555. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 14:10:04 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pgivs$hgb@vishnu.jussieu.fr>
Source record: 188404

I did some trys to clear a 320x200xTC screen. The fastest way I found is the simplest too :

```
movea.l Screen_Adress(pc),a0
moveq #0,d1
move.w #320x200-1,d0
.cls:
move.l d1,(a0)+
dbf d0,.cls
```

It's even faster than movem. But, I clears only 185 in one frame, at 50Hz...

MB.

P.S.: Has anyone got something better ?

1556. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 14:17:35 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CotJpC.Mwv@newcastle.ac.uk>
Source record: 188486

In article <H.eg.XlJP8ybBPho@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <2odri9INNb5r@tarsky.uni-muenster.de>, Ulrich Kuehn writes:
>> Well, at the moment, the mint-net package contains "only" drivers for serial
>> and parallel lines. But if you have some connection to the internet by some
>> way it is possible to run ftp on your atari at home :-)
>
>Does this mean you can do SLIP or something else over your serial lines
>using the MiNT-net stuff? Like, could I grab Lynx (the text-only
>World-Wide Web browser), compile it, like it with mint-net, install the
>mint-net drivers, and do WWW stuff (assuming I had a SLIP connection
>available)?
>

Yes. Probably. I've installed this stuff on my Falcon - problem is that
the falcon serial driver doesn't work properly yet. Trying.....

Craig.

1557. Re: The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 14:18:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1733@usdtsg.DaytonOH.NCR.COM>
Source record: 188411

In article <CorHEu.5nv@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:
>anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>
>>In article <1994Apr23.202053.1@topaz> chioua@topaz.ucq.edu.au writes:
>>>
>>> If I wish to get an ST with the following
>>> configuration. Please tell me what must I
>>> do:
>>>
>>> 1) UNIX compatible
>
>> MiNT, minix.xfs (filesystem), GCC, unix-utilities, etc would give
>>an almost-unix environment (and a shell like TCShell, etc)...
>
>This makes your machine _not_ Unix compatible, but it gives it a sort
>of UNIX-feel... MiNT was designed to be compatible with tos, the only
>thing you get is a bit of multitasking and a filesystem that resembles
>UNIX a bit.

This is true. But considering how much a pain it is sometimes to
even "port" things from one unix-flavor to another (like ultrix, etc)
the MiNT combo almost seems like another flavor of unix. For instance,
there's a nice FTP clone available in C-source called NCFTP I believe,
and to put it simply, it doesn't quite work with the unix system I tried
it on here because my system uses a different flavor of sockets - and
this is supposed to be portable unix code (the author was who informed
me of this problem). So true, the MiNT combo is not unix, but it
sure feels like it :-)

I've seen people on the net flamed (well, toasted anyways :-) when
they've uuencoded and posted a unix EXECUTABLE file rather than the
source, because that executable is NOT compatible with all the unixes (unixi?)
out there. So the term "unix-compatible" is rather dodgy
(it's more reasonable to say ST-compatible or PC-compatible, since
a particular executable would run on most all of such line, etc)...

I'd be tempted to try porting NCFTP to the Atari once the mintnet/sockets
angle is more developed, just to see if it would work...

Anyways, when I boot up with MiNT/minix.xfs and TCShell, and have
all those fun unix commands (ls, mv, ps, etc) and GCC, it's hard
to tell that it's not unix. Besides, I can get away with stuff like
this on both my Atari and unix box at work:

```
zoo -extract filename.zoo > /dev/null &
```

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1558. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 14:20:25 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Apr25.142025.5930@unix.brighton.ac.uk>
Source record: 188408

In article <1994Apr25.121408.778@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Allanon) writes:
>Not only there are atari users out 'there' they are *alot* of atari users out '
>there and alot of enthusiastic ons at that.
>
>
>--
>"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
>*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

One of the best things about the Atari user base is that it's made up of
thousands of friendly enthusiasts who will always help other user if
possable, and if they don't know the answer, they will probably know
someone that does!
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

1559. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 14:45:01 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <2pgl1d$jd8@hermes.louisville.edu>
Source record: 188506

Hacking and phreaking has nothing to do with software piracy.
What is the basis for your claim that H/P software will cause Atari's downfall?

1560. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 14:58:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CotLLF.F2D@cix.compulink.co.uk>
Source record: 188420

In message <2pg5mj$25t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>In article <Coo7Bp.q8@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt")
writes:
>>>It looks like you are trying to justify the mistake you made in bying
>>>a Falcon, well I am glad I did not wast my hard earned cash on such a
>>>piece of crap...
>>
>>What a rude, ill-educated, inaccurate person you are, Roger. Why don't you
>>buy your windows beast (you'll need a 486/66, BTW) and leave us to it?
>>There is *no* point, IMO, for this kind of pessimistic whining in a
>>support conference for *any* computer.
>
>
>
>
>
>No just facts of life, gee life is tuff is it not....
>
>
>
>> sabbath@cix.compulink.co.uk (Graeme Rutt)
>
>
>No I am just a realist and I can't stand all this crap about
>the Falcon...

I'm afraid you are just plain WRONG, Roger, and most people here know it
too. It's just a shame that you scare others from a very nice compurter
without even having one or knowing much about it. Just where do you get
all your 'facts of life'?

Ofir ogal@cix.compulink.co.uk

1561. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 14:58:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CotLLJ.F34@cix.compulink.co.uk>
Source record: 188421

In message <2pg7m3$25t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>I also here that the PC version is far better...!!
>
>
>There was a chap on GEnie that did a good list/reviews of Atari Games each
>month..
>
>This has now stoped do to the lack of new games, facts not fiction,
>also UK mags have very little reviews of New Games in them facts again..

ST Review is a UK magazine. We are not interested in games that much, so
even if 20 are released this month, only 2 or 3 will be covered.

Ofir ogal@cix.compulink.co.uk

1562. Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 15:11:02 UTC
From: storm@fwi.uva.nl
Message-ID: <2pgmi6$hh@ow8.fwi.uva.nl>
Source record: 188410

I'm playing elite now for about 4 days and came up with some probs:

First (and most annoying): My autopilot doesn't seem to want to
land on planet surfaces and only in stations (is this a bug or
a feature?) I never made it myself (So THAT'S! why I sold the
atmospheric shielding !)

Second: I have never been able to hit a ship by flying and targetting manuel
while having engines on. I follow them constant on 1.5 km or so but
never hit them although I frequently think They should have been hit

Third: After my first smuggling I've never been able to smuggle again
without being caught : Does anybody have some other experinece by buying
lot/s of other goodies and little illegal (covering up?)

I bought as soon as possible a adder ship to increase my loadspace.
I don't have missiles on board since I believe I should be able to
shoot the guys down (I can't)
I must say That I find it a bit buggy and obscure game (saving in
a non-existing directory crashes the game *yuck*) The manual is
VERY bad and not exhaustive (a feature again ?:), but the gane
has great potential . So please tell me ALL your advices and I'll
try to keep you up to date of mine.

Richard *harmless* Storm
--
Richard Storm, storm@fwi.uva.nl ||
University of Amsterdam.

1563. Re: Gnu C fault???

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 15:26:01 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2pgne9INN296o@rs1.rrz.Uni-Koeln.DE>
Source record: 188498

In <H.eg.OR2&NBnPK4k@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>gcc -O -o fahr.tos fahr.c -lpml

>Worked for me, without -O worked, too. -lpml isn't necessary, really.
>I've got gcc 2.5.8 and the latest version of the MiNT libs.

I could reproduce the bug on ma Atari TT with gcc 2.4.5 and gas 2.2. The bug is not triggered when using double instead of float or when compiling with the -m68881 option. Optimization makes no difference.

IMO this is definitely a bug. I am not aware of any circumstances under which a 'float = float + int' type assignment expression is undefined or otherwise allowed to fail by any C standard.

I would be very interested to learn about the reasons for this problem. Any gcc guru out there who can explain?

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1564. Re: The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 15:44:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pgoha$m11@mailer.fsu.edu>
Source record: 188437

Colin Campbell (Colin.Campbell@mettav.royle.org) wrote:
> Mickey bibbled on 18 Apr 94 to All...
>
> >> Instead of the SOS, why don't we start a new thread on the best and
> >> worst games released for the 16/32 bit Atari machines?
> > >
> > > I'll pick a category: Best multiplayer games. All of these are two
> > > player (or more) simultaneously doing something, not "taking turns".
>
> And lets not forget that all-time classic multiplayer... MidiMaze!! Having up
> to 16 buddies battling it out is one thing nobody should forget... :))

I was distinguishing between two-player and multiple computer games,
but since you bring it up (and since one sort of implys the other) . . .

- Modem/Null-modem/MIDI games -

Falcon - Awesome null modem dogfighting.

Populous 1 & 2 - fast, even over 1200 baud lines. Much better game when
two humans are involved (given roughly equal skill). Can cross-play with
PC/Amiga versions of the same games.

MIDI Maze 1 & 2 - Excellent for up to 16 players/computers. 3D Pacman with
guns (yes!).

Stunt Car Driver - 3D solid vector stunt car racing. Very very good with two
players/computers, a bit boring without. This is a party favorite in my
house. Anyone can play this and have fun.

Rayoid - Asteroids-style combat game. Fun, but no lasting appeal. The
foundation is definitely there for a great game though (Rayoid II?).

Now that I have two machines at home, I would like to find some more good
modem/null-modem/MIDI games. Please post any suggestions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1565. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 15:45:33 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Apr25114533@wpi.WPI.EDU>
Source record: 188495

0{{ "HALL" == HALL B J <cb170@city.ac.uk> writes:
HALL> True, but to their credit, it is not them having the problems,
HALL> its the developer of the board. There isn't much they can do if
HALL> the developers are taking too long. They may be all sorts of
HALL> unexpected problems.

Is this Jim Allen of T16 and T25 fame? He offered to make me a STE
specific T25 on GEnie, by hand! I know he's WORKING on an STE version
but said that there was something about the boards he's using that
won'd allow him to make an STE one... He'll have to make an "adapter"
or something... That's all I know... He seemed quite nice from his
posts!

On the other hand, several people from GEnie warned me in private
email that he was not the best person to be dealing with. One used
the word, "crook".

Make your own judgements!
--
- lancer@wpi.wpi.edu - - "I'm really glad for all the rubbish -
- that's released every day. I'm glad and thankful for it, -
- because that gives me the chance to react, the chance to do -
- something different from what they are doing." -Blixa Bargeld -

1566. STE games

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 15:48:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pgooe$m11@mailer.fsu.edu>
Source record: 188439

I have read about two two STE-specific games that were planned for release a couple of years ago. They were Steel Talons and 4x4 Rally (or something similar). Does anyone know if these (or any other STE-only) games were released?

My understanding is that there are several STE-enhanced games (that is, they do more when run on an STE, but will also run on STs). The Chaos Engine is supposed to be one. Can anyone name some others?

Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1567. Re: The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 16:01:06 UTC
From: hallvart@ifi.uio.no
Message-ID: <2pgpg2$2bh@surt.ifi.uio.no>
Source record: 188494

> >>In article <1994Apr23.202053.1@topaz> chioua@topaz.ucq.edu.au writes:
> >>>
> >>> If I wish to get an ST with the following
> >>> configuration. Please tell me what must I
> >>> do:
> >>>
> >>> 1) UNIX compatible

Doesn't the Atari TT run UNIX?

Hallvard, Oslo, Norway

1568. Re: Atari Jaguar Development.

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 16:16:00 UTC
From: Bjoern_Bernbom@nf.maus.de
Message-ID: <199404251816.a11466@nf.maus.de>
Source record: 188426

alexm meinte am 24.04.94:

> Anybody know the necessary channels to go through to get a Jaguar
> Development Kit?
>
> What the cost is and what you get for the money?
>
> Please mail me direct.

It is very simple , sent a fax to bob brodie with a description

of your company and you get the manual of the jaguar for 320 $

fax: 001 408 745 2083

Maus NF 04671 / 2382
Gore-Zone (Aura,Light Independent HQ) Demos/AEO 04841/6069

1569. Re: terminal emulator??

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 16:25:21 UTC
From: salm@rhrk.uni-kl.de
Message-ID: <1994Apr25.162521.19748@rhrk.uni-kl.de>
Source record: 188401

gaas88@udcf.gla.ac.uk (Melarky Ellard Jones) writes:

>im lookin for a terminal emulator for me st - needs to work via modem
>port

Take a closer look at Connect and Rufus. U can ftp them from ftp.uni-kl.de
in pub/atari/telecomm. They are both shareware.

>Regards,
> ADE

Tschau, Thomas

1570. Re: Falcon and STe Joysticks?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 16:42:32 UTC
From: whitema@rtsg.mot.com
Message-ID: <2pgrto$bd2@delphinium.cig.mot.com>
Source record: 188445

In article <2papd5$r3k@usenet.INS.CWRU.Edu>,
Fred Horvat <ap748@cleveland.Freenet.Edu> wrote:
>
>
> What type of joystick port does the Falcon or STe have?
>Reason I ask is that the Jaguar controller box says that the Jag controller
>fits these computers as well. My ST has the old standard 9 pin joystick
>plug. The ST has a Female plug while the Jag has a Male plug.
>
>--
> Fred Horvat
> Your Part Time
> Atari Portfolio Sigop and
> Atari Classic Gamer

15 pin male plug (same as the Jag) plus the normal ST plugs. Sure wish they
would have put the normal ST plugs out where the 15 pin plugs are.

Michael
whitema@rtsg.mot.com

1571. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 17:00:18 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2pgsv2$pck@charm.magnus.acs.ohio-state.edu>
Source record: 188500

>I'm just glad that (hopefully) we shall be able to buy such an excellent
>product, and I'm willing to wait as long as it takes (well, maybe not TOO long
!).
>After all, if it was rushed to the market with flaws, there would be many more

Errrrr..... I know I asked this before, but I seem to have lost the information somewhere (maybe it just bio-degraded on my desk...)

Could someone please let me know how to get in touch with a distributer, or the developers of the T28 and the T36 (now, that sounds *nice*!)

Thanks!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is in fact NOT true that all american beers are brewed
/ | \ \// in a single, secret underground vat roughly the size of
Pakistan... It just TASTES that way."
- The Curmudgeon

1572. HELP: DIY RAM Upgrade for 520STFM

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 17:13:11 UTC
From: jasong@outb.wimsey.bc.ca
Message-ID: <jasong.1inf@outb.wimsey.bc.ca>
Source record: 188143
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, can anyone email me info on how to upgrade my 520STFM to 1Meg (Or more)?
Also, what's the pinout for the monitor port on the back?

Thanx.

--
"You know, a long time ago being crazy meant something. Nowadays
everybody's crazy." - Charles Manson

jasong@outb.wimsey.bc.ca
Digerati/Codesmith/Jack-of-all-trades

1573. Re: The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 17:39:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1735@usdtsg.DaytonOH.NCR.COM>
Source record: 188443

In article <2pgpg2$2bh@surt.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangers) writes:
>
>> >>> 1) UNIX compatible
>
>Doesn't the Atari TT run UNIX?

I believe Atari was working on a version of SVR4, but I don't think
it ever got past the developer stage (due to licensing costs, etc)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1574. Re: Need advice: How to speed up my St520+

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 17:49:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1736@usdtsg.DaytonOH.NCR.COM>
Source record: 188444

In article <2pgb0d$av0@newshost.uni-koblenz.de> krienke@infko.uni-koblenz.de writes:

>- I would like to buy a new TOS-Version, if it is worth while. I heard about
> Mutitos. What new featrures does it offer? Can I run my old programs
> with the new tos? Is it faster than Tos 1.4? Do I need more tha 1 MB Ram
> to use it ? Where to get it ?

Hardware-wise, TOS 2.06 is the latest TOS you could use in your
system *if* you get an extension hardware like the TEC Board. The
compatibility should be pretty high between the hardware TOS's (if
anything won't work, it would probably be games, like those with
copy protection)...

As for MultiTOS, you'd probably want at least 2 megs RAM as MTOS
eats up a bit. If you're limited to 1 meg at the moment, you might
also look at Geneva from Gribnif - it doesn't have the pre-emptive
multitasking of MTOS (nor the loadable filesystems, etc) but for most
things it would work good for you - I think it eats up no more than
150-200k RAM or so. Both are nice extensions to your system.
MTOS at the moment is supposed to be a bit sluggish - perhaps when (if)
Atari released AES 4.1 then that'll speed MTOS up a bit...

>- I heard about harware extensions for the ST (68020 or 68030 cards). Are
> those solutions bound to a particular Tos-Version? Do most of the old
> Programs run with them? Are there known Programs that dont ? What vendors
> offer such a card and would you say that this product is good ? How much
> will it cost ?

I *think* the only available 68030 upgrade for the ST's right now
is the Turbo030 (and Tinyturbo) from Jim Allen (I can't think of his
company's name at the moment - uh...). You need to have at least TOS 2.06
to work with the 030 (Jim might have TOS 3.0x onboard, as that is the
TT TOS). Dunno about pricing (other than it's a bit out of my price
range) or compatibility...

Gadgets by Small also had an 68030 board out for the ST, but I don't
think they produce them anymore...

>- How much Ram can I add to my ST ? How much will it cost ? Are there known
> problems with Ram extensions ?

Technically 4 megs RAM is the max for an ST. The Turbo030 will
allow you to have even more. And some extra memory stuff has been
chatted about lately on this net - you might wish to look at some of the
earlier posts.

When I had my 1040STfm, I had a ZRAM-3D ram extension in. It worked
well for awhile, but I started having some problems (crashes, etc) due
to some bent pins that kinda come with the territory, and finally
just said "screw it" and got a MegaSTe (which was easier to upgrade,
as I could simply pop in SIMMs into it)...

Hope this helps...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1575. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 19:02:48 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.767300568@gold>
Source record: 188414

In <1994Apr25.134451@cs.man.ac.uk> oldcornd@cs.man.ac.uk (David Oldcorn) writes:

>Ah but although you do 16 pixels at once, it doesn't help much because you have
>to use one AND and one OR and a lot of rotation so it slows you down a lot.
>(also remember each logical op is a read-modify-write operation, and so is a LOT
>slower than a move).

>So: AND and OR take 2-3x longer than MOVE
> you need 8 ANDS, 8 ORs and 8 ROtates of some kind to produce 16 pixels of sprite
> In comparison you need 1 MOVE to print up 1 Truecolour pixel
> So you need 16 MOVEs to print up 16 pixels

>Therefore, Truecolour sprites are up to 3x faster than 256-colour sprites. They are
>even a bit faster than 16-colour sprites, and they don't need a mask either in
>the sprite format I've worked on.

What about Truecolor sprites that have holes in them or are not perfectly
square? What would be a good and fast way to tell which pixels to move or
which to skip over(blank spaces)?

Later

1576. Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 19:28:46 UTC
From: cfav1@leonis.nus.sg
Message-ID: <2ph5le$op8@nuscc.nus.sg>
Source record: 188413

I understand that RATSoft/ST, a BBS software for the Atari ST/STE/TT/Falcon computer, is still available and supported. However, I am unable find a store that stocks it. J & J Computers, Murray, Utah, has already discontinued all their telephone numbers. Can someone point me in the right direction? (I need a FAX number, if possible.)

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

1577. Re: "Underground" ST(e) programs sought

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 19:39:00 UTC
From: ylva.budsjoe@shewolf.ct.se
Message-ID: <ffe57208f3@shewolf.ct.se>
Source record: 188218

Mvh Ylva
Ylva@shewolf.ct.se

1578. Re: Planes vs chunky mode (was: Re: A Falcon Developer Speaks about Doom..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 19:47:42 UTC
From: rincewind@discworld.oche.de
Message-ID: <2dbeb6324e18@discworld.oche.de>
Source record: 188061

In <2pcb4a$bhb@mother.usf.edu>,
Timothy Miller (millert@ug.ec.usf.edu.) wrote:

TM>I have seen two MOD players that took very good advantage of the interleaved
TM>bitplane structure. This way, they were able to have a mouse pointer on one
TM>plane, and an oscilloscope on another plane, etc. In this case, interleaved
TM>bit planes is VERY useful.

That's the only use: programs which overlay the planes with different
contents. In the case of a mouse pointer, I think this is overkill, but it can
be used in games (independently scrolling background and foreground). This can
only be used in 'dirty' programs which bypass the operating system.

When using VDI and AES, you always have to manipulate all planes
simultaneously to set a pixel, draw text etc. - and then separate planes are
slower and more painful to look at (when scrolling, the text changes color
shortly because theplanes are copies one after another). Using an editor on
Falcon 256 color mode is not a thing i want to do for a longer time.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
The vermine is a small black and white relative of the lemming, found in
the cold Hublandish regions. Its skin is rare and highly valued, especially
by the vermine itself; the selfish little bastard will do anything rather
than let go of it. -- Discworld wildlife (Terry Pratchett, Sourcery)

1579. Re: More RAM 4 every1!

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 19:54:12 UTC
From: rincewind@discworld.oche.de
Message-ID: <2dbeb6344eeb@discworld.oche.de>
Source record: 188062

In <2p73ft$7a0@golem.wcc.govt.nz>,
Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

RS>Please tell me how do the Custom (mmu,glue,shifter,dma, etc.) chips access
RS> this extra Ram, are they not limmited to 4 megs....

They are - normally. Martin's circuit wraps around all those chips, and adds extra address bits in all registers (video base, DMA, blitter, ...) so that the software can simply use the additional RAM without any changes. The TOS recognizes the RAM automatically (no auto program etc.) and moves the screen to the end of the RAM. The only thing that does not work above 4MB is STE-DMA-sound.

You will not want to install the board yourself, though - it involves cutting some traces on the board, and soldering *many* cables to the board, some of them directly at the custom chips (about .6mm pin spacing I think).

For more information, mail Martin directly.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
By and large, the only skill the alchemists of Ankh-Morpork had discovered
so far was the ability to turn gold into less gold.
-- (Terry Pratchett, Moving Pictures)

1580. Infantile name teasing was Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 19:54:59 UTC
From: bgonzal@gnumath.rutgers.edu
Message-ID: <Apr.25.15.54.58.1994.17924@gnumath.rutgers.edu>
Source record: 188415
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

smirk@bu.edu (Sheldon Chang) writes:

> I got something to top that. I had a teacher in high school
>whose name used to be "Harry Dick." Understandably, he's gotten it changed.

There was a teacher in my high school named Juanita (Juana) Blowe. I
kid you not!

BG

1581. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 19:59:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <CotzHz.HM4@westminster.ac.uk>
Source record: 188422

HALL B J (cb170@city.ac.uk) wrote:
: vctec@westminster.ac.uk (Denesh Bhabuta) writes:

: >I am not an optimistic guy.

: True, but to their credit, it is not them having the problems, its the
: developer of the board. There isn't much they can do if the developers are
: taking too long. They may be all sorts of unexpected problems.

Yes, I know that they cannot do anything, if the developers are having problems. I know a couple of developers who I test for, and it is a slow process. However, I am only human, and do get frustrated waiting for so long for something. Especially when told that it has been developed, but they do not know what is happening next, and they may not even get it!!

: I'm just glad that (hopefully) we shall be able to buy such an excellent
: product.

So am I really, and I will wait for it, but the wait is killing me. What's the point me buying it, once I've gone and bought a Falcon?

: After all, if it was rushed to the market with flaws, there would be many more
: complaints...

Yes, I agree with you. But surely it can't be that hard once they've got the ST version. Especially, and I say this again, a person from SS told me over the phone that it was already developed.

I quite like SS, they give good service. Most of the people are quite nice and polite. Just a few that you get on the phone, that are a bit rude when talking to you.

So how long does anyone wait for something? Before getting frustrated...me I wait for a couple of months.

Dan.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1582. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 20:14:56 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199404252014.QAA12986@beauty.magnus.acs.ohio-state.edu>
Source record: 188428

Yes, there are still Atari power computer user around.

Raymond
TT030, 4/4 Meg ST/TT RAM, 245 Meg Maxtor

1583. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 21:18:50 UTC
From: azog@world.std.com
Message-ID: <Cou37F.K0D@world.std.com>
Source record: 188431

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>In article <Coo7Bp.q8@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>>It looks like you are trying to justify the mistake you made in bying
>>>a Falcon, well I am glad I did not wast my hard earned cash on such a
>>>piece of crap...
>>
>>What a rude, ill-educated, inaccurate person you are, Roger. Why don't you
>>buy your windows beast (you'll need a 486/66, BTW) and leave us to it?
>>There is *no* point, IMO, for this kind of pessimistic whining in a
>>support conference for *any* computer.

>No just facts of life, gee life is tuff is it not....

>No I am just a realist and I can't stand all this crap about
>the Falcon...

I think I figured out what Rogers problem is: he has no money to afford
ANY computer system of decency, so like any vicious and spoiled brat,
he lashes out at anyone who has what he wants, but doesnt have.

If this is NOT the case, Roger, what kind of system DO you have? You
bash on Atari for no apperent reason, which leads me to think youve
got something like an older 520ST.

If you dont like it, then shut up. My self, I have a Falcon with 16(14)
mb of RAM and a stock 84mb drive. Sitting next to the Falcon, is a
486/66 with almost a gigabyte of disk, and 32mb of RAM. Which
do you suppose I use most? The PC is used *exclusively* to play
Doom.

child

--
Billy D'Augustine azog@world.std.com

Mr. Programmer, I got my hammer
Gonna smash my smash my radiO!

1584. Are you?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 21:26:59 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.1io0@outb.wimsey.bc.ca>
Source record: 188141

Just curious, are you the Gordon Meyer from Do Not Stamp Software? Also, are you (as a representative of Atari United) in touch with Aaron Hopkins? Is there any word on how your organization's tentative handling of a Freeze Dried Terminal upgrade &/or keys situation is coming? Thanks Ciao

Hey, I'm writing a book - I've written the page #'s already!

1585. Re: Jaguar Info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 21:36:13 UTC
From: freber@outb.wimsey.bc.ca
Message-ID: <freber.1io4@outb.wimsey.bc.ca>
Source record: 188142

While Atari keeps its sales figures (units sold) close to its chest, your friend's paper sounds interesting. Is it at the university level & will it be uploaded to the umich archive or GEnie? BTW, I hope your friend mentions the Atari/WordPerfect fallout. It's my belief Atari lost substantial recognition after that. Ciao

There is no appropriate tagline for this message

1586. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 21:59:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199404252359.a11762@m4.maus.de>
Source record: 188054

>>All disk-based versions of TOS (other than developer beta copies)
>>are illegal.
>
>
> Weren't the original ST's (early on) released with TOS *on disk*
>and not on ROM? If so, then that qualifies the above statement...
>

Right - they were.

But: Atari declared the distribution of RAM-based TOS versions illegal a few years ago. So, if you have such an old no-ROMs machine, use it legally. But you won't be able to get a TOS boot disk from your dealer (if the latter has read his mail, that is :-)

bye, Peter

1587. Re: Archive 2150S tape drive ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 22:03:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199404260003.a11763@m4.maus.de>
Source record: 188053

>>Peter Missel (Peter_Missel@m4.maus.de) wrote:
>>[...]
>>: It's quite fast, too. Backup is about 4 MB/s.
>
>>Really ?!
>>Is it 4MB/s or 4MB/min ?
>>Putting back 4MB/s to your disk would be very near the limits even of a
>TT (if
>>you want them sortet in directories).
>
>He's probably confusing the 4MB/s for the maximum transfer rate over
>the SCSI bus. This would only happen if the data was in the Viper's
>cache RAM. The actual data rate to/from tape is around 115K/s
>(according to the Viper's Specs.) so this is the fastest rate you'll

No, that was just a typo. Sorry for that one. It should be "per minute", not
per second.

The "real world" backup speed of an Archive Viper 2150S is 4 MB per MINUTE,
hooked to an ST, TT or Falcon system with fast hard drive (this is necessary to
keep the tape drive streaming).

The Archive Viper 2525S does about 11 MB/minute (oops, just typed /s again :-)
The fastest one I've seen so far is the HP 37480 DAT, which does about
15 MB/min, but only with VERY fast drives on Falcon or TT. The ST can't keep it
streaming, no way.

bye, Peter

1588. MIDI software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 22:27:57 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2phg5d$pgc@usenet.INS.CWRU.Edu>
Source record: 188432

I have the following original disks for sale :

BAND-IN-A-BOX ver 2.2; Everyone probably knows what it does, but - it will make up 'intelligent accompaniment' to the chords you enter on the screen. It will play this accompaniment through your MIDI device in a variety of styles which you can choose (Hard Rock, Light Rock, Bossa Nova, Country, etc .). There is a piano display on the screen that shows what it is doing, also . . . Also included is a Fake Book disk with 50 popular songs from all styles. $20 US + $2 shipping.

PRO-MIDI by Eidersoft. I spent very little time with this program- I know that it loads sampled instrument sounds through the ST and allows you to play them via ST or MIDI. It displays the graphic waveform content of these sounds, also. It looks very impressive . . . make offer.

MASTER TRACKS, Jr. by Passport. This is a 16 channel simultaneous record/editing/playback sequencer. It has 4 main windows (Song Editor, Transport control, Track Labeler, and Conductor). I'm not sure how many tracks it has- I think 24 total. Very nice, but I'm ready to go pro level . . . Make offer.

Thanx.

1589. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 22:30:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404252153.AA01994@ilmen.lanl.gov>
Source record: 188433

In article a18090@la.maus.de, Holger_Haslbeck@la.maus.de (Holger Haslbeck) writes:
>KL>Could somebody please tell me if a 4th version of Gfa basic will ever
>KL>be made. I have heard from different sources different answers.
>
>There is a german company (Richter Distributer) doing Basic 4.0 which is GFA
>Basic 4.0. But many people believe they won't get it ready...

To the best of my knowledge and sources, Richter lost the rights to the GFA Atari code in a falling out they had with GFA Systemtechnik. And since the latter has no interest in pursuing the Atari market anymore I don't think we will ever see another GFA BASIC for this platform (IMHO).

I still prefer GFA over HiSoft Basic Pro but at least the latter continues to support the Atari (including the Falcon and MultiTOS, supposedly) so it is worth looking into.

-Hutch- @ Fair Dinkum Tech

1590. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 22:36:09 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2phgkp$g39@csugrad.cs.vt.edu>
Source record: 188436

PostMaster@barclays.co.uk wrote:

: There are several hundred thousand Atari users out there.

Including some Born-Again Atarians... :-)

```
--
|Chris Fuhrman +----------------------------------------+
|cfuhrman@csugrad.cs.vt.edu |"He's *wise* to us! Quick, download his |
+--------------------------+ video games and *Bail!*" |
|DECstation 5000/20 | -character from Doonesbury |
|Atari Mega STe +----------------------------------------+
```

1591. Re: GFA BASIC ST <--> GFA BASIC PC Windows

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 22:39:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404252202.AA01999@ilmen.lanl.gov>
Source record: 188434

In article 1@topaz, chioua@topaz.ucq.edu.au () writes:
>
> Is the GFA Basic for the ST compatible with the GFA Basic
> for Windows under DOS? I need to know because I will be
> doing a cross-platform project. GFA Basic is the closest link I can
> get that is most 'tranportable' between a PC and ST.

While some of the command syntax is the same or very similar, generally GFA for the ST and GFA Windows are _not_ compatible. This is primarily due to the huge difference between GEM and Windows. GFAW does have the power to create screaming fast Windows apps, but be forewarned, you will need to learn all about the Windows API to make use of it. GFAW is fast, but it has none of the GUI design tools ala Visual Basic and the docs are still poor.

GFA for DOS is much more akin to GFA ST but it's not as good a product as GFAW. Too glitchy, too slow, still no true compiler (although one is promised RSN) and you have to worry about the DOS 640K memory barrier. Duh.

> Is there anything out there that can do the same with the ST and
> MAC?

No. However there is a very capable and powerful BASIC for the Mac called FutureBasic which I highly recommend. I don't use Think C anymore. :)

-Hutch- @ Fair Dinkum Tech

1592. Re: TOS 1.0 Wanted on Floppy

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 22:46:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404252209.AA02004@ilmen.lanl.gov>
Source record: 188435

In article <2pb1pb$6mr@usenet.INS.CWRU.Edu>,
Fred Horvat <ap748@cleveland.Freenet.Edu> wrote:
>
> I'm looking for a copy of TOS 1.0 on floppy. Reason being simple,
>100% compatibility with games on a machine with a newer version of TOS.

Regardless of the legality issue, you might not be able to use that TOS 1.0 floppy once you get it, anyway. Depending on which system you are using, you will likely find that it will not boot properly. There were (are?) a couple of PD TOS-loaders available but I never could get them to work on my MegaSTe. You might have better luck, of course.

Best solution for ST owners is the CodeHead TOS Extension Card (or a similar product) which allows you to have two TOS chip sets installed and switch selectable.

-Hutch- @ Fair Dinkum Tech

1593. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 23:11:20 UTC
From: lordthan@news.delphi.com
Message-ID: <2phimo$t49@news.delphi.com>
Source record: 188438

oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:
>>snip<<
>Here is an excerpt of the article concerning
>compatibility:
>>snip<<

Apple reportedly offered a $150 bottle of champagne to any application publisher who could break the 680x0 emulation on the PowerPC chip. Rumor has it that the bottle is still up for grabs. :)

There have been, however, scattered reports of "problem" programs on the PowerPC. Namely, those that bypass traditional Mac programming channels. RAM Doubler, for example, and OptiMem are two programs which I've heard scattered reports of crashing, but that's about all.

1594. how do I upgrade Mega ST to tos 2.06?

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 23:16:45 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2phj0t$smi@usenet.INS.CWRU.Edu>
Source record: 188521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need to upgrade my Mega ST to TOS 2.06... what's involved in this, and
how much does it cost? and lastly, who, if not atari, sells these upgrades..?

--Bart

1595. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 23:27:24 UTC
From: dstall@austin.onu.edu
Message-ID: <1994Apr25.232724.30745@austin.onu.edu>
Source record: 188416
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Andrew Alexander Mcmanus (aam@hudson8.acpub.duke.edu) wrote:
: In article <1994Apr22.132804.2476@dunix.drake.edu>, pak007@dunix.drake.edu (Al Bundy) writes:
: |> John Reinhold (reinholj@enmu.edu) wrote:
: |> : maaron@utdallas.edu wrote:
: |> : > Richard Ward (rrward@netcom.com) wrote:
: |> : > > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
: |> : > > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
: |>
: |> : > > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid yo
: |> ^^^^^^^^^^^^
: |> : > not) Dick Leech. Some of the torture he got from the Bible-toting hypocrit
: |> ^^^^^^^^^^
: |> : The comedian Spanky has campaign posters from some southern state (US)
: |> : of a politician named "DICK SWEAT". I think I would use richard.
: |> ^^^^^^^^^^
: |> : We have one here in New Mexico, a politician that I have even met.
: |> : Believe it or not (on the good name of DOOM do i pledge - I think that
: |> : we should all pledge on something we really care about) his name was
: |> : DICK LIKKER. Another vote for Richard.
: |> ^^^^^^^^^^^^
: |> what kind of sick parents would name their child this?!?! You gotta be
: |> kidding me...if you're going to name your son DICK you better be sure
: |> that your last name isn't a form of a verb...:)
: |>
: |> --Phil "I'm glad my name isn't Dick but if it was it wouldn't matter" Kavan :)
: |> pak007@dunix.drake.edu
: |>
: |>

: The president of my freshman dorm's name is Richard Hardon....topped only by the
: Duke women's golfer Edith DeKock.

: -andrew

: ;)

I'm not sure if I can beat Dick Leech, but my girlfriends dentist (Dayton, Oh) is named Harry Hole. (Hole isn't so bad for a dentist, but Harry?!?)

1596. Re: Networking an ST???

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 23:43:06 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cou9vv.lrz@cix.compulink.co.uk>
Source record: 188429
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>BTW, there is a SUN sitting in the room too, maybe a serial network could wor
>However, this I fear maybe too slow.

Well with a bit of luck you could use MiNT-NET and Ulrich's NFS accross
a serial link to the SUN. The SUN would then route onto the main network
for the Atari.

Whether the software is up to it yet I don't know. I still haven't managed
to network 2 Ataris properly, but I'm hopeful.

:-)

Roland.

1597. Printer and Software FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 23:44:38 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <2phkl6$mtj@bigboote.WPI.EDU>
Source record: 188441

I want/NEED to sell the following stuff:

Skyfox fighter pilot game $8 includes shipping

Flight Simulator II with EVERY doc $10 includes shipping

Star NX-10 9 pin (i believe) dot matrix printer $60 includes
shipping

Feel free to make reasonable offer. Package offer will get first
priority.

send offers to
rhett@wpi.wpi.edu

thanks
rhett

1598. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-25 23:52:51 UTC
From: woodford@esca.com
Message-ID: <1994Apr25.235251.28674@esca.com>
Source record: 188547

bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:

```
> I did some trys to clear a 320x200xTC screen. The fastest way I found is the
>simplest too :
> movea.l Screen_Adress(pc),a0
> moveq #0,d1
> move.w #320x200-1,d0
>.cls:
> move.l d1,(a0)+
> dbf d0,.cls
```

> It's even faster than movem. But, I clears only 185 in one frame, at 50Hz...

I don't know what you mean by '185', but the above code won't work since the 'dbf' instruction branches until the value in 'd0.w' goes negative. Your expression '320*200-1' yields the value 63999, which in twos complement is already a negative number (-5537). So your dbf will exit the loop after copying 1 longword.

>P.S.: Has anyone got something better ?

Does the 68030 have a 'longword' version of 'dbf'? (I don't have docs handy) Perhaps two 'dbf' loops one after the other? Each handling half the total required? I assume loop unrolling doesn't gain much on the 68030 with it's cache enabled?

Cheers, Steve

1599. Re: Falcon and STe Joysticks?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 00:11:47 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2phm83$erd@news.dmpe.CSIRO.AU>
Source record: 188315

>they also have got two new analogic ports on the left side, to connect paddles, analog
>joysticks, guns, etc...

And the new enhanced Jaguar/Falcon controllers. As they are much harder to
come by than Jaguars themselves, can someone post the pinouts of the Jaguar
Controller!? I'd love to try out Llamazap and Steel Talons ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1600. Re: Is there such a thing as a PCS to GIF converter?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 00:37:14 UTC
From: Rob <robo28@delphi.com>
Message-ID: <Bm9P7Vq.robo28@delphi.com>
Source record: 188440

Thanks I've got it and I'll try.... Rob

1601. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 03:54:01 UTC
From: <>
Message-ID: <2pi38p$l7u@auggie.CCIT.Arizona.EDU>
Source record: 188417

In article t49@news.delphi.com, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:
> >>snip<<
> >Here is an excerpt of the article concerning
> >compatibility:
> >>snip<<
>
> Apple reportedly offered a $150 bottle of champagne to any application
> publisher who could break the 680x0 emulation on the PowerPC chip. Rumor
> has it that the bottle is still up for grabs. :)
>
> There have been, however, scattered reports of "problem" programs on the
> PowerPC. Namely, those that bypass traditional Mac programming channels.
> RAM Doubler, for example, and OptiMem are two programs which I've heard
> scattered reports of crashing, but that's about all.
>

I find this very surprising. From what I heard there was a crash for
any Mac program in which the machine language had been hand optimized,
as the emulator was essentially a "Mac-C" emulator, as opposed to a
Mac-Assembler editor. The emulator was so rushed, and so under-manned
(1 person did it), that the approach he took was to emulate code generated
by one of the only two official c-compilers used by developers.

But this is hearsay. The FACT is that Apple has brought in nothing to
emulate FPU calls, nor due they plan to. This meant that right out of the
box, NONE of the cad programs, modelers, or rendering packages I tried
would work. (This was of the program's choosing, of course.)

ALL of them said they would NOT run without an FPU, and of course, the PPC
doesn't use one. So here's a very significant problem as it effects most
68K power user applications! And this info is first hand, NOT hearsay.

After a long discussion on the topic with Apple representatives, the best
advice they had was that they had heard of a software patch that was many years
old, used specifically for fooling programs into running on Macs without an
FPU. They recommended emulating that program first. Unfortunately, my chances
of finding such a hacker tool are nil.

BUT this is not about MACS, other than to point out that the emulation is by
no means complete.

1602. Re: HELP: No Blitter in F30 Color Mode

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 04:06:05 UTC
From: <>
Message-ID: <2pi3vd$qa0@mother.usf.edu>
Source record: 188332

In article <CotHB6.B1s@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <CoszzG.M2v@ztivax.zfe.siemens.de>, huth@stack.zfe.siemens.de said:
>>
>>Hi,
>>I've problems with my new Falcon. It seems that the blitter is disabled
>>in 256 and true-color mode. Is this normal? How can i enable the blitter?
>
>I fell for this one as well, it's NVDI. It disables the blitter in 256
>mode simply because NVDI is much faster than the blitter which slows it
>down at this mode.
>
>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------
>
>

I'm sure they could find SOME use for the blitter... to move things while the main processor is doing other things? How about have the CPU generate the text string (VDI or GDOS), tell the Blitter to move it, then before it's done, return to the calling program. There are lots of things you can do when you try to make things run concurrently.

1603. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 04:10:13 UTC
From: <>
Message-ID: <2pi475$qa7@mother.usf.edu>
Source record: 188333

The figured I heard claimed that the GEMulator wasn't even up to ST speed on a 486-66.

1604. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 04:16:21 UTC
From: <>
Message-ID: <2pi4il$qc0@mother.usf.edu>
Source record: 188542

I've been fooling with copying/clearing memory on the Falcon myself. One thing I'd like to point out about that code sample is that clr.l (A0)+ should be faster than move.l D0,(A0)+. Why didn't you use clr.l?

Anyway, I can't seem to get my code to be fast enough, and unrolling loops on the Falcon DOES help, strangely enough. If you have, say, 8 of those clr.l's in a row before tehe dbf, the overhead of the dbf becomes negligable.

Can anyone give me code to move memory FAST on a Falcon? I need to be able to move 153600 bytes in under 1/60 second. Can anyone write code to do that?

1605. Re: Need advice: How to speed up my St520+

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 04:32:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Coun9F.41B@cix.compulink.co.uk>
Source record: 188339

In message <2pgb0d$av0@newshost.uni-koblenz.de>, krienke@informatik.uni-koblenz.de said:
>
>Hello to everyone,
>I'm owner of an 520St+ (1MB Ram) running Tos 1.4.
>For a long period of time I didn't use it quite much. No I rediscovered it
>and would like to bring it up to date.
>Because I don't know what is up to date now, I have some questions:
>
>- I would like to buy a new TOS-Version, if it is worth while. I heard about
> Mutitos. What new featrures does it offer? Can I run my old programs
> with the new tos? Is it faster than Tos 1.4? Do I need more tha 1 MB Ram
> to use it ?Where to get it ?

You could get Mag!X which is a multi-tasking system much faster than
MultiTOS. You will then have effectively upgraded your TOS version. Unlike
Geneva, Mag!X full replaces TOS. The best upgrade will be to get more RAM.

>- I heard about harware extensions for the ST (68020 or 68030 cards). Are those
> solutions bound to a particular Tos-Version? Do most of the old Programs
> run with them? Are there known Programs that dont ? What vendors offer such
> a card and would you say that this product is good ? How much will it cost ?

There are 68000 cards running at speeds of 16MHz to 36MHz. You can also
get 68020 and 030 boards, but I think these require TOS 2.06. Another way
of speeding up the machine is by getting NVDI the graphics accelerator, it
is _very_ good.

>- How much Ram can I add to my ST ? How much will it cost ? Are there known
> problems with Ram extensions ?

Up to 4MB normally, but there are some boards that get around this limit
up to 12MB. Some old games will not work.

Ofir ogal@cix.compulink.co.uk

1606. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 05:34:20 UTC
From: diehl@io.org
Message-ID: <2pi94s$oo4@ionews.io.org>
Source record: 188317

> No I am just a realist and I can't stand all this crap about
> the Falcon...
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

Then may I politely suggest getting the heck out of this newsgroup and
stop wasting bandwidth? This newsgroup is for Atari _users_, people who
actually use and like their machines, not for pessimistic flamebait.

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet __________ diehl@io.org __________
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

1607. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 05:45:25 UTC
From: diehl@io.org
Message-ID: <2pi9pl$orj@ionews.io.org>
Source record: 188318

Greetings, Timothy...

(This hasn't anything to do with the above topic, but I'm not quite comfortable enough yet with this newsreader to change the topic and know it'll still get sent...)

Anyway ... there's something I've been meaning to ask you for some time about ANSITerm. I'm currently writing an ANSI editor (actually it's just about to be released) based on the same sort of idea that ANSITerm works off of -- a 4x8 font in low res. Now, do you actually replace the system font or are you using a screen font? If it's a screen font, how do you get it to update each character so quickly? I've found that with the way I do things in Fansi (my ansi editor) I have to plop down the screen font (inherently in black/white) then overlay the colours pixel by pixel based on the user's selected colour attributes. And in GFA, isn't isn't especially fast (though I do use low-level Line-A -- PTST and PSET -- to achieve this) I do a lot of fiddling about to speed things up, but underneath all the enhancements is still an inherently slow draw engine. Is there a better way of remapping a screen font character with new colour attributes?

(Hmm. This message would be a good testament for the c.s.a.programmers newsgroup...)

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

1608. Re: 32 Mhz Falcon upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 05:52:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CouqzB.5s7@cix.compulink.co.uk>
Source record: 188327

In message <dbyfield.1ig1@outb.wimsey.bc.ca>, dbyfield@outb.wimsey.bc.ca said:
>
>Ofir: is that a commercial Falcon accelerator, or is this a "fix"? 1/3 the
>cost
>of an Eagle? Tell us more! :-)

It is a commercial upgrade. I do not know much about hardware, but it
connects to about 8 points on the board so I think it's more than just a
TTL. Contact ssolutions@cix.compulink.co.uk for more information.

Ofir ogal@cix.compulink.co.uk

1609. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:12:51 UTC
From: dw131s4793@realm.tdkcs.waterloo.on.ca
Message-ID: <dw131s4793.4bkf@realm.tdkcs.waterloo.on.ca>
Source record: 188130

```
SM-124 Mono Monitor $75
1040STf $100
Megafile 30 $100
20 Meg Atari Hard Drive $80
Mega 2 ST $250
Mega 4 ST $300
Mega 2 ST (power supply needs repair) $100
```

1610. Lazer

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:17:17 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pibld$rfq@darkstar.UCSC.EDU>
Source record: 188514

I got the 2 .lzh files and decompressed them to a bunch of .bin and .mod files, but no executable of any form was found... I'm sure it's been asked before, but what am I missing??

~Chris

p.s. besides a clue.

1611. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:18:49 UTC
From: petep@info.isbiel.ch
Message-ID: <2pibo9$qqa@vega.info.isbiel.ch>
Source record: 188113

> Christian_Grunenberg@s2.maus.de (Christian Grunenberg) writes:
>
> >HJV>would it be a lot of work to provide decent documentation with
> >HJV>your (splended, I must admit) library? Or comment the source code...?
>
> >I'd like to program but I hate to comment or document anything. ;-)

it's really too bad. it's an exellent work your e_gem, but a short describiton
for each function and their parameters would really be helpful. i allready spent
a lot of time finding a function and how it works in the different source files
maybe you could add some more examples p.e. how to iconify a window, ...

> This library was developed for my own personal usage. It has been released
> because some people have been (and are) interested in the library and
> especially its sources. So if you don't like it you've to look for another
> library. But I don't know if there's another library which is freeware and
> I doubt that all sources will be available.
>
> P.S: Version 1.40 has just been released... ;-)
>

could you upload it to ftp.isbiel.ch /atari/uploads ?

1612. Re: NVDI & Multitos

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:28:17 UTC
From: petep@info.isbiel.ch
Message-ID: <2pica1$r6c@vega.info.isbiel.ch>
Source record: 188114

In article 0061582B@hal9000.apana.org.au, ramius@hal9000.apana.org.au (Shaun Lockwood) writes:

> Hi all,
> Subject says it all, how does one get NVDI 2.5 to work with Multitos
> version 1.04. Whenever I try to run NVDI after Multitos in the auto folder,
> It kills my Xcontrol and the NVDI CPX. I have a Flacon 030, w/- TOS 4.04 Also
> has anyone been able to get Truepaint to work with Multitos?
> Byee
>

try to change the file order in your /auto directory. i never usedd MiNT 1.04, but with MiNT 1.00, 1.08, 1.09 it works correctly.

1613. Re: HELP: No Blitter in F30 Color Mode

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:38:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cout3u.6uG@cix.compulink.co.uk>
Source record: 188328

In message <2pi3vd$qa0@mother.usf.edu>, millert@ug.ec.usf.edu. said:
>
>I'm sure they could find SOME use for the blitter... to move things while the
>main processor is doing other things? How about have the CPU generate the
>text string (VDI or GDOS), tell the Blitter to move it, then before it's done,
>return to the calling program. There are lots of things you can do when you
>try to make things run concurrently.

Maybe you should mail them about this.

Ofir ogal@cix.compulink.co.uk

1614. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:43:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pid5r$cp6@golem.wcc.govt.nz>
Source record: 188522

] I just got the demo form my ST Format mag, looks pretty good, i played
] around with it a little but have to wait untill i get some free time to
] experiment more. Its by Virgin/Sensible Software, they make some pretty
] descent games.

Unfortunately, it has NO support for additional memory, and the palette routines are a bit dodgy as the colors in the startup-routine are using the 512 color palette specifically, so things look VERY dark on the STE! (The poppy takes a couple of seconds to work out.....)

The game itself is brilliant though, except, the scrolling is also badly done, and there are a couple of small bugs such as a character sliding around for long lengths of time if he 'slips' on ice at the same time as a grenade is thrown! No samples either. The amiga version was quite a bit better, but it's nonetheless a very addictive and quite playable game! (If only they'd done the scrolling _properly_! :(

1615. Re: Easy-Boot v.15

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:44:46 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pid8u$cp6@golem.wcc.govt.nz>
Source record: 188523

```
] Oh _PLEASE_ ... how hard can it _possibly_ be to check for and add your own
] backslash?
]
] if (path[strlen(path)-1] != '\\')
] strcat(path,"\\");
]
]
] end pet hate...
]
] Come on - if you're going to give me configuration hassles, at least make
] them _significant_ ones 8)
```

There was a reason, but I could probably fix it now as I've completely changed file management. Anyway, I'm using Pascal not C! :)

1616. Re: STE games

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:49:50 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pidie$cp6@golem.wcc.govt.nz>
Source record: 188524

] My understanding is that there are several STE-enhanced games (that is, the
] do more when run on an STE, but will also run on STs). The Chaos Engine
] is supposed to be one. Can anyone name some others?

Chaos Engine looked, played, sounded exactly the same on my old STFM as
it did on a friends STE. The colors were brighter, but that's just the
STE's higher color output.

Hmmmm, Lethal Xcess, Wings of Death are both STE enhanced, what else...

Frontier (4096 color mode? It may be STFM as well.....)
Magic-Boy (Haven't seen it on an STFM, but the music is definately in
Stereo, and those colors.....!!)
Utopos (STE Only!)

Populous II was supposed to be, but never seemed to be.

It's pretty poor really. How difficult is it to detect the DMA chip and
re-route music/samples through that. It's EASY! Only a couple of lines
of code in virtually any language. But programmers rarely bother!

Still, I'd rather have my STE than the STFM! It's much nicer to use! :)

1617. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 06:50:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pidjv$cp6@golem.wcc.govt.nz>
Source record: 188525

] > How do you solve demo level 2? I solved it twice, but by accident (I
] > couldn't repeat the process afterwards) - and never with more than one
] > soldier alive at the end. Demo level 4 is a bitch too - especialy since
] > you can get killed before you even start to move...

How about the real game, Mission 9, Phase 2. Is there any way to do this
without requiring VERY good luck?

1618. STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 07:23:18 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2pifh6$d3l@golem.wcc.govt.nz>
Source record: 188446

The Problems with STZIP 2.5 is not to do with extracting files
into directories..

But there is a button to let you create a Folder/Directory
in the Zip or Disk, the disk one does not work, it comes up with a dialog
box stating unable to find folder....

This option is very handy to set up a TEMP folder to extract in...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1619. First Samurai

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 07:24:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2pifkb$d3l@golem.wcc.govt.nz>
Source record: 188447

This game can it work on a 4 meg STE, it did not work for me,
but was OK on my 2.5 meg STFM....

Any clues any one...??

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1620. Re: The best & worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 07:35:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2pig84$d3l@golem.wcc.govt.nz>
Source record: 188448

In article <2pgoha$m11@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Colin Campbell (Colin.Campbell@mettav.royle.org) wrote:
>> Mickey bibbled on 18 Apr 94 to All...
>>
>
>- Modem/Null-modem/MIDI games -
>
>Falcon - Awesome null modem dogfighting.
>
>Populous 1 & 2 - fast, even over 1200 baud lines. Much better game when

>MIDI Maze 1 & 2 - Excellent for up to 16 players/computers. 3D Pacman with

>Stunt Car Driver - 3D solid vector stunt car racing. Very very good with two
>Rayoid - Asteroids-style combat game. Fun, but no lasting appeal. The

>Now that I have two machines at home, I would like to find some more good
>modem/null-modem/MIDI games. Please post any suggestions.

>* Mickey Boyd *

I think another is Stun Runner, Flight Sim II, Amourgeddon..

also a UK magazine last year ? gave a bit of a list of modem port games...

There is a lot more than you think....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1621. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 07:50:59 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.2.2DBCC7E2@utb.shv.hb.se>
Source record: 188450

Move to mem!

The Falcon can only move MAXIMUM 136000kb/vbl (50hz) to clear. And MAXIMUM 68400kb/vbl (50hz) data. This is in 256col mode, its a little slower in truecolor.

****

*-Christer Melander *-520st *
*-University of Bor&#65533;s *-520ste *
*-Sweden *-Falcon 030 *
*-Email:sa314@utb.shv.hb.se *-Jag... *
*-Alias:Anzaine of Exonic *-???????? *

****

1622. Sprites in truecolor

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 07:54:08 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.3.2DBCC8A0@utb.shv.hb.se>
Source record: 188301

```
Which pixel to move.w and not!

You just have to do a little selfmodifying code to test your sprites which
to set and not to set.
```


****
*-Christer Melander *-520st *
*-University of Bor&#65533;s *-520ste *
*-Sweden *-Falcon 030 *
*-Email:sa314@utb.shv.hb.se *-Jag... *
*-Alias:Anzaine of Exonic *-???????? *
****

1623. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 08:01:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dbcd878@secom.ct.se>
Source record: 188208

```
A> >I think there is a simple reason for all of this, Atari software sales
A> >are at all most zero..
A>
A> Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
A> Please quote sources when you claim things like this.

I can make the correction for him, since he probably won't .. :-)

QUALITY software sells in quite large amounts on the Atari, CRAP ports however
sells NIL ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1624. Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 08:08:00 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Apr26.080800.25104@peavax.mlo.dec.com>
Source record: 188314

Hi People,

I'm looking at expanding my HD storage and have almost decided that the Quantum LPS270S would be the way to go. Does anyone have any opinions and/or experiences of this piece of kit, good or bad? I have an ICD ADscsi adaptor in a big (mostly) empty box with my first HD...

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

1625. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 08:49:43 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Couz6w.86v@barclays.co.uk>
Source record: 188304

In article <2phgkp$g39@csugrad.cs.vt.edu>, cfuhrman@csugrad.cs.vt.edu (Christopher Fuhrman) writes:
|> PostMaster@barclays.co.uk wrote:
|>
|> : There are several hundred thousand Atari users out there.
|>
|> Including some Born-Again Atarians... :-)
|>
Hallalujah (or however it's spelt!)

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1626. Re: The 3-in-1 ST - Does it exists?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 08:57:53 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr26105754@issan.informatik.uni-dortmund.de>
Source record: 188302

In article <1735@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

|> In article <2pgpg2$2bh@surt.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangers) writes:
|>>
|>>> >>> 1) UNIX compatible
|>>
|>> Doesn't the Atari TT run UNIX?

|> I believe Atari was working on a version of SVR4, but I don't think
|> it ever got past the developer stage (due to licensing costs, etc)...

But just wait a litte time, and you'll get a real unix on TT and
Falcon, namely LINUX.

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

1627. ??? Football manager game to FALCON ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 09:06:03 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.767351177@father.ludd.luth.se>
Source record: 188306

Hi.

Does anyone out there know if there exists any football
manager game which will work on a FALCON? Perhaps with
backwards?
Please let me know.
gaston@ludd.luth.se

1628. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 09:10:57 UTC
From: Lexicor@world.std.com
Message-ID: <Cov06A.MKw@world.std.com>
Source record: 188308

In article <9404252153.AA01994@ilmen.lanl.gov>,
John Hutchinson <hutch@ilmen.lanl.gov> wrote:
>In article a18090@la.maus.de, Holger_Haslbeck@la.maus.de (Holger Haslbeck) writes:
>
>To the best of my knowledge and sources, Richter lost the rights to the GFA
>Atari code in a falling out they had with GFA Systemtechnik. And since the
>latter has no interest in pursuing the Atari market anymore I don't think we
>will ever see another GFA BASIC for this platform (IMHO).

Hutch,

That isn't true. What is important to know is that Basic 4.0 is not
GFA Basic in name...it is downwardly compatible to GFA Basic 3.5 or 3.6TT
code.

I've seen the new interface and a little of it in action..however
to be quite honest, even though Richter ist still pursuing it..it doesn't
look like it will be finished...the real problem is the motivation factor
considering the atari market in Germany now. (Still better than in the
U.S.A. of course)

Cheers

Yat

>
>I still prefer GFA over HiSoft Basic Pro but at least the latter continues to
>support the Atari (including the Falcon and MultiTOS, supposedly) so it is
>worth looking into.
>
>-Hutch- @ Fair Dinkum Tech
>

1629. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 09:16:37 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2pim5l$t2r@rs18.hrz.th-darmstadt.de>
Source record: 188305

Hello,

I phoned Richter Distributor yesterday to get some information
about Basic 4.0, what time it will be out and if ever.
I was told (by Richter himself) that he could not give me
exact information, because he did't really knew for himself.
Fact is that Basic 4.0 is not given up yet, but because of
the bad market situation the programmers are not on
a high motivation. He told me that there were three
programmers, one only for direkting the whole thing. One of
the programmers gave up, so there now just "one and a half"
persons working on it.
As Richter sayed, he has now hard contract to the programmers
and money is not the reason why they started the new version.
So he can't make pressure on the programmers but he hopes
that the things happening around Atari at the moment
("Fez a Bit" in Berlin or the CCS) will give some new power.

Another point is, that Version 4.0 is nearly ready, the
interpreter is running, but they had to built it
completely new. But Richter also told me that the compiler
is not running yet - it was not able to give a "Hello World"
yet.

I hope that I could clear some things with this statement.
And I for myself really hope that the new version will
come out.

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

1630. Re: Archive 2150S tape drive ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 09:17:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199404261117.a54429@pe2.maus.de>
Source record: 188077

Hi Stefan,

It was 4MB/min. There is no streamer with a datarate of 4MB/s available.

SP>be very near the limits even of a TT
I would say, it is far above the limits of a TT.
On a TT there are maximum rates of about 2 MB/s in low level operation.

Ciao, Steffen

1631. Re: Elite Combat and other tips wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 09:26:58 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9404261611.AB00136@montp.cirad.fr>
Source record: 188307

CEO file contents:
Hi,

You'll find a complete hint file on aminet (the amiga's archive) which has
a mirror on umich.edu. You can also look up in comp.sys.amiga.games where
Frontier comes up quite often.

Combat techniques with pause-target-autopilot-fire have been described already
35,256 times so I won't start again :) BTW don't you think it's a bit stupid
to have to pause the game if you want a decent chance of survival.
In fact there are quite a few annoying things in this game. Like the copy
protection thing (I have the original, but it took me 5 days and 50 crashes
to figure out that my french version thinks its on an english keyboard !)
I also can't manage to get the target icon on the system map. (bug?)
Hey, even the french translation of the docs is buggy : ECM in french
becomes an "Electronic measure counter". Ever tried counting measures ?:)

Even with this the game is GREAT ! Keep on coding Braben ! :)

I haven't managed to land on a planet either with the autopilot. Haven't even
tried in manual with this damn thing. I do miss the easy flight of the good old
Elite I Cobra Mk III. I guess the autopilot drives you into the ground because
it goes straight to the target and the planet surface is curved. Anybody ?

There is a cool way to start the game directly into the action without trading
for years between Barnard and Sol : Start at Lave, sell all your equipment and
trade your Cobra III for a Moray Starboat (that's the only way to get an auto-
pilot). Then you can try trading/missions on the Lave-Leesti-Diso-Lave line.

Any other hints ?

Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISING SPACE FOR RENT>

1632. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 09:43:04 UTC
From: hjv@phil.ruu.nl
Message-ID: <2pinn8$2c4@chico.staf.phil.ruu.nl>
Source record: 188309

root@vega. (0000-Admin(0000)) writes:

>After a long discussion on the topic with Apple representatives, the best
>advice they had was that they had heard of a software patch that was many years
>old, used specifically for fooling programs into running on Macs without an
>FPU. They recommended emulating that program first. Unfortunately, my chances
>of finding such a hacker tool are nil.

If you're talking about SoftwareFPU... this program is freely available from
most 'common' mac ftp-sites. Only a few months ago, a new version was
released... If you need it and can't find it, drop me a line.

Back to the good ol' Atari... :-)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1633. FPU Price(UK) for Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 09:53:51 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cov25t.5G4@westminster.ac.uk>
Source record: 188310

I'm thinking of getting an FPU for my Falcon.

How much are they in the UK at the mo ?

I known there are two versions and I should go for the better one.
Are they called something like 68811/2 or something ?

Cheers,
Phil.

1634. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 10:17:36 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2pipo0$kpe@canopus.cc.umanitoba.ca>
Source record: 188316
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
======================================================================
SOFTWARE
======================================================================
King's Quest 3.................$ 10.00 (no box)
Phantasie II...................$ 10.00 (no box)
Dark Castle....................$ 8.00 (no box)
Battle Of Britain..............$ 20.00
The Hunt For Red October.......$ 10.00
Starglider 2...................$ 12.00
Advanced Destroyer Simulator...$ 15.00
Wizard's Crown.................$ 10.00
King's Quest 4.................$ 18.00
Firezone.......................$ 10.00
Sherman M4.....................$ 10.00
World Snooker..................$ 10.00
Zany Golf......................$ 8.00 (no docs?)
The Pawn.......................$ 10.00
TV Sports Football.............$ 10.00
10th Frame Bowling.............$ 10.00

Michtron BBS...................$ 5.00 (classic bbs software, no box&docs)
Degas Elite....................$ 8.00 (no box or docs)
DC Utilities v2.0d (latest)....$ 7.00
DC Shower v1.0e (latest).......$ 7.00

======================================================================
MISCELLANEOUS
======================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***

==========

1635. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 10:49:26 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767357366@Victoria>
Source record: 188325

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>So how long does anyone wait for something? Before getting frustrated...me I
>wait for a couple of months.

Well, I have ordered a hard drive from SS three weeks ago, and was told
I'd have to wait another three weeks yet, as they are waiting for an ICD
Link shipment. And believe me, I am pretty frustrated!

Still, I'll laugh about it all one day! :-)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1636. Is there an MINI-DISC Scsi System

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 10:57:58 UTC
From: alth@stud.uni-sb.de
Message-ID: <2pis3m$8vm@stud.uni-sb.de>
Source record: 188320

I am searching for inf about an MINIDISK DRIVE based on SCSI

for the ATARI MEGASTE 4/270

thanks a lot your's alex

o

ch

1637. MiNTNET

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:16:35 UTC
From: v902123@si.hhs.nl
Message-ID: <Cov5zo.Lps@si.hhs.nl>
Source record: 188329

Hi All,

I've seen some files popping up around which have something to do with MiNTNET, what is that. They are packed with a strange extention (I don't remember which one, TGZ?).

Thanx
Ronald

1638. Re: Networking an ST???

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:17:21 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Apr26.111721.1@uqvax>
Source record: 188526
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <CotHtK.FzL@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> In article <CotGB6.Ays@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
> |> Hello
> |>
> |> How do I network an ST in an ethernet environment?
> |>
> |> Here at work at HENSA/micros, all the other computers are networked, and the
> |> only way to network from this office is via ethernet. I am hoping to network
> |> the Mega ST2, and hopefully a Falcon when we get one.
> Mail System Solutions at ssolutions@compulink.co.uk. They have several Atari
> based networking solutions including Ethernet.
>

Please post your responses to the group for general consumption. I for one
am interested in the same topic.

Thanks

--------------------------------------------------------------------------------
DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennisr@melb.arc.cpr.itg.telecom.com.au | (Electronic Music Label, Production)
--------------------------------------------------------------------------------
```

1639. Mod player/tracker and Stereo Replay

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:19:22 UTC
From: bhf@st-andrews.ac.uk
Message-ID: <2pitbq$o0d@calvin.st-and.ac.uk>
Source record: 188330

I've recently bought a 520STFM quite cheaply of a friend. While my main reason for this is to use it as a MIDI sequencer (as it is a _LOT_ better at that than my PC), I would like to use to play MODS.
Now I know that the STFM hasn't the world finest sound chips but I have also managed to get a cheap stereo replay cartridge off another friend. Do any mod players/trackers exist for the STFM that use the stereo replay as a playback device? Is this a really silly question?

Please give me an answer or I will be forced to spend far too much money on a decent soundcard for my PC in order to get my Amiga-owning flatmate off my back about how great Amigas are at playing mods !!

Thanks very much,

Bruce.

--

"Irn"-Bruce : Made in Scotland, from girders.

1640. Re: FPU Price(UK) for Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:21:35 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Cov680.4I9@barclays.co.uk>
Source record: 188324

In article <Cov25t.5G4@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
|> I'm thinking of getting an FPU for my Falcon.
|>
|> How much are they in the UK at the mo ?
|>
|> I known there are two versions and I should go for the better one.
|> Are they called something like 68811/2 or something
Get a 68882, not a 68881. Gasteiner are doing 68882s for 35GBP.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1641. Comeau C++ info wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:26:12 UTC
From: jimt@motx1.uk.mdis.com
Message-ID: <Cov6Fo.Doq@mdis.co.uk>
Source record: 188313

Hi there!

I have a few questions relating to the Comeau C++ 3.0 compiler
for the Atari as discussed in AEOPJ1.

1) Will the compiler executable run on the Falcon?
2) Will it produce C source compatable with Lattice C 5.6 ?
3) Where can I get a copy in the UK ?

Thanks in advance :-).

++

Jim Twynam (Senior Systems Engineer)
McDonnell Informations Systems Limited.
Boundary Way, Hemel Hempstead, Herts, HP2 7HU
Email: jtwynam@uk.mdis.com

++

1642. Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:29:13 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994Apr26.112913.20861@nessie.mcc.ac.uk>
Source record: 188246

Hi All,

I seem to have found a problem with Miniwin/Toswin which I use for running tcsh, mintshel, etc...

After running miniwin the total free memory drops - I'm checking this using the "Desktop Configuration" menu option under MultiTos. I've lost upto 50kb each time I run miniwin !

The same also happens with Toswin (Warwick Allison's version) which I just compiled last night.

Has anyone any idea why miniwin/Toswin 'loose' memory - where is it going ??
The system I have is a 4Mb Atari STE with hard drive, MultiTos (with MiNT 1.09), NVDI, Deskpic (with a nice picture of Tori Amos !), and MinixFS (pl9).

Thanks for any help,
Bye for now,

Andrew.

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

=========================================================================
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * \_/ = go on. =
=========================================================================
```

1643. Re: Lazer

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:30:04 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94Apr26123004@vega.dcs.exeter.ac.uk>
Source record: 188323

In article <2pibld$rfq@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

> I got the 2 .lzh files and decompressed them to a bunch of .bin and .mod
> files, but no executable of any form was found... I'm sure it's been asked
> before, but what am I missing??

In the archive lazer_2.zip you should also have ungto.txt which tells you
where to put the bin and mod files, and ungto.prg which kicks the whole
thing off.
--
+-------------+
| {{{ Dan }}} |
+-------------+

1644. CD-ROM and Falcon: Drivers?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:39:16 UTC
From: djs@jet.uk
Message-ID: <1994Apr26.113916.2146@jet.uk>
Source record: 188510

I have not been entirely successful getting my NEC 2xi CD-ROM to work
on the Falcon. The combination of MiNT 0.95 and ICDCDxx.XFS supplied
with the ICD Pro Utilities do not even recognize the drive on boot up.

The Atari driver (v0.7), used with either MultiTOS MiNT 1.04 or
non-MultiTOS MiNT 1.09, do recognize the drive on startup, but then get
`Device has been reset' errors back from read attempts.

I can read the drive sectors OK using the SCSI.PRG program supplied with
ICD Pro (provided I set a buffer size of at least 2048), so I think that the
drive is OK. Perhaps I do not have the best drivers/MiNT combinations?
Any ideas?

(Info: NEC 2xi, Falcon. SCSI-II command set selected on drive.
Termination resistors removed, as drive sits between the
Falcon and a hard drive, although I tried it with the
resistors selected too).

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1645. Re: FPU Price(UK) for Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:45:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cov7B4.EsL@westminster.ac.uk>
Source record: 188331

Philip Shore (avsec@westminster.ac.uk) wrote:
: I'm thinking of getting an FPU for my Falcon.

: How much are they in the UK at the mo ?
Around the 60 pound mark. Give any of the Atari dealers (Sys Sols, Compo,
CGS, Titan Designs, or thast one in Kent who team up with Lexicor) a hollar.

Danny.
CyberSTrider =);-)
HENSA/micros Moderator,Support
D.Bhabuta@cent1.lancs.ac.uk
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1646. Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:53:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pivbf$t0i@percy.cs.bham.ac.uk>
Source record: 188321

The only text that really *needs* to be hard-wired into a GEM
application is the alert string for 'Resource file not found. Quit'.
Can anyone post the appropriate translations of this alert into other
'popular' ST languages, eg German, French, etc? This should confine
most localization isues to the RSC file, which is easily changed.

Do menu shortcuts change in different countries? The Atari style guide
says to use ^W for closing a window (same as on Mac and Windows), but
most German-authored software uses ^U for close and ^W for cycling
windows ("wechsel" (sp) ?) Presumably the Atari style guide is meant
for English users only?

Thanks!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1647. Pure-C object-format

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 11:58:42 UTC
From: paan0011@rz03.FH-Karlsruhe.DE
Message-ID: <2pivli$gv5@nz12.rz.uni-karlsruhe.de>
Source record: 188322

I'm searching for the format of the Pure-C object-format. Or is there any
programm which converts a file into this format?

thanx

Andreas Pataki


```
+-------------------------------------------------+---------------------+
| E-Mail: paan0011@FH-Karlsruhe.DE | Andreas Pataki |
| | Rappenwoertstr. 49 |
| ||| +---+ --+-- +---+ +---+ * ||| | 76189 Karlsruhe |
| ||| | | | | | | | | ||| | Tel.:+(0)721 501720 |
| / | \ +---+ | +---+ +---+ | / | \ | |
| / | \ | | | | | | \ | / | \ | GERMANY |
+-------------------------------------------------+---------------------+
```

1648. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 12:06:32 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr26.120632.4236@unix.brighton.ac.uk>
Source record: 188338

Very True Steven,

In fact its the reason I am glad I still have an account at this establishment.
I only wanted to keep my account after I left so that I could keep tabs on
whct was going on the Atari world and keep in touch with the Atari folks I
had come to rely on for support and answers to my questions...Atari Corp
being what they are this is my best source of information.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1649. Record time for completing DM?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 12:09:35 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Apr26.120935.1069@news.unige.ch>
Source record: 188326

I think I may have set a new record time for finishing Dungeon Master -
I started immediately after its release (1989?), and cracked it last
weekend 8-)
(I did take a few years off in between, however)
Mike
****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1650. Re: CD-ROM and Falcon: Drivers?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 12:18:10 UTC
From: djs@jet.uk
Message-ID: <1994Apr26.121810.2287@jet.uk>
Source record: 188511

In <1994Apr26.113916.2146@jet.uk> djs@jet.uk (David Stevenson) writes:

>I have not been entirely successful getting my NEC 2xi CD-ROM to work
>on the Falcon....
PS: Is there a Falcon-compatible version of MetaDOS available?
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"Actually, we were lucky to get nil" - Tommy Docherty, quoted on R5L
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1651. TRADE: NEC laptop for ST gear

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 12:22:56 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RQ4tbJg.lmcclure@delphi.com>
Source record: 188319

The following is available for trade for Atari equipment:

NEC Ultralite DOS laptop, NEC V-30 CPU (8086 compatible) clocked at 9.54Mhz, serial port at COM1, internal 2400bps modem at COM2. Backlit LCD CGA resolution screen. Weight listed as 4.4 pounds.

640K main memory, plus 2 megabyte "Silicon Disk" (battery-backed RAMdisk)

DOS 3.3 and utilities (including LapLink) in ROM. Includes 5.25" and 3.5" LapLink diskettes for desktop PC.

Includes external hi-density floppy drive, and all original manuals and boxes. (Floppy drive attaches to the expansion port on the Ultralite, and also provides a standard parallel port...essentially, it is a mini expansion unit).

For the record, I value the NEC Ultralite at $250-$300. Due to a greater need for cash than goods, I would sell it for $250 cash.

If anyone out there is interested, I would trade my 520STe with 4megs of memory, and an ICD AdSpeed STe, plus the NEC Ultralite package for a Mega STe. So, if you would still like to run your ST software, but need a DOS laptop, here is you chance.

OTHER TRADES WANTED: I would also consider taking any of the following in on a full or partial trade for the Ultralite (depending on the item's value): Quantum LPS-series SCSI drives, 15.75Khz-capable multisync, Canon BJ-200 or HP-DJ500, ICD Link, or a bare Syquest SQ105S mechanism (perhaps someone out there is upgrading to a SQ270S and could use a nice little DOS laptop)?

Please reply via email to LMCCLURE@delphi.com

1652. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 12:36:30 UTC
From: ceebsm@cscd4c9.caledonia.hw.ac.uk
Message-ID: <Cov9ov.47r@cee.hw.ac.uk>
Source record: 188337

In article <2pifh6$d3l@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>The Problems with STZIP 2.5 is not to do with extracting files
>into directories..

Funny, I get this bug:

When extracting and only the FIRST file from a ZIP archive is selected the extraction process starts but then returns to the main screen without extracting the file!!!!!

Anyone else got this problem?

>
>But there is a button to let you create a Folder/Directory
>in the Zip or Disk, the disk one does not work, it comes up with a dialog
>box stating unable to find folder....

Yes, I've got the same error on my copy too. I've mailed the author about it but have had no reply.

>This option is very handy to set up a TEMP folder to extract in...
>

I agree too - version 2.4 is still being used by me!

>
>
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5
>
--

""" Home address """""""" """""""""""""" E-mail addresses """
""""""""""""""""""""/\""" """"/\""""""""""""""""""""""""""""""
11 Station Court, //\\" ""//\\ ceebsm
Leven, //""\\ //""\\ @clust.hw.ac.uk
Fife KY8 4RR //"" Barry Scott Munro ""\\ @caledonia.hw.ac.uk
Scotland //"" \\ // ""\\ @cee.hw.ac.uk
"""""""""""""""//"" \\=======// ""\\""""""""""""""""""""""""""
"""""""""""""""//""" \\ BSM // ""\\""""""""""""""""""""""""
"""""""""""""""""""" \\===// """""""""""""""""""""""""""""
_//
_/

1653. Linking with Prospero C

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 12:37:24 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cov9qC.9Ex@bbc.co.uk>
Source record: 188335

I'm having problems linking files using prospero C. I've created a .LNK
file listing
Program name
Prospero C binary files (inc. CGEM)
My own files
In that order. both of my files compile fine, but upon linking it comes
out with "External not satisfied" and lists all the AES calls I've used.
Does anybody out there have details on how to do this properly? This has
put a decisive brake on my GEM aspirations!

-David White

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

1654. Re: compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 12:44:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.sQ5A&nVzH8s@semprini.waterloo-rdp.on.ca>
Source record: 188235

```
In <2ov9r5$f6t@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> knarf@nasim.sta.sub.org (Frank Bartels) writes:
>
> >#!/bin/sh
> >mv bmcrt0.o bcrt0.o
[...]
>
> Chicken...
>
> for i in *.o*
> do
> case $i in
> # Change "mint" to "gnu"
> *mint*) j=${i%mint*}gnu${i#*mint}
>
> # Change "bm" to "b"
> ;; bm*) j=b${i#bm}
>
> # Change "m" to ""
> ;; m*) j=${i#m}
> ;; *) j=$i
> esac
>
> if [ "$i" != "$j" ]
> then
> mv $i $j
> fi
> done

Now lets see you do that in /bin/csh... ;-)

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

1655. Re: PBMPlus

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 13:00:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M&Sd9xx_Vk6@semprini.waterloo-rdp.on.ca>
Source record: 188236

In <1994Apr19.015249.23159@midway.uchicago.edu>, Gustavo Comezana writes:
> Hi,
> I'd like to know if anyone has had any success running the atari
> version of the PBMPlus graphic package, available from various FTP
> sites. I cannot get this thing to run, and I would sincerely
> appreciate any comments/suggestions/tips/etc.

It tends to be rather flakey under TOS, probably due to Atari's silly
decision to use DOS "text" mode for "text" files instead of UNIX "text"
mode.

Under MiNT, it works pretty well (although it would work better if the
math library were sharable... I've got it set up as _three_ files on my
minix partition, with hardlinks for the other "programs"... saves a
TONNE of disk space) although it's incredibly slow on an ST.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1656. Re: PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 13:03:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ElbtWDZitvE@semprini.waterloo-rdp.on.ca>
Source record: 188133

In <1994Apr19.125844.12830@arbi.Informatik.Uni-Oldenburg.DE>, Ruediger Busch writes:
> The last few days I used to program some raytrace pictures with the
> PoV-Raytracer.
> But it is hard to write complex scenes as ASCII textfile so I'm searching
> for a 3D-Editor for the FALCON 030 which exports .pov files.
> Is there anyone who can help me ?

There's been quite a bit of discussion lately on the DKB-L mailing list
(and subsequently on the new POVGUI-L) about making an official
portable graphical modeller for POV-Ray. Dan Farmer's on the list, and
has been acting as our liason to the POV-Ray Team.

Several (lazy) people have been screaming for an X-based modeller, but I
keep lobbying for a completely portable one, written in C++; then it'd
be a "simple" thing for someone (me? Warwick? someone else?) to write
the GEM parts of the modeller.

It's a pity I can't remember the DKB-L and POVGUI-L addresses, or I
could point you in the right direction.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1657. Re: PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 13:04:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.n48om&jtDDQ@semprini.waterloo-rdp.on.ca>
Source record: 188134

In <2p0pa0$qjv@csugrad.cs.vt.edu>, Christopher Fuhrman writes:
> There's a shareware package called Moray on the IBM/PC that's
> kinda like a CAD program and generates files that PoVRay can read. Has
> this been ported to the Atari yet?

This would be next to impossible... Under DOS, even simple things like
allocating memory are difficult; the port would be more work than
writing a new one from scratch!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1658. TrueColor Sprites (was: Re: A Falcon Developer Speaks about Doom..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 13:34:49 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pj59p$82g@vishnu.jussieu.fr>
Source record: 188336

The sinplest way to manage holes is :

```
movea.l Ptr_Sprite(pc),a0
movea.l Ptr_Screen(pc),a1
move.w #Sprite_Height-1,d0
.line:
move.w #Sprite_Width-1,d1
.pix:
move.w (a0)+,d2
beq.s .no_plot
move.w d2,(a1)+
dbf d1,.pix
lea Size_Line-Sprite_Width*2(a1),a1
dbf d0,.line
bra.s .following
.no_plot:
addq.l #2,a1
dbf d1,.pix
lea Size_Line-Sprite_Width*2(a1),a1
dbf d0,.line
.following:
```

Eventhough it seems slow, it's already REALLY fast compared to the time taken to think about this routine ! There are at least two other ways: the generated code, which main disagreement is that you can hardly manage the clipping, and a third way, which is a mix between the two previous techniques. But I haven't tried it yet, so...

MB.

1659. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 13:45:56 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Apr26.134556.749@isle.waterloo-rdp.on.ca>
Source record: 188072

Martijn Dekker was heard to say:

> YES, i would like a comp.sys.atari.programmers.

I'll third or fourth (or whatever the count is now) that request.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1660. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 13:58:16 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.24.000DF903@hermes.cam.ac.uk>
Source record: 188334

This may be a bit naive, but surely: (please explain where if I mess up)

max memory thru-put = min(bus-bandwidth,memory-bandwidth)
bandwidth = max-data-width * max-clock

say for 80ns ram going thru a 16-bit data bus: mem-bandwidth = 12.5M * 2
= 25Mb/s (5Mb/vbl)

on the cpu bus itself (16Mhz, 16-bit), bandwidth = 32Mb/s (6.4Mb/vbl)

Using the cpu (1 word instruction op-code (clr.l (a0)+)
2 words to clear
=6 bytes)
You should be able to do 833333 of these/vbl = 3333333pixels/vbl (in 256cols)

(4 words for a copy = 10 bytes total)
this gives 500000 longword copies/vbl = 2000000pixels/vbl (in 256cols),
still ignoring lower overhead methods like using 'movem.l's

Using the blitter (for a large number of pixels the set-up overhead in
small) this gives 2.5Mpixels/sec copy or clear.

Subtract any amounts for video/DMA/CPU memory contention and this is still
fairly big, so the biggest problem is generating the data to output fast
enough. If you need to do all the fancy sprite manipulation stuff (shufting,
masking ORing data in) then divide the above by 3 or 4, and you should STILL
be able put output 500,000 pixels of sprite data/frame (in 320x200x256col
mode this is nearly 8 full screens of data!)

?

John

1661. Mega ST (4Mb) for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 14:04:09 UTC
From: Jinlung Fung <emperor+@CMU.EDU>
Message-ID: <ohjFxNi00YUn4UNHcn@andrew.cmu.edu>
Source record: 188508

I have a Mega ST (4Mb RAM) system for sale. It's definitely working but has been lying around unused for some time now. (No monitor as I am using that)

I will entertain any reasonable offers as I really want to get my hands off it soon. Please send email with offers.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1662. Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 14:25:05 UTC
From: vctec@westminster.ac.uk
Message-ID: <CovEoE.58I@westminster.ac.uk>
Source record: 188343

Marc CR Bouron (bouronm@trout.ime.dec.com) wrote:
: Hi People,

: I'm looking at expanding my HD storage and have almost decided that the
: Quantum LPS270S would be the way to go. Does anyone have any opinions and/or
: experiences of this piece of kit, good or bad? I have an ICD ADscsi adaptor
: in a big (mostly) empty box with my first HD...

Hi people, person,....

I don't have experience with the 270, but definitely with the LPS240S, and
can say without a doubt that it is a good piece of hardware. Judging on that
I can only advise you that you should go for the 270S. Silent....SCSI2...fast.

However, Quantum have newer drives in the Market, as the LPS range is getting a bit old
now. Nevertheless, good hardware to go for.

Danny.
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1663. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 14:34:32 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pj8po$82g@vishnu.jussieu.fr>
Source record: 188342

```
In article 28674@esca.com, woodford@esca.com (Steven Woodford) writes:
}bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
}
}> I did some trys to clear a 320x200xTC screen. The fastest way I found is the
}>simplest too :
}> movea.l Screen_Adress(pc),a0
}> moveq #0,d1
}> move.w #320x200-1,d0
}>.cls:
}> move.l d1,(a0)+
}> dbf d0,.cls
}
}> It's even faster than movem. But, I clears only 185 in one frame, at 50Hz...
}
}I don't know what you mean by '185', but the above code won't work since

I forgot the word 'lines'... :-)

}the 'dbf' instruction branches until the value in 'd0.w' goes negative.
}Your expression '320*200-1' yields the value 63999, which in twos
}complement is already a negative number (-5537). So your dbf will exit
}the loop after copying 1 longword.

The dbf exits when your register goes from positive to negative, which
means 0 -> -1. This rout works very fine, eventhough I wrote it here from memory, and I
forgot the division by 2...which you could have corrected, since I must clear a 320x200
screen, with 2 bytes by pixel, with move.l => 320x200x2/4 = 32000, which is positive. But
I'm pretty sure that dbf works even with values up to 65535, since I did it many times...

}
}>P.S.: Has anyone got something better ?
}
}Does the 68030 have a 'longword' version of 'dbf'? (I don't have docs handy)
}Perhaps two 'dbf' loops one after the other? Each handling half the
}total required? I assume loop unrolling doesn't gain much on the 68030
}with it's cache enabled?

It loses a lot. I tried to expand the 'move.l', repeating it the maximum
possible fitting in the cache, which is :

move.w #320x200/2/120-1,d0
.cls:
REPT 120 ( nearly )
move.l d0,(a1)+
ENDR
dbf d0,.cls
```

according that the count is no more exact. It's SLOWER than the previous version, because the data cache it WRITE-THROUGH: it means that each move.l must wait the previous to run. When there is only one move.l, it,s write-cycle is executed during the execution of the dbf, which makes the easiest routine the fastest....

MB.

}
}Cheers, Steve

1664. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 14:39:44 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pj93g$82g@vishnu.jussieu.fr>
Source record: 188344

I think I had tried clr.l, and found that, like it was on the 68000, clr.l is slower than move.l d0 (= 0). For unrolling, see my other post...

MB.

1665. Re: HELP: No Blitter in F30 Color Mode

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 14:47:43 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pj9if$82g@vishnu.jussieu.fr>
Source record: 188345

If you want real bi-processing between the 030 and the Blitter, you must
have a 030 code fitting in the cache. And, as the data-cache is Write-Thgrouh, you mustn't write something to the memory, because it will have to wait for the Blitter to give the BUS back to the 030. In fact, it's what I think.... Anyone disagrees... (I know the HOG mode too,
but it's still NOT bi-processing).

MB.

1666. Re: HELP: No Blitter in F30 Color Mode

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 14:48:34 UTC
From: <>
Message-ID: <2pj9k2$gd@mother.usf.edu>
Source record: 188346

```
In article <Cout3u.6uG@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2pi3vd$qa0@mother.usf.edu>, millert@ug.ec.usf.edu. said:
>>
>>I'm sure they could find SOME use for the blitter... to move things while the
>>main processor is doing other things? How about have the CPU generate the
>>text string (VDI or GDOS), tell the Blitter to move it, then before it's done,
>>return to the calling program. There are lots of things you can do when you
>>try to make things run concurrently.
>
>Maybe you should mail them about this.
>
>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------
>
>

Or I could just call them.
```

1667. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:04:25 UTC
From: <>
Message-ID: <2pjahp$iu@mother.usf.edu>
Source record: 188347

Could someone give me code that is able to move memory that fast? I haven't been able to write it myself. The code I write has been banged on for a long time and discussed with many people, yet the fastest I can seem to move memory will move 1.9 meg/sec (I think), but this just isn't fast enough. In order to get the speed I want, I have to move 9 meg/sec, but I'd be satisfied with 4.5 meg/sec. Moving 4.5 meg/sec will animate an entire 320x200 TC screen at 30 fps. Right now, I can only do 15 fps, which is NOT fast enough.

Also, could someone give me enough information on the blitter in the Falcon to be able to use it to do memory copying and other such blitting things? If necessary, I'll use the Blitter and the CPU concurrently, or even use the Blitter in HOG mode.

In HOG mode, does the Blitter completely take over the bus, or does the CPU get any system time for interrupts and the like?

1668. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:16:20 UTC
From: <>
Message-ID: <2pjb84$ma@mother.usf.edu>
Source record: 188348

Tell you what... When I get a chance, I'll write my own code to draw characters for both interleaved and byte-based 256 color modes. (I'll make the byte based work in TC mode to test, then recode for 256) I'll see what I can do and which is faster. We can compare code until both routines are best optimized.

I have already posted about scrolling on the Falcon. It has nothing to di with the structure of the screen memory... it can't... it's just moving memory, and there's no more memory for interleaved as byte-per-pixel. The problem is that the Falcon has its screen memory in main RAM, so the access time to it is horrible... you just don't have the bus bandwidth to move screen memory that fast.

1669. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:22:12 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CovHD1.13E@cs.vu.nl>
Source record: 188502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:

>I've just started to dable with Sozobon C which is PD, my version is pretty
>old and doesn't include libraries for GEM - but I think I have seen these
>libraries around.

You should get the Heat&Serve C package. It's a clone of Sozobon C and it
serves me well for quite some time now. All is included in the lzh file.
Libraries, compiler, assembler, everything.

>Don't know if this is a good compiler or not - but it does what I need

> -*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
>/\/\/\

1670. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:27:26 UTC
From: <>
Message-ID: <2pjbsu$mu@mother.usf.edu>
Source record: 188349

In article <2pi9pl$orj@ionews.io.org> diehl@io.org (Eric March) writes:
>Greetings, Timothy...
>
>(This hasn't anything to do with the above topic, but I'm not quite
>comfortable enough yet with this newsreader to change the topic and know
>it'll still get sent...)
>
>Anyway ... there's something I've been meaning to ask you for some time
>about ANSITerm. I'm currently writing an ANSI editor (actually it's just
>about to be released) based on the same sort of idea that ANSITerm works
>off of -- a 4x8 font in low res. Now, do you actually replace the system
>font or are you using a screen font? If it's a screen font, how do you
>get it to update each character so quickly? I've found that with the way
>I do things in Fansi (my ansi editor) I have to plop down the screen font
>(inherently in black/white) then overlay the colours pixel by pixel based
>on the user's selected colour attributes. And in GFA, isn't isn't
>especially fast (though I do use low-level Line-A -- PTST and PSET -- to
>achieve this) I do a lot of fiddling about to speed things up, but
>underneath all the enhancements is still an inherently slow draw engine.
>Is there a better way of remapping a screen font character with new
>colour attributes?
>
>(Hmm. This message would be a good testament for the c.s.a.programmers
>newsgroup...)
>
>_____ ______ ____
>_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
>____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
>___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
>

Someone else just bought rights from me to use my character drawing code in his BBS. The code is fast because it's a highly optimized assembly routine with unrolled loops and the works. In addition, there are three character drawing routines in ANSITerm... one to draw one character on a character boundary, one to draw two characters on a two character boundary, and one to draw 4 characters in a 4 character boundary. These are used together to output text as efficiently as I could conceive of when I wrote ANSITerm. I know now how I could have eliminated other overhead, but it's too late for that.

I don't think you could get VDI to use a 4x8 font... or if you can, I don't know how, but I can guarantee, it wouldn't be fast enough.

If you want to buy a lisence from me to use code that will draw characters fast, maybe we can work something out. Send me email at tmiller@suntan.eng.usf.edu.

1671. Bare SCSI Hard-Drive to Falcon - How?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:28:12 UTC
From: u9019448@qub.ac.uk
Message-ID: <TU7NBJBE@math.fu-berlin.de>
Source record: 188501

My Uncle recently upgraded from an STE to a Falcon and now has a SCSI
hard drive and an external disc drive that he can no longer connect up.

He's wondering that since he has a SCSI II port and specifically a
Power ICD SCSI hard-drive (ADSCSI-ST ICD interface) how would he re-connect
this drive to his falcon.

Any suggestion concerning the hard-drive or the disk drives would be
gratefully recieved.

Rob. (u9019448@qub.ac.uk - The Queen's University of Belfast)

I know I had a .sig around here somewhere, just hold on a mo...
(*whistle*) Here boy... Snack-time... (*whistle*).
No, darn, it must have wandered off... ;-)

1672. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:28:33 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2pjbv1$eel@clss3.bangor.ac.uk>
Source record: 188350

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

: The game itself is brilliant though, except, the scrolling is also badly
: done, and there are a couple of small bugs such as a character sliding
: around for long lengths of time if he 'slips' on ice at the same time
: as a grenade is thrown! No samples either.

Has anyone experienced the game crashing ?
I've had it crash about six times now, three times after I'd managed to
struggle my way to the buildings on Mission 8 Phase 3.
It usually crashes when I'm firing a weapon and get killed at the same time.
- another crash point was on Mission 7 Phase 3 (I think - (the one where you
have to leave the eskimo intact)). It would crash whenever I swam across the
water to kill one of them rocket launcher blokes.
The most depressing thing is that you can't save inbetween phases
- when it crashes you have to restart the whole mission....

A Bloody excellent game though !!

Dylan

P.S. I'm on Mission 8 Phase 3 at the mo' - does anyone know of any tips/
supa dupas around ?

1673. wind_redraw()

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:29:44 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.767374184@Paddington>
Source record: 188507

Does anyone know how to use the wind_redraw() function in Lattice C v5.5 or 5.6. I have been trying for ages and can't get it to work, any help would be gratefully appreciated, such as source code or pointers on how to use.

--
==========
Stephen Norman	"God Protects Men, Women & Ships Named
	Enterprise"
Nogssoft Software	Unknown

1674. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:43:52 UTC
From: tew2510@tamsun.tamu.edu
Message-ID: <2pjcro$bjq@tamsun.tamu.edu>
Source record: 188505
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

>
>I'm not sure if I can beat Dick Leech, but my girlfriends dentist (Dayton, Oh)
>is named Harry Hole. (Hole isn't so bad for a dentist, but Harry?!?)
>

Ok, maybe not as good, but we had a girl on our HS basketball team:

Fonda Cox

Gotta take years of psychotherapy for someone to overcome that . . .

-tim

Timothy E. Walsh | Internet: aeroguy@tamu.edu
Dept. of Mechanical Engineering |
Texas A&M University | 'More fun than 7 monkeys in a
College Station, TX 77843-3123 | 5-monkey bag!' - Our Mr. Turner
---

1675. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:45:50 UTC
From: desnogue@mimosa.unice.fr
Message-ID: <2pjcve$cfp@taloa.unice.fr>
Source record: 188503

In article <2pjb84$ma@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
|> I have already posted about scrolling on the Falcon. It has nothing to di
|> with the structure of the screen memory... it can't... it's just moving
|> memory, and there's no more memory for interleaved as byte-per-pixel.

As long as you move vertically :)

Laurent

1676. Re: wind_redraw()

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:48:02 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767375282@Paddington>
Source record: 188509

Hey Steve, I bet you though this post was an answer, didn't you <grin>

Sorry, couldn't resist.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1677. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 15:49:51 UTC
From: desnogue@mimosa.unice.fr
Message-ID: <2pjd6v$cfp@taloa.unice.fr>
Source record: 188504

In article <2pjbsu$mu@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
|> If you want to buy a lisence from me to use code that will draw characters
|> fast, maybe we can work something out. Send me email at
|> tmiller@suntan.eng.usf.edu.

I just cannot believe someone would pay for that... I wrote
mine and they're as fast as possible (different ones for mono
and 640x200, and different alignments). I'd NEVER ask anybody
to pay for giving them away !

Laurent

1678. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:00:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CovJ54.6Fp@cix.compulink.co.uk>
Source record: 188535

In message <2pi94s$oo4@ionews.io.org>, diehl@io.org said:
>
>Then may I politely suggest getting the heck out of this newsgroup and
>stop wasting bandwidth? This newsgroup is for Atari _users_, people who
>actually use and like their machines, not for pessimistic flamebait.

In defence of Roger I can say that he sometimes contributes very useful
information to this group. Unfortunately, he also contributes a lot of
nonsense when he is in a bad mood.

Ofir ogal@cix.compulink.co.uk

1679. Re: Falcon game developer support (was Doom for Falcon?)

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:05:49 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CovJDp.6qq@cix.compulink.co.uk>
Source record: 188536

>Are there shareware distributors in the US? It would seem an interesting idea
>to be sort of a "middleman" who has latest versions & can collect money to
>forward on to the author (minus a percentage ;) and who handles all US requests
>Is this sort of thing done/legal?

I hope it's legal - I do it for GEM-View in the UK. I don't take a
percentage though - just material costs.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1680. Re: Atari ST Review

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:05:51 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CovJDr.6rH@cix.compulink.co.uk>
Source record: 188537

>Thought it was a bit dodgy at first

It was, remember the first cover disks? The first few months of
screen-shots so appalling you couldn't read them? The layout?

>but now I think it's the best UK ST mag around

Agreed - but then I'm biased [g].

>- keep up the good work, guys!

Definately.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1681. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:05:53 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CovJDt.6s4@cix.compulink.co.uk>
Source record: 188538

>No just facts of life, gee life is tuff is it not....

But you don't court facts, you simply spout your own ideas on what's going on. Which are sometimes right and sometimes wrong.

>No I am just a realist and I can't stand all this crap about
>the Falcon...

And you think that the myriad of people who've stood up and said 'I like my Falcon, it's great' are either lying or stupid? No! Why not state (once) that the Falcon isn't the machine for you and then keep to facts?

But it's not just the Falcon, you seem to be sour on the whole Atari deal - if you feel like this then maybe you should think about getting out of it.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1682. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:05:55 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CovJDv.6su@cix.compulink.co.uk>
Source record: 188539

```
This article was probably generated by a buggy news reader.
```

1683. Re: 32 Mhz Falcon upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:27:49 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CovKEF.C8r@newcastle.ac.uk>
Source record: 188512

I got the PowerUp2 32MHz accellerator at the Newcastle atari show, 50 (UK)
from System Solutions.

The speed increase isn't that great, but hey - for 50 (UK) what can you expect.
I don't think that the Eagle 32 would give much better results as it also lacks
a cache or on board ram, so you are very limited in what you can achieve -
I seem to get only around the 15% improvement mark.......

More interesting though is that I also saw the Baracuda 040 board for the falcon
at the same show - a 32 MHz 68040, on board RAM up to 64Meg, a slot for an
off-board video card (away with bus contention forever....) and all small enough
to fit inside the standard falcon case.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1684. Llamazap WAS: Re: Falcon and STe Joysticks?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:45:58 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CovL8n.DC4@newcastle.ac.uk>
Source record: 188513

Anyone out there know how to build a Jag Joypad compatible joystick for my f030?
I downloaded Llamazap from a.a.u.e (what was it doing there anyway - isn't it
comercial?) and I want to play, but I buggered if I'll spend 25 (uk) on a
joypad just to play one pre-release version of a game (even a Jeff Minter).

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1685. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 16:53:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pjgun$5dl@mailer.fsu.edu>
Source record: 188527

D S Banarse (dbanarse@sees.bangor.ac.uk) wrote:

> A Bloody excellent game though !!

I missed the beginning of this thread. Is Cannon Fodder a commercial game,
or shareware? Is the game demo available via ftp? Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1686. Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:04:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pjhid$5dl@mailer.fsu.edu>
Source record: 188528

Marc CR Bouron (bouronm@trout.ime.dec.com) wrote:
> Hi People,

> I'm looking at expanding my HD storage and have almost decided that the
> Quantum LPS270S would be the way to go. Does anyone have any opinions and/or
> experiences of this piece of kit, good or bad? I have an ICD ADscsi adaptor
> in a big (mostly) empty box with my first HD...

I seem to remember that some of the Quantum devices did not have a jumper
to set parity. You had to do it with a weird SCSI command (from a machine
that could handle parity). Your ADSCSI should be able to handle parity
with no problems, but you might want to consider getting a unit with a
physical jumper anyway (in case future uses of the drive require parity
changes).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1687. Re: FPU Price(UK) for Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:06:42 UTC
From: Lexicor@world.std.com
Message-ID: <CovM76.1CF@world.std.com>
Source record: 188518

In article <Cov7B4.EsL@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
>Philip Shore (avsec@westminster.ac.uk) wrote:

>: How much are they in the UK at the mo ?
>Around the 60 pound mark. Give any of the Atari dealers (Sys Sols, Compo,
>CGS, Titan Designs, or thast one in Kent who team up with Lexicor) a hollar.

Denesh,
I'm sure 16/32 Systems like to be referred as to "that" one in Kent
who team up with Lexicor *grin* You make it sound like a gang war ;-)

Cheers

Yat

>
>Danny.
>CyberSTrider =);-)
>HENSA/micros Moderator,Support
>D.Bhabuta@cent1.lancs.ac.uk
>--
><==>
>< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
>< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
>< University of Westminster, London | snail-mail : on application >

1688. How do I check the font proportional flag ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:07:09 UTC
From: perot@iris.amp.uni-hannover.de
Message-ID: <1994Apr26.170709.25404@newsserver.rrzn.uni-hannover.de>
Source record: 188516

Hi guys !

In the header each font features a proportional flag indicating whether the font is proportional or non-proportional. I just can't believe that a VDI programmer does not have legal access to this flag. Is there any way to check whether a particular font is proportional, apart from comparing the cell widths of each character ?

Peter Rottengatter

1689. Re: Mod player/tracker and Stereo Replay

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:09:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pjht5$5dl@mailer.fsu.edu>
Source record: 188529

Bruce Henry Freshwater (bhf@st-andrews.ac.uk) wrote:
> I've recently bought a 520STFM quite cheaply of a friend. While my main
> reason for this is to use it as a MIDI sequencer (as it is a _LOT_ better at
> that than my PC), I would like to use to play MODS.
> Now I know that the STFM hasn't the world finest sound chips but I have also
> managed to get a cheap stereo replay cartridge off another friend. Do any
> mod players/trackers exist for the STFM that use the stereo replay as a
> playback device? Is this a really silly question?

I think most of the trackers have this feature. Be sure to get Protracker ST 2.0 (on atari.archive.umich.edu). It is the best tracker I have found, both for ST and STE.

> Please give me an answer or I will be forced to spend far too much money on
> a decent soundcard for my PC in order to get my Amiga-owning flatmate off my
> back about how great Amigas are at playing mods !!

I have never heard the output from a Stereo Replay, but I can tell you that the output from an STE is MUCH better than from an ST without stereo replay. Amigas are good at playing mods (somewhat natural for this to be true).

Oh, for zillions of great mods, check out wuarchive.wustl.edu in /systems/amiga/aminet/mods/*.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1690. Re: Bare SCSI Hard-Drive to Falcon - How?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:10:07 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.767380207@Paddington>
Source record: 188515

u9019448@qub.ac.uk (Rob!) writes:

> My Uncle recently upgraded from an STE to a Falcon and now has a SCSI
>hard drive and an external disc drive that he can no longer connect up.

> He's wondering that since he has a SCSI II port and specifically a
>Power ICD SCSI hard-drive (ADSCSI-ST ICD interface) how would he re-connect
>this drive to his falcon.

> Any suggestion concerning the hard-drive or the disk drives would be
>gratefully recieved.

>Rob. (u9019448@qub.ac.uk - The Queen's University of Belfast)

You need to get a SCSI to SCSI II cable, I believe they cost
around 25 to 30 pounds but don't quote me on that, the price that is.
--

Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
Treat Her Like A Lady And She'll Always Bring You Home

1691. Re: how do I upgrade Mega ST to tos 2.06?

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:20:52 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CovMut.LMB@arc.ab.ca>
Source record: 188546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2phj0t$smi@usenet.INS.CWRU.Edu>, jaszcz@dewey.EEAP.CWRU.Edu (jaszcz) writes:
> I need to upgrade my Mega ST to TOS 2.06... what's involved in this, and
>how much does it cost? and lastly, who, if not atari, sells these upgrades..?
>

I paid about $125 CDN for the Mega ST TEC bus board that was pretty much a snap
to install. It's a little more tricky if you want to run your existing TOS and
TOS 2.06 but it's not that difficult. I believe I got it from Gribnif
(413-247-5620). There are others out there as well.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1692. Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:28:35 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2pjj03$kqh@terminator.rs.itd.umich.edu>
Source record: 188517
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

After 5 or so (I've actually lost count) years at the helm of atari.archive,
I'm calling it quits. I'd like to thank everyone for their assistance,
insightful comments, grad school recommendations :), guest accounts,
pints of beer, offers of lodging, damn funny jokes, enthusiasm, support
during the great archive-closing fiasco of '92, t-shirts, and last but
not least, putting me in the credits of games, during my stay here. It
was certainly a long, strange trip, and it wouldn't have been the same
without you.

Mickey Boyd (of FSU Math Dept Sys-admin fame) will be assuming the role
of moderator, effective immediately. You may contact him at
boydm@atari.archive.umich.edu or atari-archivist@atari.archive.umich.edu.
Pester him as you would once pester me. :)

As always, thanks for your continued support of atari.archive.umich.edu.
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

1693. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 17:58:02 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1739@usdtsg.DaytonOH.NCR.COM>
Source record: 188548

In article <2pgl1d$jd8@hermes.louisville.edu> sebelt01@starbase.spd.louisville.edu writes:
>
>Hacking and phreaking has nothing to do with software piracy.
>What is the basis for your claim that H/P software will cause Atari's
>downfall?

It's not *Atari's* downfall that hacking and phreaking causes, but
it'll screw SOMEONE up. What else it h/p for? (other than curiousity)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1694. E

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 18:03:12 UTC
From: pirms@dcatla.com
Message-ID: <1994Apr26.130312.10101@dcatla.com>
Source record: 188287

HELP!!!! NEED ATARI CONTACT AND COLOR MONITOR OR PARTS TO FIX SAME.

1695. Upgrading an 1040STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 18:04:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Covoup.365@cs.vu.nl>
Source record: 188058

Hello,

Can anybody tell me how I can upgrade the memory of my 1040STE?
Somebody told me I can just stick in 1MB SIMMs, but which do I need? How
many ns and do I need 8 or 9 bits?

Thanks in advance,
Ivo van Poorten.

1696. Re: ST-NEWS

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 18:46:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404262046.a18756@la.maus.de>
Source record: 188202

SD> HH>ST News is undead!
SD> Uhoh, back from hell or what ;-)

No Richard Karsmakers himself gave all the new Issues the name undead issues beacause they wanted to stop ST News with issue 5.4 and so ST News is alive again or 'undead'!

Holger

1697. Re: XtraRAM+8? (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 18:53:16 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2dbd634ee287f9@traveller.freiburg.sub.org>
Source record: 188519

>>Having just bought Geneva, I'm very interested in breaking the 4 meg
>>barrier!

Martin Wevelsiep has developed RAM expansions for the ST series... Depending
from the board rev. you can get up to 10 or 15.5MB fully compatible ST-RAM.
I think he also has something similar for the Mega STe.

You can reach him as martin_wevelsiep@ac3.maus.de, as far as I know.

/\|ex.
--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101 * VNet 46:9490/231 * KultNet 23:550/5 * Fido 2:2476/803
Traveller-Box +49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

1698. Cannon BubbleJet Printer Driver for 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 19:38:03 UTC
From: ceebsm@cscd4c9.caledonia.hw.ac.uk
Message-ID: <Covt7G.9pA@cee.hw.ac.uk>
Source record: 188530

Hello all,

I'm staying in residences at university and so don't have enough room
to bring my own printer with me. Luckily my friend has offered to let
me use his Cannon Bubblejet (the small protable one, can't remember
the number: BJ10e ???)

Anyway, he has asked me to see if I can find a printer driver for it
for use with his favourite (and only) word processor 1st Word Plus.

If anyone knows where I can find this using FTP then please let me
know or if you have a copy of the driver code then please mail it
to me.

Thanks

Barry
--

""" Home address """""""" """""""""""""" E-mail addresses """
""""""""""""""""""""/\""" """"/\""""""""""""""""""""""""""""""
11 Station Court, //\\" ""//\\ ceebsm
Leven, //""\\ //""\\ @clust.hw.ac.uk
Fife KY8 4RR //"" Barry Scott Munro ""\\ @caledonia.hw.ac.uk
Scotland //"" \\ // ""\\ @cee.hw.ac.uk
"""""""""""""""//"" \\=======// ""\\""""""""""""""""""""""""""
"""""""""""""""//""" \\ BSM // ""\\""""""""""""""""""""""""""
"""""""""""""""""""" \\===// """""""""""""""""""""""""""""""
_//
_/

"You think I'm scared of girls,
well maybe but I'm not afraid of you" - Greg Dulli,
The Afghan Whigs
(c) 1993 Blast First

1699. Re: MPEG player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 19:38:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94116.153821STIRRE31@MAINE.MAINE.EDU>
Source record: 188543

That sounds great!!!! Hurrah for Brainstorm!
-scott tirrell

1700. Re: GFA BASIC -> GFA BASIC for WINDOWS

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 19:39:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dbd8023@daggskim.ct.se>
Source record: 188127

> From FELDAK79@SNYONEVA.CC.ONEONTA.EDU
> [...]
> As long as you stay clear of machine specific peeks, pokes, and
> hardware registers, etc. most GFA commands should translate smoothly
> over to the PC. Don't forget that the PC versions were developed after
> the Atari versions so compatibility was most likely retained.

True. This is of course assuming *.LST format files.

However, there are a few things to watch out for...

Atari-style comments using "!" at end of rows will not be recognized, e.g.

a=1 ! atari comment

will import on the Windows version as

' ==> a=1 ! atari comment

In other words, the entire row will be commented out. If your code has been commented in this way, the easiest fix is to do a global search and replace, < ! > for < // >, note leading space so as not to strip logical variable tags. Going the other way is no problem, since the Atari version recognizes // and /* style comments on a row and changes it to !-style.

There are a few variations on "standard" commands which will surprise one and not be recognized in the Windows version. From memory, I believe that function calls without brackets is disallowed,
' ==> a=FN funky
(must be defined and used as FN funky() instead)

' ==> ABSOLUTE a,*b
(not possible at all)

and so on. In general, one must after import do a search for the ==> tags to correct the more obvious problems, redo any system specific calls (which were cleverly tucked away in one-off procedures/functions, right?), and then seriously review the code with regard to variations on version limits to variables and arrays, Intel-format number storage, what have you.

It is by no means as bad as going to another BASIC, but I would not want to redo a larger program under stress...

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1701. The new guard speaks

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 19:49:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pjr7q$hrs@mailer.fsu.edu>
Source record: 188541

Howdy,

As previously posted by Jeff Weiner, I will be taking over the management of the Atari archives at Umich. I'll be posting some FAQ's and stuff in the near future. I believe my goals are similar to Jeff's, in that I want atari.archive.umich.edu to continue to be the best ftp repository of Atari software in the world.

Please take the time to thank Jeff (weiner@terminator.rs.itd.umich.edu) for his years of service to the Atari community. The Atari archives at Umich are largely responsible for making my Atari computer purchases something other than an expensive mistake. I have no doubt that others feel the same way. Jeff, thanks a zillion!!

Hmmm, I wonder if the IRS will let me write off a Falcon now, for testing purposes . . . :-)

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1702. Edith Professional Desktop Text Editress---Beta Testers

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 19:56:39 UTC
From: avg@cwi.nl
Message-ID: <Covu2G.LHv@cwi.nl>
Source record: 188210

The final beta version of Edith, the text editress, is ready for
a small distribution. We (speaking on behalf of ZFC, not my employer
mentioned below) need a few more, EXPERIENCED, beta testers.

Especially interesting are the following configurations:

- Terabytes of memory in order to test Edith on large files
- Eagles, Medusas
- A machine with only 512K of memory
- People who frequently work in ST or TT Low resolutions
- People making heavy use of minix file systems
- People who regularly edit binary text files
- Extremely naive users (proof required---if your request comes
through e-mail without trouble, then you are not our wo/man.)

Please reply to this message by e-mail if you are interested. Please also
do so if I promised to send you a beta but failed to do so :-)

Thank you,

Annius Groenink.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1703. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 20:49:43 UTC
From: thebear@sage.cc.purdue.edu
Message-ID: <thebear.767393383@sage.cc.purdue.edu>
Source record: 188540
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

tew2510@tamsun.tamu.edu (Timothy Emil Walsh) writes:

>>
>>I'm not sure if I can beat Dick Leech, but my girlfriends dentist (Dayton, Oh)
>>is named Harry Hole. (Hole isn't so bad for a dentist, but Harry?!?)
>>

>Ok, maybe not as good, but we had a girl on our HS basketball team:

>Fonda Cox

>Gotta take years of psychotherapy for someone to overcome that . . .

I knew a girl by the name of Dusty... Dusty Sheets. What's worse she had
a sister named Satin Sheets, and a brother with an equally funny name but can't
remember it.

Grizzly

+--+
| Beware, we are generation "X". Left behind for Big Brother and his |
| Clipper Chip. With not even the freedom to buy a gun. He is watching...|
| Let us hope he hears our cry..."Encrypt your data, buy a gun, and wait |
| for the revolution!" |
++
| thebear@sage.cc.purdue.edu |
+--+

1704. Re: Is there an MINI-DISC Scsi System

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 20:56:10 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2dbd8146f9f2cf@traveller.freiburg.sub.org>
Source record: 188093

Alexander Thomann (alth@stud.uni-sb.de) wrote:

> I am searching for inf about an MINIDISK DRIVE based on SCSI

What do you mean? The stuff from SONY?

I don't think they sell it yet...

And even if they will some time - the Data MiniDisc uses an own, fixed,
filesystem - similar do CD-ROMs.
So it won't be usable at all with an Atari, until there are drivers (like an
XFS for MiNT or someting).

/\|ex.
--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101 * VNet 46:9490/231 * KultNet 23:550/5 * Fido 2:2476/803
Traveller-Box +49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

1705. Re: Upgrading an 1040STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 21:38:01 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767396281@Euston>
Source record: 188532

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>Hello,

> Can anybody tell me how I can upgrade the memory of my 1040STE?
>Somebody told me I can just stick in 1MB SIMMs, but which do I need? How
>many ns and do I need 8 or 9 bits?

>Thanks in advance,
> Ivo van Poorten.

Yup, get 1meg SIMMS (you may need SIPS, which are harder to upgrade - the
early ones used these).

It doesn't matter if you get 8 or 9 bit SIMMS - the extra bit is only
used by PC's for parity checking - the ST just ignores the extra bit.

The ST accesses memory at 150ns for <2megs, and at 120ns for 4megs - so
anything less than 120ns is fine.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1706. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 21:44:39 UTC
From: scratch@lamar.ColoState.EDU
Message-ID: <Covz2F.6J8@yuma.ACNS.ColoState.EDU>
Source record: 188531
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

Please get off of this group if you are just going to compare
odd names of people. The original post with this subject title
had nothing to do with this group and now this current conversation
is just STUPID. You are wasting band-width -

GO! SHHOOOO! SCATT! SCSRAMMM!

Go away, ya bother me.

Thanks,

Adrian

1707. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 22:05:49 UTC
From: rsi@ingorant.scubed.com
Message-ID: <1994Apr26.220549.19520@scubed.com>
Source record: 188534
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

In article <2pjcro$bjq@tamsun.tamu.edu>, tew2510@tamsun.tamu.edu (Timothy Emil Walsh) writes:
|> >
|> >I'm not sure if I can beat Dick Leech, but my girlfriends dentist (Dayton, Oh)
|> >is named Harry Hole. (Hole isn't so bad for a dentist, but Harry?!?)
|> >
|>
|> Ok, maybe not as good, but we had a girl on our HS basketball team:
|>
|> Fonda Cox
|>
|> Gotta take years of psychotherapy for someone to overcome that . . .
|>

I've been trying not to get dragged into this thread, but here goes:

Years ago, I worked with a guy named Mikeal Hunt. Strange spelling,
but everyone called him Mike. So one day I walked into the
secretary's office. She was a staid, polite woman in her forties,
and she smiled at me and said, "Hi, have you seen my cunt?"
Or that's what my ears heard, anyway.

I stared at her for a full minute, trying to think of an
appropriate response. Finally, I said, "No, I haven't seen
Mike Hunt."

Then I turned and ran out of there.

--
Randall Ingermanson (rsi@scubed.com) /| /| MAXWELL LABS
S-CUBED owns my soul; it disowns my opinions. ______/ | / |__________________
"Is not a quine" is not a quine; |/ S-CUBED Division
"`Is not a quine' is not a quine" IS a quine!

1708. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 22:10:00 UTC
From: Arndt_Baecker@w.maus.de
Message-ID: <199404270010.a4300@w.maus.de>
Source record: 188056

In Msg A21934@AC2, cb170@city.ac.uk wrote:

HBJ>This is good news -imagine Calamus SL + T36 + NVDI. Extremely
HBJ>powerful and fast setup!!

hmmm, i own just this machine (mega st4, T36, SL + NVDI) and the
system-performance is only a little bit under a normal TT.
i am waiting for the 'multiboard' from the same developer (german company heyer
& neumann) providing TOS 2.06, 2 SIMM-sockets (for normal pc-simms;
1Mbit/4Mbit) and a graphic-card adaptor for normal PC-ISA ET4000 cards.
costs about 300,-deutschmarks (~ 180 us$). available in june/july 94.

Ciao, Arndt.

1709. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 22:22:32 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr26.222232.6926@bradford.ac.uk>
Source record: 188544

Roger Sheppard. writes:

: But there is a button to let you create a Folder/Directory
: in the Zip or Disk, the disk one does not work, it comes up with a dialog
: box stating unable to find folder....

: This option is very handy to set up a TEMP folder to extract in...

This is a bit annnoying, but personally, I always have an unused chameleon as one of my DA's, so with UIS III installed, I can always do these basic file management functions anyway, anytime.

You could always tell Vincent Pomey of your probs. He is on Email, the address is in the doc files. He has already fixed a few things I have told him about over the past few months.

Steve Taylor.

1710. Re: MiNTNET

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 22:29:38 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr26.222938.7343@bradford.ac.uk>
Source record: 188545

: I've seen some files popping up around which have something to do with MiNTNET, what is that. They are packed with a strange extention (I don't remember which one, TGZ?).

I don't know about MiNTNET, but it sounds interesting. TGZ is the filename standardization of .tar.gz (tarred then Gzipped) Under unix, it is likely that you type 'gunzip {filename}', but I have forgotten the command for tar. I think you have to tell it not to use a tape drive by default or something.

I think GEMAR on the Atari will TAR/UnTAR a file for you, although I have never tried it.

Steve Taylor.

1711. Re: MiNTNET

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 22:39:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cow1Lv.41B@cix.compulink.co.uk>
Source record: 188105

>T, what is that. They are packed with a strange extention (I don't remember w
>hich one, TGZ?).

I think thats:

TAR + GZIP

So you need a copy of both these programs.

Un GZIP the .TGZ and rename the output as .TAR

Then run TAR on the .TAR file.

At least I *think* thats what I did!

:-)

Roland.

@CiX

1712. Interface to Rom Port

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 22:43:31 UTC
From: mike@io.org
Message-ID: <2pk5ej$a5c@ionews.io.org>
Source record: 188101
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Has anyone here done any interfacing to the ROM port of a 1040 ST FM
(or other machine .. same port I presume) ?

I've been looking for a 20/20 edge card interface to the port that I
could use to connect to a solderless breadboard.

Other than etching one myself, anyone know of a source for this kind
of thing?

Mike

--
==
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==

1713. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-26 23:14:02 UTC
From: choppe@hubcap.clemson.edu
Message-ID: <choppe.767402042@hubcap>
Source record: 188549
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

I hate to waste bandwidth on this thread, but alas, I knew a guy
up in ALbany NY named Haywood Jablome, go figure.

1714. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 00:07:55 UTC
From: <>
Message-ID: <2pkacr$3gs@mother.usf.edu>
Source record: 188550

In article <2pjd6v$cfp@taloa.unice.fr> desnogue@mimosa.unice.fr writes:
>In article <2pjbsu$mu@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
>|> If you want to buy a lisence from me to use code that will draw characters
>|> fast, maybe we can work something out. Send me email at
>|> tmiller@suntan.eng.usf.edu.
>
> I just cannot believe someone would pay for that... I wrote
>mine and they're as fast as possible (different ones for mono
>and 640x200, and different alignments). I'd NEVER ask anybody
>to pay for giving them away !
>
>Laurent

What, are you going to get on my back for doing something perfectly reasonable? If you can'd do something yourself, you pay someone else to do it. It's not like I'd charge him anything significat... just a token amount so he knows I'm serious. He said he couldn't get it to be fast. I could. Therefore, if he wants me to help him, he'll buy use of my code. Simple. If you want to write your own, that's fine with me. If he wants to write his own, that's also fine. If he wants to use my code, he'll have to pay for it. That seems perfectly reasonable. If I do work, I want to be paid for it. I spent months figuring out different ways of drawing characters before I finally came up with what ANSITerm has. I'd like to see YOU write a terminal program as fast as ANSITerm 1.91. To you and I NOW, it's a simple problem. I could recode it in an hour just because I type slow, but that's after having figured it all out. Figuring something out can be the hard part when you have no experience with it.

1715. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 00:25:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pkbdo$3p6@uqcspe.cs.uq.oz.au>
Source record: 188103

root@vega. (0000-Admin(0000)) writes:

>I find this very surprising. From what I heard there was a crash for
>any Mac program in which the machine language had been hand optimized,
>as the emulator was essentially a "Mac-C" emulator, as opposed to a
>Mac-Assembler editor. The emulator was so rushed, and so under-manned
>(1 person did it), that the approach he took was to emulate code generated
>by one of the only two official c-compilers used by developers.

>But this is hearsay.

Sounds straight-out wrong. The 68030 isn't really a very complex chip.
I could write a simple emulator in a day. The tricky part is making it
run FAST. Making it WORK is easy.

Especially since any program written in C will be simply recompiled for
the PowerMac - only those hand-written in assembler will be left emulated
(eventually).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1716. Elite 2 speed.

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 00:30:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pkbn4$425@uqcspe.cs.uq.oz.au>
Source record: 188102

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>>Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.

>I also here that the PC version is far better...!!

It isn't. The graphics is practically identical on all platforms.
It might be a bit slow on an ST though, and so it would be better on
a fast PC. I've only seen it running on my TT.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1717. Re: Planes vs chunky mode (was: Re: A Falcon Developer Speaks about Doom..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 00:42:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pkceh$4ik@uqcspe.cs.uq.oz.au>
Source record: 188104

bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:

>Planes are NEVER faster to use than chunky modes, I mean 8 bitplanes vs
>1 byte/pixel and 16 bitplanes vs 1 word/pixel.

Yawn. Old argument. With bitplane modes, you don't have to draw on all
bitplanes. This isn't much use in a general graphics environment (eg. VDI),
but with direct access, all sorts of amazing effects are possible.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1718. Re: WANTED Calamus to falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 00:54:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pkd51$51c@uqcspe.cs.uq.oz.au>
Source record: 188106

Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:

>AL>If someone has Calamus to falcon030

Calamus SL runs in any resolution, except maybe truecolor. I run it in
1152x816x256colours.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1719. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 01:03:42 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.767408622@Paddington>
Source record: 188107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mm68@unix.brighton.ac.uk (Allanon) writes:

>I used Hisoft C (it was free with some mag) and hated it...compile not
>interpret IMHO!

Interpreting is useful for debugging purposes though

--

Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
Treat Her Like A Lady And She'll Always Bring You Home

1720. Help finding Hybrid Arts/Barefoot Software

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 01:28:03 UTC
From: messina@duke.lanl.gov
Message-ID: <MESSINA.94Apr26192803@duke.lanl.gov>
Source record: 188110

Hi,

I'm trying to get ahold of Hybrid Arts/Barefoot Software.
I own a very old copy of SMPTE track and need a more modern version.
I've been trying to reach them for a while.
The last number I have is from the May 1993 issue of EM.
I've tried calling it and get the message that the number is being changed
and there is no info on the new number.
This message has been on there for a while.
I've tried calling information, they have no info on Barefoot software.

So, I am stuck with this old copy which syncs to SMPTE flawlessly,
but has no graphic editing environment at all.

I fear they are dead.
If this is true does anyone know where I can get a more modern version.

Also, does anyone know if any other sequencers work with the Hybrid Arts
SMPTE box.

Thanks for any info,
Mike

messina@killdeer.lanl.gov

1721. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 01:48:49 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2pkga1$ndh@acme.gatech.edu>
Source record: 188117

In article <2pi475$qa7@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:

>The figured I heard claimed that the GEMulator wasn't even up to ST speed on a >486-66.

It all depends on various factors. The cache size, the amount of RAM (GEMulator will use virtual memory for ST RAM), the graphics card, and whether you're running under DOS, Windows or OS/2. can all make big differences in performance. I should be getting my GEMulator this week. I have a 486DX2-66 w/256k cache, VLB graphics card, and 16 Mb of RAM. When I get it, I will test it out under all 3 above OS's and post my results.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1722. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 02:01:53 UTC
From: abarbiero@delphi.com
Message-ID: <xg4Pbhp.abarbiero@delphi.com>
Source record: 188108

<abarbiero@delphi.com> writes:

>Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.

Make that 23,000 copies!!

Andreas@AEO

1723. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 02:13:38 UTC
From: abarbiero@delphi.com
Message-ID: <5CyuDBq.abarbiero@delphi.com>
Source record: 188109

The GEMulator will run at about the same speed as a MegaSTe when run on a 486DX-66. There were some problems with running a clock doubling Intel chip, but I believe this has been fixed.

Everyone should realize that there is NO hardware support for the ST/STe with the Gemulator, so you can only expect TOS apps to run sucessfully. With the price of used STe's (I just sold a MegaSTe4 for $250) there is no reason to get one of these items UNLESS you want to run Calamus or something on a PC at work.

Andreas@AEO

1724. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 02:21:21 UTC
From: rnewman@josquin.media.mit.edu
Message-ID: <1994Apr27.022121.7988@news.media.mit.edu>
Source record: 188112
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

In article <choppe.767402042@hubcap> choppe@hubcap.clemson.edu (Chris Hoppe) writes:
>
> I hate to waste bandwidth on this thread, but alas, I knew a guy
>up in ALbany NY named Haywood Jablome, go figure.

I don't understand what any of the messages on this thread have to do
with IBM PC games (or Amiga games, or Atari games, or Mac games)
--
Ron Newman MIT Media Laboratory
rnewman@media.mit.edu

1725. WANTED: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 02:23:13 UTC
From: arcana@netcom.com
Message-ID: <arcanaCowByq.L9x@netcom.com>
Source record: 188096

I was wondering if anyone could help a friend who will need to have access to an Atari 1040ST in May. They are flying in from out of the country to record in a music studio, but can't take their ST with them. What they want to do is to rent or buy an ST when they get here in the states. Could anyone be so kind as to help by pointing them in the right direction to where they can buy or rent an ST in Chicago? Their e-mail address is: 100070.563@CompuServe.COM

Thanks!

-Jeremy

1726. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 02:30:12 UTC
From: abarbiero@delphi.com
Message-ID: <5izN7zk.abarbiero@delphi.com>
Source record: 188111

Allanon <mm68@unix.brighton.ac.uk> writes:

>I only wanted to keep my account after I left so that I could keep tabs on
>whct was going on the Atari world and keep in touch with the Atari folks I
>had come to rely on for support and answers to my questions...Atari Corp
>being what they are this is my best source of information.
>
>Michael

Remember there are a lot of people to support Atari users out there,
and a single message to AEO or AtariUnited! personnel will result in some
action!

Andreas@AEO

1727. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 03:24:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pkltg$no3@golem.wcc.govt.nz>
Source record: 188128

] P.S. I'm on Mission 8 Phase 3 at the mo' - does anyone know of any tips/
] supa dupas around ?

AFAIK there are only 2 supa-boostas before Mission 9. Both are on
Mission 8, Phase 3!

1:

Bottom right of the map and then to the left a bit is a tree, (looks like
a fern). Blow it up and there is a Missile Boosta which gives you 50
heat-seeking missiles. Another bug appears here, sometimes if a squad
member is killed, or you split up the group, the missiles revert to
standard bazookas!

2

Top left of the map, (accessed by a path near the bottom left), there is
a palm tree with a Rank-Boosta under it. Makes a trooper an instant
General!

Anyone found any others? 'Secret' areas?

1728. Re: Mod player/tracker and Stereo Replay

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 03:25:50 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pklvu$no3@golem.wcc.govt.nz>
Source record: 188129

Esion Tracker was capable of playig MOD's through a STereo Replay.

As is 'Sync' (aka, Audio Sculpture).

1729. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 03:43:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DMA4xMelRaA@semprini.waterloo-rdp.on.ca>
Source record: 188073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Apr25.074832.16356@unix.brighton.ac.uk>, Stephen Ticehurst writes:
> Is there such a thing as a C interpreter? Surly it would be too slow with
> having to include all the header files and libraries etc..

They do exist (there's one called C-Breeze and one called C-Envy I
think), but I have no idea how they work... They're probably quite fine
for learning C syntax (pointers can be hell until you figure them out,
especially on a machine without memory protection).

> I've just started to dable with Sozobon C which is PD, my version is pretty
> old and doesn't include libraries for GEM - but I think I have seen these
> libraries around.
>
> Don't know if this is a good compiler or not - but it does what I need

That's pretty much the definition of a good compiler. If you grab Heat
& Serve C 1.33i (hsc133i.*? on atari.archive? down in Languages), it's
a decent C compiler, with nice GEM libraries.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1730. Re: Gnu C fault???

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 03:47:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.58YuQnYiek6@semprini.waterloo-rdp.on.ca>
Source record: 188074

In <2pgne9INN296o@rs1.rrz.Uni-Koeln.DE>, Jan T. Kim writes:
> In <H.eg.OR2&NBnPK4k@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
> >gcc -O -o fahr.tos fahr.c -lpml
>
> >Worked for me, without -O worked, too. -lpml isn't necessary, really.
> >I've got gcc 2.5.8 and the latest version of the MiNT libs.
>
> I could reproduce the bug on ma Atari TT with gcc 2.4.5 and gas 2.2. The
> bug is not triggered when using double instead of float or when
> compiling with the -m68881 option. Optimization makes no difference.

This bug might be in gcc 2.4.5 then; I'm almost positive I've got the
same gas.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1731. Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 04:00:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2pko15$nv9@golem.wcc.govt.nz>
Source record: 188098

In article <1994Apr26.080800.25104@peavax.mlo.dec.com>, bouronm@trout.ime.dec.com (Marc CR Bouron) writes:
>Hi People,
>
>I'm looking at expanding my HD storage and have almost decided that the
>Quantum LPS270S would be the way to go. Does anyone have any opinions and/or
>experiences of this piece of kit, good or bad? I have an ICD ADscsi adaptor
>in a big (mostly) empty box with my first HD...
>
>Cheers,
>
>[M][a][r][c]
>

>** Marc CR Bouron ** Digital Capital Markets. **

Well the old ICD Host will not work with the Quantum, the Later
AdSCSI does..

I am using a Quantum LPS240s with a ICD Micro Host and its great...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1732. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 04:49:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pkqt7$ogt@golem.wcc.govt.nz>
Source record: 188097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Like I said, I've never seen it; C interpreters are evil, IMHO.

Lazer C. There's an add-on interpreter for Lattice or Pure C (I forget
which!)

1733. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 05:05:03 UTC
From: devin@qedbbs.com
Message-ID: <5aDFLc2w165w@qedbbs.com>
Source record: 188115
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st

Well, I've a name to top 'em all. This poor guy was one of my high school classmates. A lot of people didn't know why he called himself "P.V." We all assumed it was because we wouldn't be able to pronounce his true Vietnamese name. I later found out his true name (hence the initials) was "Phuc Vu". I swear I'm telling the truth. I remember our history teacher was calling role for the first time and he got to Vu's name: "Uh, this guy's last name is Vu..." I don't know how he kept a totally straight face. Needless to say, PV spoke up quickly.

---
devin@qedbbs.com (Devin Wong) or qed!devin
The QED BBS -- (310)420-9327

1734. Llamazap on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 05:36:41 UTC
From: steve-j@teleport.com
Message-ID: <2pktl9$ke5@elaine.teleport.com>
Source record: 188206

In article <CovL8n.DC4@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>
>Anyone out there know how to build a Jag Joypad compatible joystick for my f030?
>I downloaded Llamazap from a.a.u.e (what was it doing there anyway - isn't it
> comercial?) and I want to play, but I buggered if I'll spend 25 (uk) on a
>joypad just to play one pre-release version of a game (even a Jeff Minter).

Llamazap on atari.archive.umich.edu is an incomplete beta copy of
the game from January 1993 (the game wasn't finished until about
6-8 months later). Yes, it IS surprising to see it there, but
unless the SysOps at a.a.u.e KNOW it's a commercial game, they
can't know that it's illegal to post. Maybe someone should tell
them.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1735. SEMPTE Track 7.1 upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 05:43:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbe0cfa@p10.secom.ct.se>
Source record: 188068

forwarding a question from one of our members (without a modem:-)
Please reply in this conference or mail an answer to:
stein_arne_jensen@p10.secom.ct.se

1736. Re: Is there an MINI-DISC Scsi System

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 05:43:05 UTC
From: steve-j@teleport.com
Message-ID: <2pku19$kl9@elaine.teleport.com>
Source record: 188205

In article <2pis3m$8vm@stud.uni-sb.de>,
Alexander Thomann <alth@stud.uni-sb.de> wrote:
> I am searching for inf about an MINIDISK DRIVE based on SCSI
>
> for the ATARI MEGASTE 4/270

I don't think SCSI MiniDisk data drives have been released yet,
but a SyQuest 3.5" drive is a much better deal -- MiniDisk
barely even equals single-speed CD-ROM drive performance!!!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1737. Fido software via FTP?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 05:48:38 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.jAAiL_wNIrM@albemuth.equinox.gen.nz>
Source record: 188079

Hi there,

Can anybody suggest any good FTP sites, with Atari Fido software
available. I've had a look at ftp.tu-clausthal.de and
ftp.uni-paderborn.de already, but am looking for more than what they
have around. Any suggestions??

Cheers,
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis -> 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1738. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 06:10:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbe1041@p10.secom.ct.se>
Source record: 188219

```
HH> From Holger_Haslbeck@la.maus.de (Holger Haslbeck)
HH>
KL>> Could somebody please tell me if a 4th version of Gfa basic will
KL>> ever be made. I have heard from different sources different
KL>> answers.
HH>
HH> There is a german company (Richter Distributer) doing Basic 4.0 which
HH> is GFA
HH> Basic 4.0. But many people believe they won't get it ready...
HH>
```

Isn't the reason for calling it BASIC 4.0 instead of Gfa Basic 4.0 the fact that they're developing it in C instead of Assembler, and Gfa meant this just wasn't good enough?

1739. U.S. and Canadian Atari mags.

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 06:12:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbe10ee@p10.secom.ct.se>
Source record: 188213

magazines in the US and Canada.

It would be nice with a few recommendations as well.
Today I only know, and subscribe to "Current Notes".

1740. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 06:16:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbe119d@p10.secom.ct.se>
Source record: 188211

```
CG> From cgra@se.alcbel.be (Chris Gray)
CG>
CG> Maybe I could set up a compressed RAMdisc using Maxidisk and then
CG> tell VRAM to use that as a swap partition? (<-8)-8
CG> ___________________________________________________________________
CG> Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,
CG> 2102
CG> ___________________________________________________________________
CG> Wear your propeller with pride!
```

Hey - that one REALLY sounds interesting! - but would it be possible???

1741. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 06:37:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbe1702@p10.secom.ct.se>
Source record: 188216

ST> One of the best things about the Atari user base is that it's made up
ST> of thousands of friendly enthusiasts who will always help other user
ST> if possable, and if they don't know the answer, they will probably
ST> know someone that does!

Couldn't agree more! That's exactly what we're trying to do here in Norway,
where support for dealers is almost non-existing!

ST> -*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
ST> /\/\/\/

1742. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 08:09:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbe2c71@p10.secom.ct.se>
Source record: 188217

```
>> This has now stoped do to the lack of new games, facts not fiction,
>> also UK mags have very little reviews of New Games in them facts
>> again..
OG>
OG> ST Review is a UK magazine. We are not interested in games that much,
OG> so even if 20 are released this month, only 2 or 3 will be covered.
OG>
OG> -------------------------------
OG> Ofir ogal@cix.compulink.co.uk
OG> -------------------------------
```

Could not agree more. When members of our usergroup ask for a recommendation for a UK glossy mag - I always end up with you - and I havn't received any complaints so far :-)

You're also the only UK mag who bothered to mention the existence of our user group here in Norway! Thanks!!

1743. Re: wind_redraw()

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 08:16:27 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pl70r$fic@percy.cs.bham.ac.uk>
Source record: 188118

cc103@city.ac.uk (NORMAN S L) writes:
>Does anyone know how to use the wind_redraw() function in Lattice C v5.5
>or 5.6. I have been trying for ages and can't get it to work, any help
>would be gratefully appreciated, such as source code or pointers on how
>to use.

The value that your called function returns *used* to be
mis-documented, I'm not sure if the new manuals have been corrected.
At any rate, check the example code for rc_intersect() to find the
real behaviour expected!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1744. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 08:19:41 UTC
From: sig_groe@ask.gih.no
Message-ID: <sig_groe.96.0@ask.gih.no>
Source record: 188116
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

In article <Covz2F.6J8@yuma.ACNS.ColoState.EDU> scratch@lamar.ColoState.EDU (Adrian Corral) writes:
>From: scratch@lamar.ColoState.EDU (Adrian Corral)
>Subject: Re: THIS MAY INTEREST EVERYONE...
>Date: Tue, 26 Apr 1994 21:44:39 GMT
> Please get off of this group if you are just going to compare
> odd names of people. The original post with this subject title
> had nothing to do with this group and now this current conversation
> is just STUPID. You are wasting band-width -
>
> GO! SHHOOOO! SCATT! SCSRAMMM!
>
> Go away, ya bother me.
>
>
> Thanks,
>
>
> Adrian

Nah... i think this is cool... :)

-Ziggy-

1745. Re: How do I check the font proportional flag ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 08:21:02 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pl79e$fkn@percy.cs.bham.ac.uk>
Source record: 188119

perot@iris.amp.uni-hannover.de (Peter Rottengatter) writes:
>Hi guys !
>
>In the header each font features a proportional flag indicating
>whether the font is proportional or non-proportional. I just can't
>believe that a VDI programmer does not have legal access to this flag.
>Is there any way to check whether a particular font is proportional,
>apart from comparing the cell widths of each character ?

No, that's the only way to do it for bitmapped fonts (not a big deal
really, you're only comparing 256 numbers). For Speedo fonts, there is
a flag in the font header which you can get from the VDI in a legal
way (using vqt_fontheader())

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1746. Re: Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 08:23:12 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pl7dg$fld@percy.cs.bham.ac.uk>
Source record: 188120

weiner@terminator.rs.itd.umich.edu (Jeff Weiner) writes:
>After 5 or so (I've actually lost count) years at the helm of atari.archive,
>I'm calling it quits. I'd like to thank everyone for their assistance,
>insightful comments, grad school recommendations :), guest accounts,
>pints of beer, offers of lodging, damn funny jokes, enthusiasm, support
>during the great archive-closing fiasco of '92, t-shirts, and last but
>not least, putting me in the credits of games, during my stay here. It
>was certainly a long, strange trip, and it wouldn't have been the same
>without you.

Cheers Jeff! You've done a fine job...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1747. Re: Bare SCSI Hard-Drive to Falcon - How?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 08:50:12 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Cowtvo.L6I@barclays.co.uk>
Source record: 188122

Remove the ICD interface from the drive and get a cable to connect between the SCSI II port on the Falcon to the HD. Depending on what sockets your HD case has, you may need to run a ribbon cable from the drive itself to the casing which terminates in a SCSI 1 type connection. Then you have a cable that connects that to the Falcon. Should cost about 20-30GBP all in. Most places that sell Falcons should be able to furnish the required cables.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1748. Quartet to ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 08:52:49 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2pl952$19e@dunlop.cs.strath.ac.uk>
Source record: 188121

Hi, I posted a request for any info on transfering quartet .4V files
to some other format (ie any other format at all) and got zilcho
response - a big fat zero :-(

So does anyone have layout of how Quartet saves its files ?

OR has anyone already written a program to translate Quartet files
to another format.

OR does anyone have an email address for Microdeal and I'll try them.

Any help welcome.....

Ronnie
------
rgibson@uk.ac.strath.cs

1749. Good behaviour!?!

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 09:06:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbe396f@p10.secom.ct.se>
Source record: 188220

on the COMP.SYS.ATARI conferences?

What about deleteing parts of messages you are replying to?

Any maximum for Sig length?

Anything else a "freshman" should now?

1750. Re: Mod player/tracker and Stereo Replay

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 09:10:28 UTC
From: ceebsm@cscd4c4.caledonia.hw.ac.uk
Message-ID: <CowutG.F20@cee.hw.ac.uk>
Source record: 188123

I just wanted to say that the Stereo Replay hardware is compatible
with the Playback hardware. This is supported by most new tracker
players/editors.

--
Barry S. Munro
ceebsm@clust.hw.ac.uk

1751. Pure C version 1.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 09:55:06 UTC
From: derose@i30fs1.ira.uka.de
Message-ID: <2plcpq$rbr@nz12.rz.uni-karlsruhe.de>
Source record: 188125

Dear Folks,

I am using the Pure C 1.0 compiler from ASH with my TT030 for 2 years
and I am very happy with it. Now I heard about a new version (1.1).
ASH informed me that it will cost 50 DM (~ Us$ 30) but they not
say anything about the new version (new features ?).

Did someone already used it ? Is it the money worth ?

Regards,

Cesar

1752. Re: Serious ST mags

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 09:55:51 UTC
From: djs@jet.uk
Message-ID: <1994Apr27.095551.6406@jet.uk>
Source record: 188063

In <766922553.23846@minster.york.ac.uk> andrew@minster.york.ac.uk (Andrew Hague) writes:

>David Stevenson (djs@jet.uk) wrote:
>> ... Especially as they keep giving away things that are not
>> Falcon-compatible (Timeworks, Calligrapher, etc).

>I find this comment a little disturbing David since you sold me your
>copy of Calligrapher Gold V.3 about a month before Calligrapher was
>on that cover disk. You knew I wanted it for my Falcon too. Hmmm..
I sold you Calligrapher in January. I got my Falcon in February, so I
did not know that there were problems at the time. Working Title had
said some time ago that it would run OK, so I sold it in good faith.
As you know by now, Calligrapher does work OK in 2 colour mode, but not
in colour modes. If I had known this at the time I would have warned you!
(Changing screen modes for each program is a real pain).

I only found out that the cover disk version didn't work properly from
someone else; until then I hadn't installed it because I didn't want it
any more.

>...I've never had any problems with the
>postscript driver yet either (which you were saying you had to hack
>around!) I admit it produces Postscript files that are absolutely
>enormous and I feel like hacking it myself too but only when I have
>the time.
I fixed some bad character mappings. I don't have the fixed driver any more,
I think. If I can find it, I'll forward it. I did not fix the
rounding problems that cause very bad PostScript drawing of non-builtin
fonts, as that would require knowledge of the proprietary font format.

The other big problem with the PostScript is that, for non-builtin fonts,
the characters are individually drawn with a batch of moveto/lineto directives.
This means that the character bitmap cache in your PostScript interpreter
is not used, and files get very large and print slowly.

>BTW. I noticed that on my version your name pops up on the info. dialogue
>box. Did Working Title do that at some point when you registrated
>your version?
Yes. When I bought Calligrapher I got a limited version. You then have
to send this off to get the proper version, which had my name stamped on
it. You have all the original disks and manuals. And, as I promised, I
did not keep any backup copies at all, so your version is perfectly
legal etc.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"We were lucky to get nil" - Tommy Docherty.

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1753. Re: wind_redraw()

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 10:00:13 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.767440813@Fowey>
Source record: 188126

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>cc103@city.ac.uk (NORMAN S L) writes:
>>Does anyone know how to use the wind_redraw() function in Lattice C v5.5
>>or 5.6. I have been trying for ages and can't get it to work, any help
>>would be gratefully appreciated, such as source code or pointers on how
>>to use.

>The value that your called function returns *used* to be
>mis-documented, I'm not sure if the new manuals have been corrected.
>At any rate, check the example code for rc_intersect() to find the
>real behaviour expected!

Have you got any example code though?

--

Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
Treat Her Like A Lady And She'll Always Bring You Home

1754. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 10:03:12 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <2pld90$o31@email.tuwien.ac.at>
Source record: 188124

In <2pjcve$cfp@taloa.unice.fr> desnogue@mimosa.unice.fr (Desnogues) writes:

> In article <2pjb84$ma@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
> |> I have already posted about scrolling on the Falcon. It has nothing to di
> |> with the structure of the screen memory... it can't... it's just moving
> |> memory, and there's no more memory for interleaved as byte-per-pixel.

> As long as you move vertically :)

The Falcon supports hardware scrolling in both vertical and horizontal
directions, as you should know. So it's no big deal... :-)

-nino
--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

1755. Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 10:04:00 UTC
From: djs@jet.uk
Message-ID: <1994Apr27.100400.6498@jet.uk>
Source record: 188064

In <1994Apr26.080800.25104@peavax.mlo.dec.com> bouronm@trout.ime.dec.com (Marc CR Bouron) writes:

>Hi People,

>I'm looking at expanding my HD storage and have almost decided that the
>Quantum LPS270S would be the way to go. Does anyone have any opinions and/or
>experiences of this piece of kit, good or bad? I have an ICD ADscsi adaptor
>in a big (mostly) empty box with my first HD...
I have the Quantum LPS270S, although it's connected to the SCSI-II port on a Falcon rather than to a ASCI->SCSI adaptor. It works well, and is pretty fast (better than my old LPS105S).

There was one problem which I did not resolve, although I think it may have been a software funny: When running DA's Picture, and using a partition on the Quantum for the virtual memory, the drive would sometimes `stick', and take 30 seconds to respond, during which the whole machine would freeze up. Switching the virtual memory to the internal IDE drive fixed the problem, which makes the Quantum suspect. However, I have not noticed such sticking problems with any other software, so it may have been DA's Picture's fault. Who knows?
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"We were lucky to get nil" - Tommy Docherty.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1756. CDROM driver with source wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 10:27:57 UTC
From: djs@jet.uk
Message-ID: <1994Apr27.102757.6639@jet.uk>
Source record: 188065

All of the CDROM drivers that I have found come without source code, so it's difficult to found out exactly why they are failing to talk to my NEC 2xi. Anyone know of any drivers-with-source available?

Anyone know where I can get the latest Atari drivers? I have 0.6, there is at least 0.7 available, apparently.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"We were lucky to get nil" - Tommy Docherty.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1757. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 11:09:50 UTC
From: pagan@meiko.co.uk
Message-ID: <2plh5u$jil@bart.meiko.com>
Source record: 188131

In article 82g@vishnu.jussieu.fr, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
>}the 'dbf' instruction branches until the value in 'd0.w' goes negative.
>}Your expression '320*200-1' yields the value 63999, which in twos
>}complement is already a negative number (-5537). So your dbf will exit
>}the loop after copying 1 longword.
>
> The dbf exits when your register goes from positive to negative, which
>means 0 -> -1. This rout works very fine, eventhough I wrote it here from memory, and I
>forgot the division by 2...which you could have corrected, since I must clear a 320x200
screen, with 2 bytes by pixel, with move.l => 320x200x2/4 = 32000, which is positive. But
>I'm pretty sure that dbf works even with values up to 65535, since I did it many times...

I think I agree as I have been bitten a couple of times when I accidently popped a
-1 into the loop instead of a 0, 1 or a 2 (there is a reason for this, honest) and
wondered why things got a bit slowwwwww.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

1758. Re: Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 11:14:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cox0I3.7HL@westminster.ac.uk>
Source record: 188132

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
[Loads and loads of stuff about what Jeff Weiner didat terminator]

: Cheers Jeff! You've done a fine job...

Yes, I'll second that. I've spent a lot of time at a.a.u.e, and it has been very enjoyable. Needless to say, I will carry on using it. Good Luck Jeff, in whatever you do next. For me you have set a standard for a software archive. 8)

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1759. Re: Is there an MINI-DISC Scsi System

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 11:14:14 UTC
From: petep@info.isbiel.ch
Message-ID: <2plhe6$s5i@vega.info.isbiel.ch>
Source record: 188146

```
Path: virginis!petep
Distribution: world
Newsgroups: comp.sys.atari.st
Followup-To:
References: <2pku19$kl9@elaine.teleport.com>
From: petep@info.isbiel.ch (Patrick Peter)
Reply-To: petep@info.isbiel.ch
Organization: Biel School of Engineering, CH-2501 Biel, Switzerland
Subject: Re: Is there an MINI-DISC Scsi System
Summary:
Keywords:

In article kl9@elaine.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
> In article <2pis3m$8vm@stud.uni-sb.de>,
> Alexander Thomann <alth@stud.uni-sb.de> wrote:
> > I am searching for inf about an MINIDISK DRIVE based on SCSI
> >
> > for the ATARI MEGASTE 4/270
>
> I don't think SCSI MiniDisk data drives have been released yet,
> but a SyQuest 3.5" drive is a much better deal -- MiniDisk
> barely even equals single-speed CD-ROM drive performance!!!

Sony presented their MiniDisk data at CE-BIT (german-computer-show) some weeks ago.
I heard that it should be on the market at autumn this year.
The latest C'T-edition (german magazine) had a short description included.
i don't now if a SyQuest 3.5" drive is a much better deal
- i heard with MiniDisc data you can also play and record the normal MiniDiscs
(so if you work with sound datas you will be able to store much more than
with a SyQuest)
- the MiniDisk data medium (120mb) will cost ~50DM
a SysQuest (115MB ?) will cost 150-200DM (i'm not shure about the SyQuest-prices)
- the discs are little
...
```

1760. Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 11:28:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <2dbe5c09@tnogobl.ct.se>
Source record: 188082

> ST/STE/TT/Falcon computer, is still available and supported. However, I
> am unable find a store that stocks it. J & J Computers, Murray, Utah, has
> already discontinued all their telephone numbers. Can someone point me in
> the right direction? (I need a FAX number, if possible.)

Well, the phonenumber to the support BBS in the US. is: 801-756-2901

But don't hope for too much, I ordered a copy of RATSoft on the 31/12-93 and
haven't seen or heard anything since then. The Author of RATSoft doesn't
answer my mails, the former Sysop on the support BBS didn't answer my mails.
The current sysop doesn't know anything!

The way they are handling their new customers really SUCKS!

Another Sysop I know has been waiting for his copy since February this year.

> --
> Victor Pang Electronic Music Laboratory MultiMedia Studio
> cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal
> Road National University of Singapore #04-22, Sim Lim
> Square
> Kent Ridge Singapore 0718
> Singapore 0511 Telephone: 339-1835
> Telephone: 772-2492/3 Telefax: 339-2680

-Mikke M.
mikke@tnogobl.ct.se

1761. Re: Linking with Prospero C

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 11:33:40 UTC
From: whitema@rtsg.mot.com
Message-ID: <2pliik$a3f@delphinium.cig.mot.com>
Source record: 188254

In article <Cov9qC.9Ex@bbc.co.uk>, David White <dwhite@rd.eng.bbc.co.uk> wrote:
>
>I'm having problems linking files using prospero C. I've created a .LNK
>file listing
> Program name
> Prospero C binary files (inc. CGEM)
> My own files
>In that order. both of my files compile fine, but upon linking it comes
>out with "External not satisfied" and lists all the AES calls I've used.
>Does anybody out there have details on how to do this properly? This has
>put a decisive brake on my GEM aspirations!
>
>-David White
>
>--
>---
> One STFM and going up |||
> david.white@rd.eng.bbc.co.uk |||
> # STANDARD DISCLAIMER # / | \
>---

I had this exact problem when I started using a link file. It should
be like this:

Program name
<link flags>
CFIRST
<your files>
CGEM
CLAST

(or very close to that)
email me if you want me to send you a working link file.

Michael
whitema@rtsg.mot.com

1762. Re: Upgrading an 1040STE

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 11:39:36 UTC
From: whitema@rtsg.mot.com
Message-ID: <2plito$a40@delphinium.cig.mot.com>
Source record: 188253

In article <Covoup.365@cs.vu.nl>, Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>Hello,
>
> Can anybody tell me how I can upgrade the memory of my 1040STE?
>Somebody told me I can just stick in 1MB SIMMs, but which do I need? How
>many ns and do I need 8 or 9 bits?
>
>Thanks in advance,
> Ivo van Poorten.
>
>

120 ns or faster, 8 or 9 bits (doesn't matter).

Michael
whitema@rtsg.mot.com

1763. Re: wind_redraw()

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 11:50:38 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pljie$j7l@percy.cs.bham.ac.uk>
Source record: 188135

cc103@city.ac.uk (NORMAN S L) writes:
>Have you got any example code though?

Yes, well it depends what you're redrawing obviously. Say you're redrawing a dialog in a window (not uncommon, nowadays), and your object tree is called 'tree' and is positioned correctly (that is, ob_x and ob_y are at the window work position.

```
int tree_redraw(int winh, const GRECT *r)
{
objc_draw(tree, 0, 8, r->g_x, r->g_y, r->g_w, r->g_h);
return 1; /* it might be 0, check the the documentation */
}
```

Is that what you wanted?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1764. Re: MiNTNET

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:14:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1740@usdtsg.DaytonOH.NCR.COM>
Source record: 188153

In article <1994Apr26.222938.7343@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>I don't know about MiNTNET, but it sounds interesting. TGZ is the filename
>standardization of .tar.gz (tarred then Gzipped) Under unix, it is likely
>that you type 'gunzip {filename}', but I have forgotten the command for
>tar. I think you have to tell it not to use a tape drive by default or
>something.

I generally use "tar -xfo filename.tar" on the unix box here,
and "tar -xf filename.tar" on my Atari. The "o" in the first one
I think sets the file ownerships to you on extraction...

As for gzip, I think the syntax is "gzip -d filename.z"...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1765. Re: MiNT, sockets, etc

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:20:10 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2pll9r$l9a@nasim.sta.sub.org>
Source record: 188095

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:

> Yes. Probably. I've installed this stuff on my Falcon - problem is that
> the falcon serial driver doesn't work properly yet. Trying.....
^^^^^^^^^^^^^^^^^^^^

Where did you get one?? What's it called? Who has done it?

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1766. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:22:18 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994Apr27.122218.21566@solaris.rz.tu-clausthal.de>
Source record: 188140

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
: >I am currently working on "The Superb Sample Editor" for the Falcon which
: >eventually aims to be able to do anything you want to do to a sound sample.
: >It will be shareware - first version will be released in a few weeks time.
: >Currently in beta-testing...

Please make it run on VGA! I don't want to switch to my old TV everytime.

bye,
Chris

1767. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:22:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1741@usdtsg.DaytonOH.NCR.COM>
Source record: 188159

In article <2pkacr$3gs@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
>In article <2pjd6v$cfp@taloa.unice.fr> desnogue@mimosa.unice.fr writes:
>>In article <2pjbsu$mu@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>|> If you want to buy a lisence from me to use code that will draw characters
>>|> fast, maybe we can work something out. Send me email at
>>|> tmiller@suntan.eng.usf.edu.
>>
>> I just cannot believe someone would pay for that... I wrote
>>mine and they're as fast as possible (different ones for mono
>>and 640x200, and different alignments). I'd NEVER ask anybody
>>to pay for giving them away !
>>
>>Laurent
>
>What, are you going to get on my back for doing something perfectly
>reasonable? If you can'd do something yourself, you pay someone else to do
>it.
[STuff deleted]

Tim, I think why he got annoyed is that generally the folks on the
internet (particularly those involved in the various aspects of
Gnu-software) work under the concept of free and shareable software,
thus why the source code for so many things (like MiNT) is
available to all. I'm not sure he was trying to "hire" you to
do the code somuchasto simply ask for help/examples. I could always be
wrong though (as I have the knack to be at times ;-)

The internet is a whole world unto itself (watch the reactions
people get when someone is trying to sell something commercial
over the net - like for instance the "green card" dude from
a couple weeks back - major flamage goes on)...

Oh well, life goes on (and on and on... :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1768. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:27:42 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr27.122742.7163@bradford.ac.uk>
Source record: 188136
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games,comp.sys.ibm.pc.games.misc,alt.games.doom

God, this thread really has dragged all the small-minded lamebrains out of the woodwork, hasn't it. I thought there used to be a general reasonably intelligent level of discussion, but I notice that none of those who generally post have been seen dead near this thread.

If you must waste net-bandwidth with this crap, please keep it within the confines of groups where only sad people like yourselves hang out.

Any continuations of this will sadly be missed by myself, as all its authors have been dumped into my killfile.

Have fun, kids.

Steve Taylor.

1769. Re: New Atari Magazine!exit

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:27:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1742@usdtsg.DaytonOH.NCR.COM>
Source record: 188237

In article <5izN7zk.abarbiero@delphi.com> abarbiero@delphi.com writes:
>Allanon <mm68@unix.brighton.ac.uk> writes:
>
>>I only wanted to keep my account after I left so that I could keep tabs on
>>whct was going on the Atari world and keep in touch with the Atari folks I
>>had come to rely on for support and answers to my questions...Atari Corp
>>being what they are this is my best source of information.
>
>Remember there are a lot of people to support Atari users out there,
>and a single message to AEO or AtariUnited! personnel will result in some
>action!

This is true. Or if ya got a couple bucks to spare each month,
you could always hook into one of the services like GEnie or
Compuserve. As long as you stay out of the general chat lines (not the
Atari RTC but the online games, etc) your bill won't be that bad,
and you'll have access to a number of developers, etc (and, oh yeah,
what's his name again? uh... Bob Brodie ;-)

There are also some internet accessing BBS's, so those are always
another way to go. I agree though, the net is a nice place
to learn...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1770. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:31:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1743@usdtsg.DaytonOH.NCR.COM>
Source record: 188161

In article <1994Apr27.022121.7988@news.media.mit.edu> rnewman@josquin.media.mit.edu (Ron Newman) writes:
>In article <choppe.767402042@hubcap> choppe@hubcap.clemson.edu (Chris Hoppe) writes:
>>
>> I hate to waste bandwidth on this thread, but alas, I knew a guy
>>up in ALbany NY named Haywood Jablome, go figure.
>
>I don't understand what any of the messages on this thread have to do
>with IBM PC games (or Amiga games, or Atari games, or Mac games)

Sorry for disabling your "/dev/null" ;-) but just to answer you,
it's because someone decided to cross-post it to a number of
groups, not just this one. So this really "educational" topic
is over a number of places (including alt.doom.?) that are
not really appropriate. Perhaps alt.humor or whatever would be
the place for it?

Oh well, back to our regularly scheduled battleground... :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1771. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:31:39 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr27.123139.7692@bradford.ac.uk>
Source record: 188137

```
: EVERY ST has the ability to Genlock. Unfortunately, it wasn't until the STe
: came out that the necessary connections were provided on the back of the
: computer. On the older STs, you had to do a little hacking of the motherboard
: to get at the signals that you needed.

Can you post brief details of how this is possible, on either the STe or
the STFM. Thanks,

Steve Taylor.
```

1772. Re: ST ZIP 2.5

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:34:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8&rZTKDlnkk@semprini.waterloo-rdp.on.ca>
Source record: 188075

In <2p2m9d$h9d@nasim.sta.sub.org>, Frank Bartels writes:
> Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> > There is NO .gz version of STZIP 2.5 on A.A. I have just checked,
> > its a TOS self extraction file, may be you forgot to set Binary
> > before you FTP it....
>
> On the mirror site src...uk all self-extracting files (.tos) are
> compressed again. Really stupid because archivers like STZip, LHArc
> and so on are the one and only reason for using self-extracting
> archives and you need compress/gzip if you want to dearchive it...

Not stupid. Most FTP sites that do that sort of thing support
on-the-fly compression. Just try getting stzip.tos or whatever (instead
of stzip.tos.gz) and you should get the uncompressed version.

FYI, it probably said something like that when you logged on... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1773. Re: TCP/IP, SLIP or PPP connection

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:38:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8l3Q3tPgLG6@semprini.waterloo-rdp.on.ca>
Source record: 188076

In <CoFuLz.9w4@bdt.com>, David Beckemeyer writes:
>
> Has anybody done a Mosaic-like application for the ST/TT/Falcon yet?

Nope. I'm kinda starting work on an HTML gadget for GEM++; that'll make writing one trivial (since I'll be using libWWW straight from NCSA) at some future point.

I'm also looking for something that will do sockets over a SLIP connection or something like that; keep your fingers crossed and maybe LYNX (the WWW browser, not the hand-help game thingy) will appear soon.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1774. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 12:57:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2plnf1$rm5@golem.wcc.govt.nz>
Source record: 188138

In article <c.mother.0hni@tbag.tscs.com>, c.mother@tbag.tscs.com (Clifton Mothershed) writes:
>I would Love to find out where you can get a 486Dx/33 for 600 dollars. All the
>places that I have seen, Been a 486 costs way over 1200 dollars. which is the
>price of the Falcon. A friend of mine bought a 486Dx/33mhz for 3000 dollars
>and that didn't include a Sound card. Which would cost alot more to compete
>against the Falcon.. The Falcon does have 50khz Stereo sound. Which I haven't
>seen on the IBM yet...

There is one Dealer in the whole of New Zealand that has a Falcon with a
65 meg hard drive, the Price is about $2700nz plus 12.5% Tax..

The Monitor will bring you back some 600-700 Dolars and a good size
hard drive will set you back some $800nz-1000...

This looks like a total of $4400nz...

A PC 486 DX2-50 with a 170meg HD will set you back $2599nz plus tax,
with Windows and MS DOS 6.2..

I can walk into 3 shops around here were I live and get Software support for the
PC clone, there is no support for any other computers...

There are some 50-60 Shops around Wellington that Support PC Clones some Mac
shops and 3-4 that support the Amiga, 1 or 2 for the Acorn and one shop
in a suburb that has one Falcon that has not been sold in 4 months..

I can walk in to most of these shops and get help/Support and I can try out
before I buy..

This I can't do with the Falcon at all, I can't even get a Ram upgrade, so why
should I get a Falcon..??

I have been using Atari computers from 1979 from memory and I still have 3
Machines, STFM/STE and a Mega ST2....

But what pisses me of is the Atari Bigots that can't look further than there
nose..

Atari OZZ came over here to try and get Dealers to sell the Falcons, no one took
this up at all, there are no Atari agents here or in OZZ...

So chaps suff this in your pipe and smoke it, before you jump down my throat
again....??

> Clifton Mothershed!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1775. Tape Backup

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 13:12:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cox5yL.n55@westminster.ac.uk>
Source record: 188139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi friends

Got this tape backup unit connected to my Atari right now, and it connects to the printer port. Now, is there any way I can perform a backup? Gemar 2.20 is only for tape thingies that plug into the DMA/SCSI port.

Anyone know of any other PD/Shareware software for this. The tape drive connected is a trakker 250 MB.

I'd also like to test gemar to put on our archive, and this is not much help at the mo. 8(

BTW, micros.hensa.ac.uk has gone back to it's old machine, as the new one crashed and rebooted after the first hour. We are still waiting for SUN to come and fix the problem. Hopefully, the new machine will be on-line by Friday.

Thanx in advance.

Danny. =);-)
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1776. Re: STE games

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 13:14:07 UTC
From: everling@iis.fhg.de
Message-ID: <everling.767452447@mw004>
Source record: 188145

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>My understanding is that there are several STE-enhanced games (that is, they
>do more when run on an STE, but will also run on STs). The Chaos Engine
>is supposed to be one. Can anyone name some others?

Midwinter I and II, for instance...
And Italy 90, as I recall.
CU, Dirk
--

Dirk Everling | Fraunhofer Gesellschaft IIS | Phone: +49-9131-776-380
everling@iis.fhg.de | Wetterkreuz 13 | FAX: +49-9131-776-399
| D-91058 Erlangen |

1777. Re: Interface to Rom Port

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 13:42:10 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr27.134210.17817@bradford.ac.uk>
Source record: 188239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mike Stramba writes:
: Has anyone here done any interfacing to the ROM port of a 1040 ST FM
: (or other machine .. same port I presume) ?

: I've been looking for a 20/20 edge card interface to the port that I
: could use to connect to a solderless breadboard.

: Other than etching one myself, anyone know of a source for this kind
: of thing?

On a similar note, having put the Falcon into a PC tower case, how is it possible/easiest to move the cartridge port to the outside of the tower? I had always assumed that it would be a standard connecter, but recent enquiries have proved this not to be the case.

Steve Taylor.

1778. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 13:53:42 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Cox7xI.56s@barclays.co.uk>
Source record: 188247

In article <2plnf1$rm5@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger
|>
|> I can walk into 3 shops around here were I live and get Software support for the
|> PC clone, there is no support for any other
|> But what pisses me of is the Atari Bigots that can't look further than there
|> nose..
You've just shot yourself in the foot again. You tell us about how crappy the
ST scene is in NZ and then extrapolate that to mean all Atari lovers must be
a bit odd.

If I was you in NZ, I'd have a hard time justifying my purchase but I don't
live in NZ, I live in Europe where I have a wide range of Atari software and
hardware available at good prices, only a phonecall away via mail order or
sometimes from a local shop. Within walking distance, I have 5 shops that
sell Atari software, 1 that sells hardware and 1 that has some US jaguars.

Am I an Atari bigot for still liking and using my machine? I must admit, if
someone asked my recommendation for new machine, unless it was for MIDI I'd
probably recommend something else. For me though and many hundreds of
thousands of others, Atari is the right machine with the right software.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1779. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 14:18:38 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pls7u$loc@percy.cs.bham.ac.uk>
Source record: 188156

sheppard_r@kosmos.wcc.govt.nz writes:
>
>Atari OZZ came over here to try and get Dealers to sell the Falcons,
>no one took this up at all, there are no Atari agents here or in
>OZZ...

Why did no dealers take this up? Was it financial?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1780. Re: Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 14:31:37 UTC
From: hjv@phil.ruu.nl
Message-ID: <2plt09$377@chico.staf.phil.ruu.nl>
Source record: 188144

weiner@terminator.rs.itd.umich.edu (Jeff Weiner) writes:

>After 5 or so (I've actually lost count) years at the helm of atari.archive,
>I'm calling it quits. I'd like to thank everyone for their assistance,

Thanks for carrying the flag for so long Jeff, and good luck with whatever it
is that you're going to do now.
And Mickey: good luck!

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1781. Re: MiNTNET

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 14:40:30 UTC
From: v892307@greshoff.si.hhs.nl
Message-ID: <CoxA3J.H0x@si.hhs.nl>
Source record: 188148

In article <Cov5zo.Lps@si.hhs.nl>, v902123@si.hhs.nl (Roest, R.) writes:
|> Hi All,
|>
|> I've seen some files popping up around which have something to do with MiNTNET, what is that. They are packed with a strange extention (I don't remember which one, TGZ?).
|>
|> Thanx
|> Ronald
|>

I suppose this is what you meant:

> Mint/Network:
> total 592
> -rw-r--r-- 1 30516 230181 Jan 31 20:07 net-022.tgz

It provides network support for programs like Telnet, Rlogin, Rwho, FTP, NFS etc.
which use sockets for communication between the server- and client processes.

Unfortunately those programs still have to be ported for the ST with MiNT &
MiNTNET. Recently I noticed NFS, but I haven't tried it yet (I soon will :-)

Here's how to xtract .tgz-files:
gzip -dv *.tgz
tar xvf *.tar

Best regards,

Ronald (Yep, same name & same place)
--
==============================+==
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+==

1782. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 14:40:32 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767457632@Euston>
Source record: 188147

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>: EVERY ST has the ability to Genlock. Unfortunately, it wasn't until the STe
>: came out that the necessary connections were provided on the back of the
>: computer. On the older STs, you had to do a little hacking of the motherboard
>: to get at the signals that you needed.

>Can you post brief details of how this is possible, on either the STe or
>the STFM. Thanks,

The STEs external sync line is contained in the monitor port. If an
signal is present on this line, the video chip is synchronised with the
external signal.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1783. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 14:58:11 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.767458691@cent.gla.ac.uk>
Source record: 188230

In <199404152159.a17464@ms.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>In article <gaps14.766077346@cent.gla.ac.uk>, Michael James
>(gaps14@udcf.gla.ac.uk) wrote:
>>I know somebody who's just got a CD drive for his Falcon, and he's wondering
>>why it only works when MiNT is on. Does anyone know why this is?

>The physical driver (CDARGEN.BOS) in Atari's MetaDOS packages only supports
>the SCSI port of the TT (and the ACSI port for the CDAR 504). Read the
>readme :-)

Yes, why does that mean the CD only works under MultiTOS?

(Sorry to be so probing, but I really don't know!)

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |-
--|

1784. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:03:10 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.767458990@cent.gla.ac.uk>
Source record: 188229

In <CoBM4t.38x@rahul.net> wilsont@rahul.net (Timothy Wilson) writes:

>Yes, I'm a real falcon developer, I wrote Sonovisa which is currently
>selling, I specialize in graphics, and have written texturemapping
>routines, and know how to use the DSP.

OK, I know another couple of real Falcon developers, who can program the DSP very well, and write very good texture mapping routines. Let's compare notes...

>A few Things to note:

>1. The blitter in the falcon is slow, A tower of movem.l's is faster.
^^^^^
A "tower of movem.l's", eh? Haven't you heard of the cache on the 68030? On the 68030, a "tower of movem.l's would actually be slower than a semi-tower of movem.l's in a dbf loop!! (as long as it's just under 256 bytes long.) Anyway, to the main point about the blitter.

Well, the blitter is only really good for bitmap graphics, and wouldn't be much use in true-colour mode anyway. There's also 68030 specific bitwise commands, and I have been assured that using these commands in conjuction in the 68030 with the cache is actually quicker than the blitter on the Falcon. I'm not exactly too sure about it myself. (Perhaps anyone can inform me otherwise?)

>2. The 256 color mode in the falcon is *worthless* for texture mapping.
> It takes 8 word writes to change one pixel to any value.

Not necessarily. If you organise your pallette carefully, you could use sneaky plane tricks so that you don't have to write to all 8 planes everytime. Again, a bit academic, since I think it would be better to do a "Doom" type game in true-colour, but I think a lot of demo coders who have coded texture-map routines on the ST might be surprised to see that you think that a plane mode is worthless for texture-mapping.

>3. True color is a lot better, since you get 1 word/pixel. However, its
> that WORD write over the standard VGA *byte* required that slows it down.

Funny, I thought the Motorola 68000 series took exactly the *same* time for word and byte writes!

>4. the DSP isn't much help either. Why? well it only has 32k of ram
> total to use, And transfering textures is done over the same slow bus.
> The DSP could do 3D transforms, but its not gonna help texture mapping.

Ummm, 32K ram? Are you sure you don't mean 24K-words? Secondly, it works in parallel, therefore the second part of the data can be calculated whilst the

first is being transferred back. And thirdly, I have *seen* texture-mapping routines which use the DSP, particularly a texture-mapped "face", which uses made up of over 700 polygons. (Running at around 25fps in true-colour lo-res)

Another point that I have noticed is that although there is a lot of texture mapping in Doom, all the movement is in *one* plane (perfectly horizontal), and all the rotation is around *one* axis (perfectly vertical). It doesn't take a genius to work out that this can cut down the 3D calcs and texture mapping time a fair bit, since there are no awkward angles to work out. Also, I know an Amiga/PC programmer who suggests that even the rotation in Doom has a slight element of cheating in it! (ie sneaky table precalcs.)

>5. Wheres the money in it? Hey, I like the falcon and atari, but I can't
> see the point in porting stuff to the falcon. In the case of Sonovista
> The Falcon was suited perfectly to the application. And we sell
> Falcon and software bundled together.

A lot of point 5 is based on the "evidence" in the other points, much of which I take issue with anyway. As it is, I see a very good reason for porting stuff over to the Falcon, and here it is: *shorter* *development* *time*!!!

How could a decent "Doom" clone that uses the capabilities the Falcon be not perfectly suited to it?!?! And anyway, who is this "we"? There are Falcon developers other than yourself!

>In the end, a person could port Doom over with everything, sound,
>graphics and such, but it would be too slow. So slow that it would
>be unplayable.

Um, calculations around here have been around the order of 10fps for 320*200 true-colour mode. That's not too bad! :)

>As and example, a 386-16SX had 1-2 frames a second, and
>maybe got to 8-10 when the screen was shrunk all the way down to
>its smallest setting. (80x60?)

I think that might be because it's got an Intel Inside! :) :) My Amiga/PC programming friend has a 386SX 22MHz, and he can't even do stuff on it that he could do on an 8MHz ST. He says the achitecture of the 386 chip is not even quarter as good as the 68000 on his A500.

>This has been my professional Opinion.
^^^^^^^
Oh! Not just an opinion, but an Opinion!

Well, this was my unprofessional (but reasonably well informed)

- O - P - I - N - I - O - N - !! :):):):)

>If you want to play Doom on an Atari, buy a Jaguar.

Don't worry, I think some of us are going to buy a Jag anyway! :-)

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |-
--|

1785. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:05:17 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CoxB8u.Hox@cix.compulink.co.uk>
Source record: 188221

>Does the 68030 have a 'longword' version of 'dbf'? (I don't have docs handy)
>Perhaps two 'dbf' loops one after the other? Each handling half the
>total required? I assume loop unrolling doesn't gain much on the 68030
>with it's cache enabled?

Or just use two move commands and halve the no. loops - but will that muck
up the cache? How much memory is available in there? I've never seen a
68030 data sheet, to be honest.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1786. Linking Atari & PC

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:31:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404271731.a18763@la.maus.de>
Source record: 188204

Does anybody know about a programm which is available on ST & PC which enables you to install a little network on two computers via nullmodem?
Filesystems of PC and ST are quite the same so it should be possible to acess the PC's drives from the ST.
I'm experimenting with using a small mailboxprogramm on the PC but thats quite complicated...

Holger

1787. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:32:12 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pm0hs$6q6@charm.magnus.acs.ohio-state.edu>
Source record: 188149

I haven't noticed any of these bugs, but I have noticed the following.

During the animation for a colony on Alpha Centauri it displays garbage at the bottom and top of the screen.

It likes to rename files or at least forget about them, irritatingly enough in the middle of play.

The worst of all. It caused my hard drive to go offline during game play. This has only happened once but was annoying enough to pass on.

Other than that it is terribly addicting. Luckily the errors happen infrequently enough (for me at least) to just be irritating and not fatal.

Dan Ackerman
ackerman.29@osu.edu

1788. Re: Interface to Rom Port

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:43:43 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pm17f$6ru@charm.magnus.acs.ohio-state.edu>
Source record: 188051
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

BEST Electronics had solutions for both questions. They have an extender and 'L" for the cartridge port as well as several 'blanks' for cartridge port products.

Dan Ackerman

1789. Re: STE games

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:45:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404271745.a18764@la.maus.de>
Source record: 188203

MBB>I have read about two two STE-specific games that were planned for
MBB>release a couple of years ago. They were Steel Talons and 4x4
MBB>Rally (or something similar). Does anyone know if these (or any
MBB>other STE-only) games were released?
MBB> My understanding is that there are several STE-enhanced games (that
MBB>is, they do more when run on an STE, but will also run on STs). The
MBB>Chaos Engine is supposed to be one. Can anyone name some others?

Sleepwalker (form Ocean I think...) is an STE only game which is allready released as a budget title in the UK. There's also a very good Shareware STE only game from Finnland, called Utopos.

STE enhanced games are for example the Shoot'em Ups Wings of Death (Thalion) and Lethal Exess (Eclipse). Both use blitter and DMA-sound and probably hardwarescrolling. Stone Age (Eclipse) is a puzzle game using STE enhanced DMA-sound.

Holger

1790. Re: Gopher, Elm, Etc...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:47:23 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pm1eb$6sb@charm.magnus.acs.ohio-state.edu>
Source record: 188052
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I still haven't heard anything from any gopherers out there. I know that it existed, can anyone give me a line on who to talk to. I just want to include it's info in the FAQ.

Dan Ackerman
ackerman.29@osu.edu

1791. Re: Planes vs chunky mode (was: Re: A Falc

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:47:53 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pm1f9$4ec@vishnu.jussieu.fr>
Source record: 188150

In article 4ik@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
}bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
}
}>Planes are NEVER faster to use than chunky modes, I mean 8 bitplanes vs
}>1 byte/pixel and 16 bitplanes vs 1 word/pixel.
}
}Yawn. Old argument. With bitplane modes, you don't have to draw on all
}bitplanes. This isn't much use in a general graphics environment (eg. VDI),
}but with direct access, all sorts of amazing effects are possible.
}
That's what I said later : planes are interesting only if you use them
separately, for polygon-filling, multiplane scrollings, and so on...

MB.

1792. Re: Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:48:01 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Apr27084801@hpbbrn.bbn.hp.com>
Source record: 188233

rtlawson> I am using an ICD FAST HD and a floptical with the ICD Link. What I
rtlawson> would like to know, how hard is it to put another HD in to the ICD
rtlawson> Case? There is plenty of room in the case. I don't know if I should
rtlawson> get a completely new drive or add one to the one I have.

I've got an ICD controller (not sure about the model), and I recently added
another hard disk.

- split the power supply cable (I used a ready-made adaptor)
- made a new SCSI cable (old one was too short) with three instead of
two connectors (50-pin IDC - make sure you get the orientation right)
- configured the jumpers on the new drive for the right SCSI id
- pulled the termination resistors on the new drive (I added it in the
middle of the cable)
- mounted the drive and connected the cables
- tried it out

It doesn't get easier than this.

Greetings,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1793. Re: Quartet to ???

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 15:51:36 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2pm1m8$4ec@vishnu.jussieu.fr>
Source record: 188057

I think there was an article in a french ST magazin dealing with converting Quartet modules to MOD format, and it even included the source code. But I'm sorry I'm far too busy to look in to my 80+ numbers of this mag just to find this. Perhaps later....

MB.

1794. Re: Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 16:08:46 UTC
From: mathew@mantis.co.uk
Message-ID: <2pm2me$bnr@sunforest.mantis.co.uk>
Source record: 188055

In article <2pgmi6$hh@ow8.fwi.uva.nl>, <storm@fwi.uva.nl> wrote:
>First (and most annoying): My autopilot doesn't seem to want to
>land on planet surfaces and only in stations (is this a bug or
>a feature?)

If you select the *planet* for autopilot, it flies you straight into the ground. If you select a *location* on the planet, it lands you there.

This is the expected behaviour.

Zoom in on a planet by double-clicking the "zoom in" icon to see the places you can land.

>Second: I have never been able to hit a ship by flying and targetting manuel
>while having engines on.

Of course not. Think a bit about it: "manual" allows you to manually set your desired velocity with respect to the target object. If you try doing this with the other ship as the target, Frontier will constantly be accelerating or decelating in random directions to try and adjust your speed with respect to the other ship; and exactly how it does this will depend upon the angle you're at compared to the other ship.

The net result is that you get very confused very quickly, and the ship repeatedly whizzes past you far too quickly for you to get a shot at it.

Even worse is if you have your target object as your destination, in which case altering your speed doesn't help matters at all.

The right thing to do is to switch off engines and thrust manually, manoeuvring exactly as though it's a 3D version of "Asteroids". You'll find most enemy ships will become big enough to see and shoot at, and will stay that way.

I can't hit anything with the engines on, but I'm pretty vicious with engines off and manual thrusting. Thing is, you want to thrust towards the ship to get close enough, then when it tries to dodge away, stop thrusting and stay at a roughly constant distance from it, sweeping your lasers across it until it dies.

>Third: After my first smuggling I've never been able to smuggle again
>without being caught : Does anybody have some other experinece by buying
>lot/s of other goodies and little illegal (covering up?)

No idea, I've not tried smuggling.

>I must say That I find it a bit buggy and obscure game (saving in
>a non-existing directory crashes the game *yuck*)

Can you tell me more about the bugs? I'm currently playing a PC
version on a laptop borrowed from work (ahem) but I'm seriously
addicted, so I'm going to have to get the ST version to play at home.

mathew
[Just bought myself a beautiful Asp Explorer and completed a military
mission...]
--
Seeking a decent bug-tracking system for Windows, DOS, UNIX, Mac...

1795. Parity on ICD AdSCSI. Was: Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 16:34:30 UTC
From: woodford@esca.com
Message-ID: <1994Apr27.163430.1161@esca.com>
Source record: 188201

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

[snip]

> Your ADSCSI should be able to handle parity
>with no problems, but you might want to consider getting a unit with a

I've seen several posts which mention that the AdSCSI can handle parity.
I seem to recall having to disable parity on my Maxtor 7080 to get it
to go. Can all AdSCSI(+) adaptors handle parity? My board certainly
doesn't have any jumpers on it which would enable/disable this feature.
So how does the board know when it's talking to a drive with parity
enabled? Or am I just using an old out of date AdSCSI+? I'd certainly
feel better with some sort of integrity checking going on between drive
and host adaptor, even if it is only parity!

Cheers, Steve

1796. Re: Help finding Hybrid Arts/Barefoot Software

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 17:09:02 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CoxGz3.Fr8@arc.ab.ca>
Source record: 188070

In article <MESSINA.94Apr26192803@duke.lanl.gov>, messina@duke.lanl.gov (Michael J. Messina) writes:
>Hi,
>
>I'm trying to get ahold of Hybrid Arts/Barefoot Software.
>I own a very old copy of SMPTE track and need a more modern version.
>I've been trying to reach them for a while.
>The last number I have is from the May 1993 issue of EM.
>I've tried calling it and get the message that the number is being changed
>and there is no info on the new number.
>This message has been on there for a while.
>I've tried calling information, they have no info on Barefoot software.
>
>So, I am stuck with this old copy which syncs to SMPTE flawlessly,
>but has no graphic editing environment at all.
>
>I fear they are dead.
>If this is true does anyone know where I can get a more modern version.
>
>Also, does anyone know if any other sequencers work with the Hybrid Arts
>SMPTE box.
>
>Thanks for any info,
>Mike
>
>messina@killdeer.lanl.gov
>

Try this:

Barefoot Software, 19865 Covello St., Canoga Park, CA 91306, voice:(818) 727-7143, fax: (818) 727-0632
Genedit, Easy Score, SMPTE Track, SMPTE Mate,, MIDI Plexer, Ludwig, Edit Track, Hybriswitch

---
Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1797. What can we do with Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 17:16:22 UTC
From: rimfax@acs4.bu.edu
Message-ID: <2pm6l6$f6m@news.bu.edu>
Source record: 188059

I must confess I am a loyal Atarian, and fascinated, while at
the same time disappointed and frusterated, with my Atari.
Somehow, I have the feeling that I am not the only one.

I wonder if there is some way to reverse the illness that
the Atari world has acquired? I used to joke about what I would
do when I bought enough stock take control of Atari. (What a dream!)
I suppose that the first thing I would do would be to start a
huge marketing scheme, commercials, billboards, etc. Then I would
distribute as many computers at as cheap a price as possible, maybe
giving "free" units to distributors. The idea is to get people
hooked. I am not a marketing genious or anything, but something would
have to be done.

Is there anything we can do?

As I look about the net and read articles from many different
Atarians, I see a whole lot of intellect. There is a whole lot of
potential for Atari computers and the diehard users sitting in front
of them, but how do we tap into that. Is there a way to insure that
this little stream won't dry up? I know we have the Archive, which
seems to be a source for our little stream, can we build on that?

Are there any ideas out there?

I have a few: (if there too outlandish just call me a dreamer!)

1) Start a tutorial on the net. May'be one or two
lessons a week. Starting with the basics. i.e. this is
an Atari computer. May'be Micky Boyd can even back them
up at a.a.u.e.

2) Build the Ultimate computer. (No idea how to
do this, but hey! It could happen!) Then have
multimillion dollar conventions.

I have no idea where this COULD GO. But, a unified
Atari world working together, could probably create spectacular
computers, software etc... I am reminded of a quote I have heard
somewhere before "United our stream stands, divided our stream
drys up and dies."

Who am I? Just a silent Atarian who has read this news
group for about three months before I finally felt it worthwhile
to speak. May'be its the awesome spring day, and feeling in tune
with all the rebirth going on outside.

Wayne T. Schultz
rimfax@acs.bu.edu One of Two Atarians at Boston University.
(not that other school)^^^

1798. Re: What can we do with Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 17:29:40 UTC
From: smirk@bu.edu
Message-ID: <2pm7e4$fd6@news.bu.edu>
Source record: 188060

rimfax@acs4.bu.edu wrote:

: Who am I? Just a silent Atarian who has read this news
: group for about three months before I finally felt it worthwhile
: to speak. May'be its the awesome spring day, and feeling in tune
: with all the rebirth going on outside.

: Wayne T. Schultz
: rimfax@acs.bu.edu One of Two Atarians at Boston University.
: (not that other school)^^^

Eh? Make that one of three.

S K
M I R

1799. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 18:19:46 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr27.181946.14767@ida.liu.se>
Source record: 188222

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>A> >I think there is a simple reason for all of this, Atari software sales
>A> >are at all most zero..
>A>
>A> Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
>A> Please quote sources when you claim things like this.

What CRAP! Frontier has hardly sold that many copies on the PC, even.
Are you sure you don't mean 230.000?

>QUALITY software sells in quite large amounts on the Atari, CRAP ports however
>sells NIL ..

Define "large amounts", please. Market research material I have reviewed
did not indicate any sort of significant market share for Atari software.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

1800. Re: Elite Combat and other tips wa

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 19:54:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199404272154.a12128@m4.maus.de>
Source record: 188002

>Second: I have never been able to hit a ship by flying and targetting
>manuel while having engines on. I follow them constant on 1.5 km or so
>but never hit them although I frequently think They should have been hit

My combat tactics is fairly simple:

- Turn on text display on the main screen.
- When being warned "Ship under attack", turn the Autopilot off and get the opponent on-screen. Click him/her with the mouse to target your weapon and auto-pilot. (I use the joystick and mouse simultaneously, that DOES help a lot!).
- Turn the autopilot back on to fly after him.
- Click the Radar Scanner (if you have one) to see ship type and bounty
- Arm a missile (Navy Missile recommended :-)
- _If_ the autopilot gets the enemy into the crosshair, fire lasers (Beam laser, these pulse thingies are rather useless)
- Else, have him get REALLY close (less than 1 km) and fire a missile.
- Or, if the enemy's ship is considerably smaller than yours, simply fly into it.

But then, I have an Imperial Trader with 4MW beam laser, 6 navy missiles, 5 shield generators and hull auto repair...

Combat is NOT recommended for those still stuck in a smaller ship, just trade between planets with stable government and earn some money.

The ship I had before (an Imperial Courier) is the first one that got me down to an Anarchy planet in one piece.
I sold Robots there for $2816 per ton ON THE STOCKMARKET!

For fun in combat, you REALLY need hull auto repair and loads of shield generators - it's no fun without HAR (ever clicked "Repair 250kg of hull" 1200 times? I did :-(Glad I have a Logitech mouse) and without SG, you won't live long.

have fun - Peter

1801. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 20:00:23 UTC
From: richards@mdd.comm.mot.com
Message-ID: <2pmg8n$m42@sentinel.mdd.comm.mot.com>
Source record: 188080

I have in my hands a review of Gemulator 3 in ST Applications. It is
very favourable and has given me hope, at least, that if I do hold my
breath and go PC, I can still use my current software base.

Some of the things this article mentions:

1) The software emulation carried out by the Intel chip is
capable of processing one 68K instruction in 5 cycles
for a 386 and in 3 cycles for a 486. This means a 486/66
should give roughly 22MHz 68000 speed.

The GEM Bench stats supplied were for a 486DX33 and none of
benchmarks was worse than 108% of a standard, non-blitter ST.

If NVDI can run on top of that, then the speed should be
pretty hot.`

2) Parallel printing is available from the PC port.

3) Gemulator supports up to 8Mb RAM, and is capable of partitioning
down to 512Kb. Think of the RAMdisks!

4) Under SVGA, you can access screen resolution of 800x600x16 colours
(apparently VERY nice for Geneva).

5) All Atari-format disks supported.

6) PC serial port supported with the usual TOS-based problems.

7) Sound support via Soundblaster card.

8) Will run under WOndows 3.1 or OS/2 2.1 or MS-DOS or DR-DOS.

9) No cartridge port or mose plug, therefore no place for dongles.

10) No MIDI support (yet, maybe).

My own mutant ST is on its most recent set of last legs and I don't think
I'll be upgrading to a Falcon because of Atari's apparent lack of interest
and my desire to finally be compatible with my workplace. This Gemulator
thingy is encouraging to say the least. I am no longer faced with the
onerous task of replacing my cheap-and-friendly ST software with hugely
overpriced Windows packages.

The only thing I didn't get from this article is a price. I gather it's
somewhere around the 200-Pound mark in the UK. What is the Canadian price
and does anyone have a North American address for Branch Always??

1802. Re: STE Games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 20:06:44 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBOBTLA4CY9AMJTE@SNYONEVA.CC.ONEONTA.EDU>
Source record: 188071

Don't forget the PD/Shareware ones...

DYNABUSTERS, the Super Bomberman clone mentioned here before, can be found at ftp.tu-clausthal.

This is a great game and it is STE specific (runs on my Falcon great)! Among other things, this game features STE hardware horizontal scrolling and 5 voice stereo sound (i.e. 3 voice music with overlapping digital samples and music).

If only more games were like this.... I recommend that you check it out!

Ari

"Orinoco Flow" - Enya

1803. Re: U.S. and Canadian Atari mags.

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 20:07:07 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Coxp7v.EEE@freenet.carleton.ca>
Source record: 188078

In a previous article, stein.arne.jensen@p10.secom.ct.se (Stein Arne Jensen) says:

>magazines in the US and Canada.
>
>It would be nice with a few recommendations as well.
>Today I only know, and subscribe to "Current Notes".
>
>

There is also ST-Informer and a new glossy mag that is supposed to
be AMAZING called Processor Direct. ST-informer os OK and the new magazine
sounds even better than CN.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1804. ST books FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 20:12:15 UTC
From: Draper
Message-ID: <Draper-270494151215@pcscmac2.draper.com>
Source record: 188069

```
Compute's Ref Series: AES, VDI, TOS.....$25
ST Application Programming.....$20
TRB Quick Reference: AES, VDI.....$15

Prices include shipping; please reply to shorr@draper.com. Thanks!

Dave Shorr
```

1805. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 20:27:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2pmhsd$2s7@golem.wcc.govt.nz>
Source record: 188081

] The Monitor will bring you back some 600-700 Dolars and a good size
] hard drive will set you back some $800nz-1000...
]
] This looks like a total of $4400nz...
]
]
] A PC 486 DX2-50 with a 170meg HD will set you back $2599nz plus tax,
] with Windows and MS DOS 6.2..

This is New-Zealand. Economically it is pointless for any international company to bother. And with Atari in the state they are, they can't _afford_ to bother, so they don't!

Why not move to the UK, there'll be lots of the things a lot cheaper over there! ;-)

1806. Re: Best price on Falcon 4/0, 14/0

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 21:17:12 UTC
From: Ted.Miller@crypt.dswhq.omahug.org
Message-ID: <988_9404271646@dswhq.omahug.org>
Source record: 187922

In a message of <22 Apr 94 13:12:47>, Steven Selick (1:286/2) writes:

SS> I'm starting to think about getting myself a Falcon without a hard
SS> drive. Where can I get the best price in the US on a 4 meg machine
SS> without a hard drive, and a 14 meg machine without a hard drive?

Try Systems For Tomorrow (1-800-875-4943). I have bought 4 Falcons from this dealer and can attest to his service and commitment to the customer.

I have also dealt with the following dealers and had NO PROBLEMS whatsoever with them:

Computer STudio (1-800-253-0201)
MID-Cities (1-310-867-0626)
The Computer Network (1-818-500-3900)
Horizon Computers (1-303-777-8080)
Run PC (1-303-493-5565)

SS> What
SS> monitor will give me the most resolutions at the best value?

If you can find one, get an NEC 3D MultiSync (and a MultiSync Gizmo of course :-). The 3D will do all the ST modes as well as all the true color and VGA modes. They can be had for a good price - when you can find them. I think the NEC 3ds have been discontinued and you will have to get a used one or find one on closeout somewhere.

1807. Putting my TT in a Tower?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 21:34:27 UTC
From: dud@u.washington.edu
Message-ID: <2pmlp3$d6g@news.u.washington.edu>
Source record: 188084

Over the past couple years that I've had my TT, it has been becoming more and more cumbersome. I've added a Nova graphics card, an external 212 meg HD (on top of my 245 internal drive), and a Philips 17" monitor. The inside of my case has become packed with memory boards and cables and I ripped out a lot of the metal RF shielding. I lost a lot of the screws that hold the thing together too. I still like the external appearance of my case, but it isn't as handy as it used to be.

What's the best way to put it in a tower case? I've heard things here and there about people doing such a thing... I've looked in Computer Shopper and found places that sell all kinds of tower cases. However, because the TT's motherboard is almost 19 inches long, and I still have to have room for the power supply above it, I'd have to get one of those mega-skyscraper towers, which cost about $200 and I have no place to put such a monster. Has anyone successfully put one in a medium tower (that size looks about the best to me)? I've gotta stick two 1" high HD's and a 1.44 floppy, a Nova 16M graphics card and its VME adapter, and a 4/16 meg FastRAM card in it as well, and I'd like to be able to have at least the most important ports on the outside (SCSI, DMA, Printer, serial, cartridge, keyboard, monitor, etc.).

Thanks for any pointers...

Dan Aylward
dud@u.washington.edu

1808. STZIP 25 Fault..

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 22:59:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2pmqp4$4ep@golem.wcc.govt.nz>
Source record: 188083

Create Directory BUG....!!!!

I have had a look at the Create Directory Bug in STZIP 25,
and found that the Name is not being past to the MKDIR,
its being sent a invalid string...

From this it looks like every one had this Bug....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1809. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 23:31:38 UTC
From: osteele@u.washington.edu
Message-ID: <2pmskq$ghu@news.u.washington.edu>
Source record: 188089

oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:

>It sounds much more convincing than the gemulator of which I read
>that it only reaches the speed of an 8 MHz ST if you have a 486 DX2/66.

>Christoph

And where did you read this?

1810. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 23:31:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Coxyou.J3B@cix.compulink.co.uk>
Source record: 188088

> CG> Maybe I could set up a compressed RAMdisc using Maxidisk and then
> CG> tell VRAM to use that as a swap partition? (<-8)-8

But surely the memory saved by compression, would be more than taken up
by VRAM and Maxidisk?

Roland.

@CiX

1811. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 23:33:49 UTC
From: osteele@u.washington.edu
Message-ID: <2pmsot$gjn@news.u.washington.edu>
Source record: 188090

millert@ug.ec.usf.edu. (Timothy Miller) writes:

>The figured I heard claimed that the GEMulator wasn't even up to ST speed on a
>486-66.

I don't know where you heard this, but the claim is wrong. I've got a
Gemulator on a 486 '66 running about 16 MHz.

1812. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 23:43:02 UTC
From: swhatley@blkbox.COM
Message-ID: <2pmta6$cnr@blkbox.blkbox.COM>
Source record: 188085

graham@rbg.informatik.th-darmstadt.de (Alexander Graham) writes:
[GFA discussion deleted...]
>I hope that I could clear some things with this statement.
>And I for myself really hope that the new version will
>come out.

>Alex

Yes, I am also looking forward to the 4.0 version. I have the 3.04 U (?)
version with no compiler, I held off buying the 3.5 version. I am waiting
4.x (where x <> 0) version. No offense Richet, but X.0 versions of anything
tend to have a lot of bugs.

Later,
Steven Whatley

1813. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-27 23:53:10 UTC
From: Gschneider@fcircus.sat.tx.us
Message-ID: <Gschneider.2o42@fcircus.sat.tx.us>
Source record: 188234
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

I believe in the early to mid 60's the mayor of Ft. Wayne, IN was named
Harry Bawls. To this day there is a drive through a park near the
coliseum that bares his name.

ex-Ft. Wayne resident

I'm just road-kill on the information superhighway.

1814. Re: Help finding Hybrid Arts/Barefoot Software

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 00:50:00 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <2pn17o$2p@uxa.ecn.bgu.edu>
Source record: 188086

In article <CoxGz3.Fr8@arc.ab.ca>,
bob erkamp (fuzzy logic) <erkamp@titan.arc.ab.ca> wrote:
>
> Barefoot Software, 19865 Covello St., Canoga Park, CA 91306, voice:(818)
> 727-7143, fax: (818) 727-0632
> Genedit, Easy Score, SMPTE Track, SMPTE Mate,, MIDI Plexer, Ludwig, Edit
> Track, Hybriswitch

My last version of SMPTE Track doesn't work on the falcon. The 2nd to
last does. Nor does Genedit, but I know I don't have the latest. Mine
is 1.1, and they are at least up to 2.0

Does their latest versions of these work on Falcon?

Thanks,

Jeff

1815. Re: Bare SCSI Hard-Drive to Falcon - How?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 00:53:49 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <2pn1et$mm@uxa.ecn.bgu.edu>
Source record: 188087

In article <Cowtvo.L6I@barclays.co.uk>, <PostMaster@barclays.co.uk> wrote:
>Remove the ICD interface from the drive and get a cable to connect between
>the SCSI II port on the Falcon to the HD. Depending on what sockets your HD
>case has, you may need to run a ribbon cable from the drive itself to the
>casing which terminates in a SCSI 1 type connection. Then you have a cable
>that connects that to the Falcon. Should cost about 20-30GBP all in. Most
>places that sell Falcons should be able to furnish the required cables.

I just did that, and that is right. Cost me $50 for two cables. The
drive of course will be connected to the Power supply, then you buy a
ribbon cable to Centronics, and the a SCSI II to Centronics. Have the
drive turned on when you boot the Falcon. Select Install Devices, and
create an icon for it. You also run the hard disk utility for
partitioning and formating the drive. However, you should be able to
use the ST config if that is what you want.

You don't need to buy any software.

Jeff

1816. Re: Atari Jaguar Development.

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 00:53:54 UTC
From: wilsont@rahul.net
Message-ID: <Coy2Hu.DxF@rahul.net>
Source record: 188094

In <199404251816.a11466@nf.maus.de> Bjoern_Bernbom@nf.maus.de (Bjoern Bernbom) writes:

>alexm meinte am 24.04.94:

>> Anybody know the necessary channels to go through to get a Jaguar
>> Development Kit?
>> What the cost is and what you get for the money?

>It is very simple , sent a fax to bob brodie with a description

Bob could care less, try Bill Rehbock.

>of your company and you get the manual of the jaguar for 320 $

$5500 you get the whole shabang.
$8000 for the CD dev kit.

>fax: 001 408 745 2083

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

1817. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 01:13:09 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2pn2j5$bfn@news.cs.tu-berlin.de>
Source record: 188091

c.mother@tbag.tscs.com (Clifton Mothershed) writes:

>I would Love to find out where you can get a 486Dx/33 for 600 dollars. All the
>places that I have seen, Been a 486 costs way over 1200 dollars. which is the
>price of the Falcon. A friend of mine bought a 486Dx/33mhz for 3000 dollars
>and that didn't include a Sound card. Which would cost alot more to compete
>against the Falcon.. The Falcon does have 50khz Stereo sound. Which I haven't
>seen on the IBM yet...
-
Hmm, I think that the Soundblaster -um- 16bit Two (I can't remember
the official name- sorry for this) can do this:
It has a DSP it's capable of 16bit stereo.
Doom supports this sound card.

>I was also wondering I have seen your posts in this net and you constantly put
>down the Atari, Are you even an Atari owner. If not then get the hell out of
>this net. I thought this Net was for the Atari range of systems. Not IBM/NeXt
>machines. Go to their Nets and bash the Atari there. They might like it. Tell
>them I sent ya.
-
He, /|\ people should not care about any criticism.
_I_ still believe that we own the better system -- just keep cool ;-)

-thommy@cs.tu-berlin.de
---
yes, my English is bad indeed - but I alway try the best I can :-)
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

1818. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 01:21:42 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2pn336$bit@news.cs.tu-berlin.de>
Source record: 188092

azog@world.std.com (azog) writes:

>Sitting next to the Falcon, is a
>486/66 with almost a gigabyte of disk, and 32mb of RAM. Which
>do you suppose I use most? The PC is used *exclusively* to play
>Doom.
-
Doom needs big resources - but don't you think that's an extremely
waste of resources?
Have you never thought of purchasing Linux/freeBSD ?

-thommy@cs.tu-berlin.de
---
yes, my English is bad indeed - but I always try the best I can :-)
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

1819. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 02:29:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.CAcPc&suhFA@semprini.waterloo-rdp.on.ca>
Source record: 188042

In <199404251029.a342@sl.maus.de>, Stefan Damerau writes:
> Sorry, it was a misunderstanding. I mean the background: killing humans(?)
> isn't something i like in a game. Give me some orcs or banshees in a nice
> realtime rpg (Like Dungeon Master) and I'd be happy with it (TOWERS seems to
> something like that?)

Ah, yes, I could see how some people might not like that. Then again,
they _are_ zombies... ;-)

Due to the funky nature of DOOM, you can change the monsters; there was
one version where you could kill Barney the dinosaur...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1820. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 02:32:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Ns6nagE4z96@semprini.waterloo-rdp.on.ca>
Source record: 188038

In <Cou37F.K0D@world.std.com>, azog writes:
> If you dont like it, then shut up. My self, I have a Falcon with 16(14)
> mb of RAM and a stock 84mb drive. Sitting next to the Falcon, is a
> 486/66 with almost a gigabyte of disk, and 32mb of RAM. Which
> do you suppose I use most? The PC is used *exclusively* to play
> Doom.

Send me your PC, I'll put NEXTSTEP on it. As soon as DOOM is released
for the Jaguar (complete with better-than-320x200x256 graphics and real
sound), I'll send you a Jaguar and the cartridge.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1821. Re: MPEG player

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 03:28:34 UTC
From: diehl@io.org
Message-ID: <2pnah2$bkg@ionews.io.org>
Source record: 188243

I'm fairly certain that there is no such thing as an MPEG player for the Atari ST. MPEG files are generally like JPEGs, only with animation, and on an 8MHz 68000 they would have *forever* to decompress, not to mention the fact that they would likely take up a good deal of RAM. It may be possible on the Falcon030, using the DSP to decompress the data, but on an ST I sincerely don't think it's possible -- or rather, viable.

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

1822. Gemini2 Help

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 03:30:10 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <Coy9qB.46A@darkside.osrhe.edu>
Source record: 188223

```
--
--------------------------
Eric Winkle
ericw@okcforum.osrhe.edu
Unix Club of OKC
--------------------------
```

1823. Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 03:31:40 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr28.003140.23559@dal1>
Source record: 188100

I'm having a little problem. Seems that I have just bought a
Quantum ELS Pro Drive, 170Megs. When I use 6.2.0 ICD Pro
Utilities, at boot from disk I get the little ID deal
I get "Unrecognizable Unit at ID 0. I have read in a few places
that all SCSI drives must have the parity turned off. Can anyone
suggest how to turn this off as the drive has only Drive ID pins
and no parity pins. HELP!!!

1824. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 03:44:10 UTC
From: diehl@io.org
Message-ID: <2pnbea$bos@ionews.io.org>
Source record: 188231

In other words, forget even trying to do it in GFA. ;-) Fortunately,
since it is an art program, I don't actually need the speed -- a terminal
program is quite a different matter. I just like to *have* the speed for
the sake of a faster program. I'm a a bit of a speed nut. (which is
slightly at odds with my choice of programming languages ... but I still
like GFA) Your method, however, does sound a little complex. And the
real question is, could I, if I licensed your routine, get it to work
properly with GFA? (i.e. pass the routine a few X and Y and
colour attribute parameters on to the D0-D7 regs, and let the routine
take care of putting it on screen, then pass control back to my program)

Thanks for the help.

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
___________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
__________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

1825. Re: Pure-C object-format

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 04:30:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404280630.a18300@ms.maus.de>
Source record: 188003

In article <2pivli$gv5@nz12.rz.uni-karlsruhe.de>, Andreas Pataki (paan0011@rz03.FH-Karlsruhe.DE) wrote:
>I'm searching for the format of the Pure-C object-format. Or is there any
>programm which converts a file into this format?

There is documentation, but as far as I know it's not generally available.
Contact Application Systems Heidelberg.

1826. Re: CD-ROM and Falcon: Drivers

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 04:30:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404280630.a18301@ms.maus.de>
Source record: 188005

In article <1994Apr26.121810.2287@jet.uk>, David Stevenson
(djs@jet.uk) wrote:
>PS: Is there a Falcon-compatible version of MetaDOS available?

MetaDOS *is* Falcon compatible. But Atari's BOS driver (CDARGEN.BOS) doesn't
support Falcon SCSI. That's why you need a third-party BOS driver.

1827. Re: Planes vs chunky mode (was: Re: A Falcon Developer Speaks about Doom..)

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 05:18:37 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoyEr2.9Bp@sdf.lonestar.org>
Source record: 188172

```
====================
Yawn. Old argument. With bitplane modes, you don't have to draw on all
bitplanes. This isn't much use in a general graphics environment (eg. VDI),
but with direct access, all sorts of amazing effects are possible.
====================

Warwick, I'm surprised at you! Direct screen writes .. on an ST? Just
for some cheezy effects? At the sacrifice of more general VDI speed?
You asleep today? That doesn't sound like you. And in 256 color mode,
it just may be faster to do those effects with chunky instead of bit-plane,
even if you don't write to all planes. Were talking one move versus some
hefty computations (hefty by comparison anyway). In lower color modes, sure
you can get mono bit-maps like text on the screen MUCH faster than if you
had to rotate away the color info from a chunky mode, but when its 1 byte
per pixel things get alot easier!! And the more general your application,
the better than chunky becomes.

Amazing effects? The ST and STe don't amaze me anymore.
```

1828. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 05:23:09 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoyEyL.9FF@sdf.lonestar.org>
Source record: 188173

In article <CotEz0.8E4@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:
>>I am currently working on "The Superb Sample Editor" for the Falcon which
>>eventually aims to be able to do anything you want to do to a sound sample.
>>It will be shareware - first version will be released in a few weeks time.
>>Currently in beta-testing...
>
>And damned good it is as well, looking forward to seeing the next beta
>version as well.
>
>
>= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
>= / \ __ / ------ = 7, Crescent Road, Portwood, =
>= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
>= ////// ' \/ ` --- = United Kingdom. =
>= //// / // : : --- = Fax +44 (061) 429-9803 =
>=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
>
>

When mixing samples, or over-sampling, do youo use arithmetic averages
or do you use a logarythmic approach? I devized a few methods for doing
either re-sample or sound mixing using SIN and ARCSIN tables that should
sound alot better than averages. I was also thinking of using the same
methods with an anti-alias algorythm (just like in graphics) to smooth
out the distortion and noise from a sample (assuming contrast and aliasing
in graphics is like distortion and noise in a sample - only with sound you
can't average it away - not directly).

1829. GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 05:31:39 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoyFCs.9JD@sdf.lonestar.org>
Source record: 188169

==========
Everyone should realize that there is NO hardware support for the
ST/STe with the Gemulator, so you can only expect TOS apps to run
sucessfully. With the price of used STe's (I just sold a MegaSTe4 for
$250) there is no reason to get one of these items UNLESS you want to
run Calamus or something on a PC at work.
==========

Everyone should also realize that a 386 and higher DOES have the capability
to emulate hardware access and trap into the OS or other code. And when
emulating you have such total flexibility ANYTHING is possible. I'm going
the other direction as fasr as emulations though.

1830. Re: Good behaviour!?!

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 05:56:36 UTC
From: warrl@hebron.connected.com
Message-ID: <2pnj6k$1b7@hebron.connected.com>
Source record: 188252

Stein Arne Jensen (stein.arne.jensen@p10.secom.ct.se) wrote:
: on the COMP.SYS.ATARI conferences?

: What about deleteing parts of messages you are replying to?

: Any maximum for Sig length?

: Anything else a "freshman" should now?

I don't know of any rules specific to this group (except of course to post stuff relevant to the Atari ST & related computers... but that's just a specific instance of a common rule).

In general...

When replying a message, trim the original down to what you are replying to. If the original has 4 paragraphs and you're only responding to 1 of them, carve away the other three.

Keep your sig short. I have never heard any objections to 4-line sigs. I have heard objections to 10-line sigs in many places. Try for 4 lines, recommended.

If replying to a message which is cross-posted to multiple newsgroups, seriously think about whether your reply is really appropriate to all the newsgroups. If not, trim a few out. Don't use reply-to lines under normal conditions -- the default is that a reply will go to the same newsgroups as the thing being replied to; and if your message isn't appropriate to some newsgroup what makes you think a reply that you haven't read will be? (Makes it easy if the message you're replying to already has a reply-to line: just delete it.)

Try hard (sometimes the temptation is too much) to *not* reply to make.money.fast, obvious flamebait, or posts that are clearly not relevant to the newsgroup you're in. Or to crazies such as serdar argic or john winston even if they are more-or-less on topic.

(Exception to the last: I encourage everyone to reply to these in email, with just a copy of the message -- no additional text. That green-card malarkey has gotten into every newsgroup I read at least twice, so I suspect it's well nigh universal. If every reader of each newsgroup emailed a copy of this message back to the source each time they encountered it as a new message... well... the source would soon stop one way or another.)

1831. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 06:05:14 UTC
From: abarbiero@delphi.com
Message-ID: <hi9N7n6.abarbiero@delphi.com>
Source record: 188207

<PostMaster@barclays.co.uk> writes:

>You've just shot yourself in the foot again. You tell us about how crappy the
>ST scene is in NZ and then extrapolate that to mean all Atari lovers must be

Well, look at the population of NZ and there you have it. Trying
to market to a place like NZ (I have been to OZZ, but not to NZ)
is like marketing to a single state in the USA.. rough. Sorry, but that
is the way things go....

Andreas@AEO

1832. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 06:11:46 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoyH7o.9t9@sdf.lonestar.org>
Source record: 188168

==========
Funny, I get this bug:

When extracting and only the FIRST file from a ZIP archive is selected the extraction process starts but then returns to the main screen without extracting the file!!!!!

Anyone else got this problem?
==========

I get this even when I select the first one with others. The only way to extract the first file is via command line or by not selecting any files (which decompresses everything).

Hmm .. didn't Vincent test this thing? He needs to shoot his Beta-testers since I noticed this ASAP buit dont have his address handy.

1833. Re: Pure C version 1.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 07:04:10 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2pnn5a$18h@newshost.uni-koblenz.de>
Source record: 188224

In article <2plcpq$rbr@nz12.rz.uni-karlsruhe.de>, derose@i30fs1.ira.uka.de (Cesar De Rose) writes:
|> Dear Folks,
|>
|> I am using the Pure C 1.0 compiler from ASH with my TT030 for 2 years
|> and I am very happy with it. Now I heard about a new version (1.1).
|> ASH informed me that it will cost 50 DM (~ Us$ 30) but they not
|> say anything about the new version (new features ?).
|>
|> Did someone already used it ? Is it the money worth ?
|>
|> Regards,
|>
|> Cesar
|>

I think it would be better if you waited until June, when Version 2.0
of PureC is supposed to be released. I heard this on the ProTOS computer
show in Ulm last weekend. I wasn't able to get any information about
new features, but I hope that they are going add C++ ability.

Christoph

1834. Re: Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 07:32:53 UTC
From: stchip@delphi.com
Message-ID: <hqwubJ9.stchip@delphi.com>
Source record: 188249

ysiu@lexicor.com <Lexicor@world.std.com> writes:

>In article <Co7y34.6Hz@cix.compulink.co.uk>,
>Graeme Rutt <sabbath@cix.compulink.co.uk> wrote:
>>>I am looking for a decent art package that is/will
>>>
>>>(a) In English
>>>(b) works in mono and
>>>(c) can work directly on .IMG files
>>> (including scrolling of if the image is too large)
>>>
>>>Does anyone know of such a beast???

Touch Up from Migraph will fill the bill.

1835. Online Games

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 07:35:58 UTC
From: stchip@delphi.com
Message-ID: <po4PDH+.stchip@delphi.com>
Source record: 188250

Delphi is suppose to add a few online games in the near future. I was
wondering if anyones heard anything about them? They are:
Air Warrior, MultiPlayer BattleTech, Island of Kesmai
and Harpoon On-line.

Any help?

Jon O:}

1836. Re: What can we do with Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 07:40:53 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2pnpa5$18h@newshost.uni-koblenz.de>
Source record: 188225

In article <2pm6l6$f6m@news.bu.edu>, rimfax@acs4.bu.edu () writes:
|>

...

|> I must confess I am a loyal Atarian, and fascinated, while at
|> the same time disappointed and frusterated, with my Atari.
|> Somehow, I have the feeling that I am not the only one.

...

|> Is there anything we can do?

...

|> I have a few: (if there too outlandish just call me a dreamer!)
|>
|> 1) Start a tutorial on the net. May'be one or two
|> lessons a week. Starting with the basics. i.e. this is
|> an Atari computer. May'be Micky Boyd can even back them
|> up at a.a.u.e.

This sounds good, but only people who have net access would benefit
from this. I don't think there are such a lot of novices in the
ATARI computer scene who have net access.

|> 2) Build the Ultimate computer. (No idea how to
|> do this, but hey! It could happen!) Then have
|> multimillion dollar conventions.

I don't know whether there will be the _ultimate_ TOS machine
in a short time. However, there are already two machines that
can run TOS and are not produced by ATARI; Medusa T40 and
GE-Soft Eagle.

The Medusa is supposed to be a _very_ fast machine (32/64 MHz
68040, better board design etc.). A speaker of Digital Arts
reported on the ProTOS computer show that in a _real_ DTP
application, the Medusa was 7 times faster than a TT.

But this machine is just too expensive to give the ATARI/TOS
market the right kick.

The Eagle still cannot be bought, although it is supposed to
be shown on the FEZ-A-BIT computer show in May in Berlin.

I heard that one of the main problems to build ATARI clones
or new TOS machines is to get a license from ATARI for their

operating system.
If ATARI just went ahead and said "Hey, everybody can have TOS
for free!", things would be much easier, and perhaps clones would
have appeared much earlier - it actually is too (?) late now.
But what could ATARI lose if they did that?

Perhaps Magix is a way out of the TOS dilemma, as it is a
complete replacement of the original OS, not a patched TOS.
This means that a company wouldn't have to ask ATARI if they
wanted to release a new machine, but Sven&Wilfried Behne, the
Magix developers, who would probably be much more open for that.

The problem is, that Magix has to be adapted to new hardware,
if it is supposed to support the new features. Remember that
the Falcon compatible version isn't out yet - no wonder, as
the programmers have enough to do with the new video modes etc.

Finally, it also is a problem to attract _new_ potential users.
There are hardly any new ATARI users in schools and this means
that the TOS market can only be kept stable, but it doesn't
grow. Has somebody an idea how to encounter that problem?

|> Wayne T. Schultz
|> rimfax@acs.bu.edu One of Two Atarians at Boston University.
|> (not that other school)^^^

Christoph

1837. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 08:16:27 UTC
From: c.mother@tbag.tscs.com
Message-ID: <c.mother.0hwl@tbag.tscs.com>
Source record: 188298

Well I am sure glad I don't live where you are! BTW in this country it is different. Sure there are like 30 different stores. But the computers cost an Arm and a leg. There is really only 2 good places to shop. And they are across town from where I live. Even trying to get a modem for the computer was hard to do and when I went into the IBM places there wasn't NO support at all. The only way they give you support is if you plan on buying a computer from them for 1500 dollars. US dollars that is. I don't know what the difference in the Cash Exchange from where you live and where I live so I wont go into that. But I do know people who bought an IBM computer and they had a headache ever since. And this one guy didn't know one single think about computers and he had an IBM 386sx. I never had an IBM and I knew more about that computer then he did!

One think I know about Atari owners. They do know how to use different computers. That is one of the reasons they bought the Atari they wanted something DIFFERENT then the norm!

So I guess your a Dos/Windows freak. BTW I used both and I didn't see any pluses to have either one. Windows takes up too much ram and disk space. And Dos takes up to much memory. Plus you have to deal with EMM's and all sorts of road blocks. Config.Sys, Autoexec.bat files and other things you have to have in there before you can even turn on the computer. I would like to know why they call Windows Ease of Use programing.

Clifton Mothershed!

1838. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 08:19:53 UTC
From: richara@westminster.ac.uk
Message-ID: <Coyn3L.LHw@westminster.ac.uk>
Source record: 188263
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <1994Apr25.074832.16356@unix.brighton.ac.uk>, Stephen Ticehurst writes:
: > Is there such a thing as a C interpreter? Surly it would be too slow with
: > having to include all the header files and libraries etc..

: They do exist (there's one called C-Breeze and one called C-Envy I
^^^^^^^^
C-Breeze is an editor, not an interpreter. It is a rather splendid and very
configurable editor though. But its a little old. Don't know what C-Envy is
though.

I thought that HiSoft 'C' was the ONLY 'C' interpreter available on the ST.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

1839. Re: JPEG viewer for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 08:28:22 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <2pns36$dmi@nyheter.chalmers.se>
Source record: 188262

In article <1709@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <H.eg.nTXIxoV0xNw@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>>In <1994Apr7.093817@cs.man.ac.uk>, David Oldcorn writes:
>[STuff deleted]
>
>>For monochrome systems, there's mgif, which is surprisingly fast, and
>>does a great job of displaying them. It's about as fast loading a JPEG
>>as it is loading a GIF!

The main reason for the fast JPEG loading in mgif 4.2 is the fact that
the old mgif versions were greyscale only. A JPEG can be decoded for
greyscale display much faster than for full 24 bit or quantized colour.

The GIF loading has been speeded up a great deal since v4.2 and I think
mgif has now regained the position as the fastest gif loader around. ;-)
The GIF decoder is still 100% C!

Like almost every other JPEG decoder around, mgif uses the IJG library.
In this case it is compiled with gcc 2.x.x, which might give mgif a slight
advantage over some programs created by other compilers.
TurboC/PureC really are incredibly bad at optimising, though their code
generators make up for it sometimes. In mgif, however, there are some
functions that takes four times as long when compiled with TurboC!

>>> There is also the fact that you need a lot of memory to do the job... with
>>> most ST's out there still only 1 Meg, it would be tricky to do any picture of
>>> reasonable size.
>>
>>I've got 4M in my machine, so your mileage may vary with mgif.
>
> I think his point of memory can be taken, depending on the
>method used by the picture viewer. Take Gemview for instance - it
>tries to create (within the confines of the graphics mode) an exact
>display of the picture - so if the display takes up 3megs, then
>3 megs for the picture are needed. I've tried a couple JPGs that
...
> On the other hand, there are programs like Mgif and Photochrome,
>where it decides how much of the picture to display as it's loading,
>so that really the only memory being used is enough to display
>a representation of the picture. That is why (at least with

Please excuse me, but I can't let you include mgif in that category. ;-)
Mgif has always loaded the complete picture, not only the part that
fits on screen. It would have been a rather useless image processing

program otherwise.

Since last week it is possible to use virtual memory for the image
buffers, so noone with an '030 machine, a harddisk and Outside/VRAM
will ever have to worry about image sizes again.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1840. gnu-gemlib for PureC?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 08:35:32 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <Coynv8.3L3@ztivax.zfe.siemens.de>
Source record: 188266

Hi,
trying to recompile some stuff (e.g. toswin, gemtrm) with PureC and mintlibs,
i ran into the problem of incompatible gem - libraries. Is there a port of the
gnu gemlib for PureC?

Thanks,
HP

1841. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 08:35:33 UTC
From: desnogue@mimosa.unice.fr
Message-ID: <2pnsgl$cgs@taloa.unice.fr>
Source record: 188264

```
In article <2pkacr$3gs@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
|> In article <2pjd6v$cfp@taloa.unice.fr> desnogue@mimosa.unice.fr writes:
|> >In article <2pjbsu$mu@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
|> >|> If you want to buy a lisence from me to use code that will draw characters
|> >|> fast, maybe we can work something out. Send me email at
|> >|> tmiller@suntan.eng.usf.edu.
|> >
|> > I just cannot believe someone would pay for that... I wrote
|> >mine and they're as fast as possible (different ones for mono
|> >and 640x200, and different alignments). I'd NEVER ask anybody
|> >to pay for giving them away !
|> >
|> >Laurent
|>
|> What, are you going to get on my back for doing something perfectly
|> reasonable? If you can'd do something yourself, you pay someone else to do
|> it. It's not like I'd charge him anything significat... just a token amount
|> so he knows I'm serious. He said he couldn't get it to be fast. I could.
|> Therefore, if he wants me to help him, he'll buy use of my code. Simple. If
|> you want to write your own, that's fine with me. If he wants to write his
|> own, that's also fine. If he wants to use my code, he'll have to pay for it.
|> That seems perfectly reasonable. If I do work, I want to be paid for it. I
|> spent months figuring out different ways of drawing characters before I
|> finally came up with what ANSITerm has. I'd like to see YOU write a terminal
|> program as fast as ANSITerm 1.91. To you and I NOW, it's a simple problem. I
|> could recode it in an hour just because I type slow, but that's after having
|> figured it all out. Figuring something out can be the hard part when you have
|> no experience with it.
|>

I agree with you on that point: if someone asks you to write
something for him/her you should be paid. But if I were to do
something like that (note I wouldn't, I like challenges and I love
coding) I wouldn't sell the code to anyone else.

And when I write programs for me, if someone wants to have them
with source and everything I just give them. We shouldn't pay
for software. Don't flame me for writing that:

As Robert Anisko (anisko@usdtsg.DaytonOH.NCR.COM) writes: some
people on the net support the FSF (Gnu software, Richard Stallman
for those who don't knwow...).

Everyone is free to do what he wants. Everyone is free to pay
for what he can get for free. Everyone is free to give away
```

programs and source for free.

Laurent

1842. Falcon Soundplayer

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 08:39:19 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <Coyo1J.3np@ztivax.zfe.siemens.de>
Source record: 188267

Hi,
i'm looking for a soundplayer for my falcon, preferable for sun .au and/or
mod files. I don't need a memory eating fancy sound editor, just play and go.
Would be fine if the thing runs as well from a command line. does somebody
know such a thing?

thanks, HP

1843. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 09:24:20 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr28112421@issan.informatik.uni-dortmund.de>
Source record: 188226

In article <2pj8po$82g@vishnu.jussieu.fr>, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:

|> In article 28674@esca.com, woodford@esca.com (Steven Woodford) writes:
|> }Does the 68030 have a 'longword' version of 'dbf'? (I don't have docs handy)
|> }Perhaps two 'dbf' loops one after the other? Each handling half the
|> }total required? I assume loop unrolling doesn't gain much on the 68030
|> }with it's cache enabled?

The fastest way to implement long word dbf is like this:

```
move.l count-1,d0
.loop: do_something
dbf d0,.loop
clr.w d0
subq.l #1,d0
bcc .loop
```

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

1844. Re: Parity on ICD AdSCSI. Was: Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 09:59:16 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2po1dk$a1k@ccpnws.in2p3.fr>
Source record: 188227

Steven Woodford (woodford@esca.com) once wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

> [snip]

> > Your ADSCSI should be able to handle parity
> >with no problems, but you might want to consider getting a unit with a
> I've seen several posts which mention that the AdSCSI can handle parity.
> I seem to recall having to disable parity on my Maxtor 7080 to get it
> to go. Can all AdSCSI(+) adaptors handle parity? My board certainly
> doesn't have any jumpers on it which would enable/disable this feature.
> So how does the board know when it's talking to a drive with parity
> enabled? Or am I just using an old out of date AdSCSI+? I'd certainly
> feel better with some sort of integrity checking going on between drive
> and host adaptor, even if it is only parity!

> Cheers, Steve

I have bought an AdSCSI Advantage Plus card from ICD because I could not
disable the parity on my Conner drive (CP30100) : everything works fine,
just plug and play !.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

1845. Re: Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 10:01:08 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2po1h4$eat@aiscube.AIS-Dortmund.DE>
Source record: 188228

Jeff Weiner (weiner@terminator.rs.itd.umich.edu) wrote:
: After 5 or so (I've actually lost count) years at the helm of atari.archive,
: I'm calling it quits. I'd like to thank everyone for their assistance,

... sniff, sniff

Thanx for all the work you've done Jeff, and good luck for your future :-) !

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

1846. Re: THIS WON'T INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 10:51:04 UTC
From: csydf@scs.leeds.ac.uk
Message-ID: <1994Apr28.105104.17294@leeds.ac.uk>
Source record: 188238
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2p98c6$a6t@news.bu.edu>, smirk@bu.edu (Sheldon Chang) writes:
|> maaron@utdallas.edu wrote:
|> : Richard Ward (rrward@netcom.com) wrote:
|> : > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us> crazykid@lakes.trenton.sc.us (Michael Yount) writes:
|> : > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
|> : > >>
|> : > >> It was an April Fools joke. "Melvin Purvis", the signee on the FBI
|> : > >> letter was the agent that shot John Dillinger, and is long since deceased.
|> : > >Yes, however, this Dave Rhodes chain letter crap is still illegal. At least,
|> : > >in the US it is... (it's hard to believe that someone was actually named
|> : > >Melvin Purvis - glad it's not MY name! :))
|>
|> : > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid you
|> : > not).
|>
|> : > Richard Ward
|> : > rrward@netcom.com
|>
|> : That's nothing. At the private (Christian) school where I went to in 6th
|> : grade, a bus driver worked there named (I swear in the name of Doom that I lie
|> : not) Dick Leech. Some of the torture he got from the Bible-toting hypocrite
|> : students was rather unchristian, as you can imagine. =-]
|>

I feel sorry for Mr. and Mrs. Head's son Dick. :)

DAV

'Still trying to work out what this has to do with chess.'

1847. Re: Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:10:10 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2po5ii$259@fbi-news.informatik.uni-dortmund.de>
Source record: 188232

In article <JENSK.94Apr27084801@hpbbrn.bbn.hp.com>, jensk@hpbbn.bbn.hp.com
(Jens Kilian) writes:

|>
|> It doesn't get easier than this.

It IS very easy in my opinion, isn't it?

|>
|> Greetings,
|>
|> Jens.

--

Greetings

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@kreta.informatik.uni-dortmund.de

1848. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:11:54 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Coyv3u.F00@cix.compulink.co.uk>
Source record: 188299

>Please make it run on VGA! I don't want to switch to my old TV everytime.

Don't worry here, Dan has already covered that, and I run it with no
problems at all on a VGA monitor.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1849. Re: WANTED Calamus to falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:23:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbfab35@p10.secom.ct.se>
Source record: 188276

WA> From warwick@cs.uq.oz.au (Warwick Allison)
WA>
WA> Stefan_Damerau@sl.maus.de (Stefan Damerau) writes:
WA>
>> AL>If someone has Calamus to falcon030
WA>
WA> Calamus SL runs in any resolution, except maybe truecolor. I run it in
WA> 1152x816x256colours.

I've tested 1.09, 1.09n and S on my Falcon and have experienced no trouble working with any of them.
Bear in mind however that 1.09 and 1.09n will only wirk in 2 colour mode, but in any resolution!

1850. Flight sims for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:26:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dbfac2a@p10.secom.ct.se>
Source record: 188277

Does anyone know a fix for it making it run correctly on the Falcon?
As it is - the program starts OK, but once you take of - it's just as if you've lost your right wing - even in demo mode.

Flight Simulator II seems to work well enough - actually much better than on the old Mega - the scrolling is almost smooth :-)

Does any of you know any fully working alternatives to these two titles?

1851. SyQuest 105 Mb. cartridges

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:26:58 UTC
From: v892127@last.si.hhs.nl
Message-ID: <Coyvsz.6wA@si.hhs.nl>
Source record: 188256

Hi,

I'm looking for (cheap) SyQuest 105 Mb. cartridges for my PLI
105 Mb. removable drive.

Does anyone know a cheap place, where I can get the cartridges ?

C.W. Lai,
student Computer Science,
distributor of Atari PD Reaction magazine,
proud Atari ST, Apple Macintosh and PC owner,

Internet: v892127@si.hhs.nl
Fidonet : 2:280/706.12, 2:282/301.27, 2:283/705.20
NeST : 90:500/104.12
S-Mail : P.O. Box 13672, NL-2501 ER 's-Gravenhage, The Netherlands

1852. Networking computers?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:32:09 UTC
From: nj1@ukc.ac.uk
Message-ID: <7591@merlin.ukc.ac.uk>
Source record: 188242

I know this is gonna sound a bit odd, but here goes....

As a group of us are living off-campus next year, we had the idea of networking our computers to a modem - perhaps through a smallish computer - so we could get our mail etc. from the university system. Now then, the problem comes with our computers. Between the four of us we have:

1 Atari Falcon
1 486DX2/66
1 A1200
1 Archimedes

Sort of puts a crux in things for a start, doesn't it?

Now then, as I have just got my Falcon, I still have my old ST (1 Meg - No HD) which we could possibly use as the go-between of our computers and the modem.

Does anybody know of any software I could use of the ST to do this, and any way of linking up all four machines...

Ethernet was suggested by Steve (the PC owner) - but I haven't heard of any Ethernet cards for the Falcon or the ST...

Can anybody help????

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

1853. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:57:18 UTC
From: monnier@di.epfl.ch
Message-ID: <2po8au$ekh@disuns2.epfl.ch>
Source record: 188240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Coyn3L.LHw@westminster.ac.uk>,
Alan Richardson <richara@westminster.ac.uk> wrote:
> I thought that HiSoft 'C' was the ONLY 'C' interpreter available on the ST.

I do know it's not the only one.
I have the "Interpreteur C" from Loriciels (french software house,
probably dead by now). It had an impressively fast editor, possibility
to "link" with compiled code and was pretty much ANSI.
Only trouble: it didn't seem to know about the "for(...)" construct
(kind of odd for a C interpreter and I never read or heard about that
specific problem and the example files used the "for" construct, but
still: my version always complained over "for" but was running fine if
the "for" was translated by hand into a "while")

Stefan

1854. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 11:58:10 UTC
From: brooks@dvs.com
Message-ID: <1994Apr28.115810.23205@dvs.com>
Source record: 187862
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

Chris Hoppe (choppe@hubcap.clemson.edu) wrote:

: I hate to waste bandwidth on this thread, but alas, I knew a guy
: up in ALbany NY named Haywood Jablome, go figure.

I as well couldn't resist... Wei Hung Lo

--
_/_/ _/ _/ _/_/
Walter Brooks _/ _/ _/ _/ _/ Digital Video Systems
_/ _/ _/_/ _/ Scientific Atlanta
email: brooks@dvs.com _/_/ _/ _/_/

1855. Re: More RAM 4 every1!

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 12:14:37 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Coyy0E.7Mr@bbc.co.uk>
Source record: 188241

Michael Schwingen (rincewind@discworld.oche.de) wrote:
: In <2p73ft$7a0@golem.wcc.govt.nz>,
: Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: They are - normally. Martin's circuit wraps around all those chips, and adds
: extra address bits in all registers (video base, DMA, blitter, ...) so that
: the software can simply use the additional RAM without any changes. The TOS
: recognizes the RAM automatically (no auto program etc.) and moves the screen
: to the end of the RAM. The only thing that does not work above 4MB is STE-DMA-
: sound.
I can't imagine how this would work. How does he add extra address bits?
If it does, how about posting more details and prices, etc.

: You will not want to install the board yourself, though - it involves cutting
: some traces on the board, and soldering *many* cables to the board, some of
: them directly at the custom chips (about .6mm pin spacing I think).

I think I could manage that :-)

: For more information, mail Martin directly.

David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

1856. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 12:26:13 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2poa15$q2n@aggedor.rmit.EDU.AU>
Source record: 188245

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

: : EVERY ST has the ability to Genlock. Unfortunately, it wasn't until
: : the STe
: : came out that the necessary connections were provided on the back of the
: : computer. On the older STs, you had to do a little hacking of the
: : motherboard
: : to get at the signals that you needed.

: Can you post brief details of how this is possible, on either the STe or
: the STFM. Thanks,

While we are talking pin-outs, can anyone recall if the pin labeled 'audio-in'
was ever put to use??

--

Rob. (roba@nutmeg.ntu.edu.au)

1857. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 12:31:37 UTC
From: desnogue@mimosa.unice.fr
Message-ID: <2poab9$sos@taloa.unice.fr>
Source record: 188244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2po8au$ekh@disuns2.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
|> In article <Coyn3L.LHw@westminster.ac.uk>,
|> Alan Richardson <richara@westminster.ac.uk> wrote:
|> > I thought that HiSoft 'C' was the ONLY 'C' interpreter available on the ST.
|>
|> I do know it's not the only one.
|> I have the "Interpreteur C" from Loriciels (french software house,
|> probably dead by now). It had an impressively fast editor, possibility
|> to "link" with compiled code and was pretty much ANSI.
|> Only trouble: it didn't seem to know about the "for(...)" construct
|> (kind of odd for a C interpreter and I never read or heard about that
|> specific problem and the example files used the "for" construct, but
|> still: my version always complained over "for" but was running fine if
|> the "for" was translated by hand into a "while")
|>
|>
|> Stefan

Deadly wrong :)
The ``Interpreteur C'' from Loriciel is the same as HiSoft. I'm
pretty sure of this since I know the writer...

Laurent

1858. Re: Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 12:44:17 UTC
From: (unknown)
Message-ID: <2pob31$5gf@groucho.phil.ruu.nl>
Source record: 188248

> As always, thanks for your continued support of atari.archive.umich.edu.
> --
> Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
> Never solve puzzles that open portals to Hell.

I've only been using a.a.u.e. since 1-12-1993, but it was the best there
is. Thanks for making my Falcon bought 1-12-1994 worth it.

Joost.

1859. Re: A Falcon Developer Speaks

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 12:47:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404281447.a19194@la.maus.de>
Source record: 188004

D>|> If you want to buy a lisence from me to use code that will draw
D>characters |> fast, maybe we can work something out. Send me email at
D>|> tmiller@suntan.eng.usf.edu.
D> I just cannot believe someone would pay for that... I wrote mine and
D>they're as fast as possible (different ones for mono and 640x200, and
D>different alignments). I'd NEVER ask anybody to pay for giving them
D>away !

Also its not that difficult to do such a routine...

Holger

1860. Re: CD-ROM and Falcon: Drivers?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 13:15:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Coz0u9.LD9@cix.compulink.co.uk>
Source record: 188300

In message <1994Apr26.121810.2287@jet.uk>, djs@jet.uk said:
>PS: Is there a Falcon-compatible version of MetaDOS available?

No. You can get Extendos from system solutions or CD Tools from Hard &
Soft in Germany.

Ofir ogal@cix.compulink.co.uk

1861. Re: 32 Mhz Falcon upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 13:15:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Coz0uC.LDu@cix.compulink.co.uk>
Source record: 188151

In message <CovKEF.C8r@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk said:
>I got the PowerUp2 32MHz accellerator at the Newcastle atari show, 50 (UK)
>from System Solutions.
>
>The speed increase isn't that great, but hey - for 50 (UK) what can you expect.
>I don't think that the Eagle 32 would give much better results as it also lacks
>a cache or on board ram, so you are very limited in what you can achieve -
>I seem to get only around the 15% improvement mark.......

The Eagle Sonic is not faster, but costs 4 times more.

>More interesting though is that I also saw the Baracuda 040 board for the falcon
>at the same show - a 32 MHz 68040, on board RAM up to 64Meg, a slot for an
>off-board video card (away with bus contention forever....) and all small enough
>to fit inside the standard falcon case.

How much?

Ofir ogal@cix.compulink.co.uk

1862. Frontier (Elite II)

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 13:53:34 UTC
From: v932405@si.hhs.nl
Message-ID: <Coz2LA.9pp@si.hhs.nl>
Source record: 188257

I seem to have a little problem with Frontier. At the moment I have a ship with
4 crewmembers. I have enough money to buy a bigger ship but it needs 8 crewmembers.

My problem is that when I buy the ship, there are not enough people who want to be
a crewmember. I've tried nearly all places in the Sol system, Barnard Star and Ross 154.

Does anybody have the solution ?? Please let me know.

1863. Re: Need advice: How to speed up my St520+

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 14:09:49 UTC
From: osantiag@fiji.gesd
Message-ID: <2pog3d$5hq@cnn.MOTOWN.GE.COM>
Source record: 188265

What is Mag!x and where can I obtain a copy of the full version. Anyone out there know where to get it. Please provide me info on this program.`

Sincerely
Orlando Santiago

osantiag@motown.ge.com

or
st92nxqj@dunx1.ocs.drexel.edu

1864. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 14:13:42 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Apr28.141342.906@isle.waterloo-rdp.on.ca>
Source record: 188040

Barry Scott Munro was heard to say:

> I agree too - version 2.4 is still being used by me!

I wish that I'd kept my 2.4 around... I accidentally extracted 2.5 right over top of it. A have backup zips of my source code that I just 'freshen' on a regular basis. Zips that I have freshened with 2.5 are no longer readable by any version of STzip. Pkzip on the PC tells me to run PKzipfix which does get the files back, and a linux based unzip extracts it fine but reports about 1/2k of garbage at the beginning of the file... I have since switched to the Lharc, now that it has a VERY decent shell to work under, and it also seems blazingly fast.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1865. ICD Link 2 - available? Price?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 14:14:43 UTC
From: selick@acs4.bu.edu
Message-ID: <2pogcj$dck@news.bu.edu>
Source record: 188255

Is ICD's "The Link 2" available yet? What will it cost, and who has
it? Will its software support a CD-ROM drive under normal TOS? Geneva?
-Steve
selick@acs.bu.edu

1866. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 14:17:22 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94Apr28151722@vega.dcs.exeter.ac.uk>
Source record: 188251

In article <1994Apr27.122218.21566@solaris.rz.tu-clausthal.de> incp@sun.rz.tu-clausthal.de (Christian Perle) writes:

>:>I am currently working on "The Superb Sample Editor" for the Falcon which
>:>eventually aims to be able to do anything you want to do to a sound sample.

> Please make it run on VGA! I don't want to switch to my old TV everytime.

Of course! It will run in any screen mode you can get as long as you've got
at least 640 pixels horizontally and 16 colours.

--
+-------------+
| {{{ Dan }}} |
+-------------+

1867. Re: What can we do with Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 14:26:44 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16FA668D1S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 188260

Sam Tramiel recently admitted in an interview in the San Francisco Chronicle
that Atari has pretty much abandoned the personal computer market. All we
can do is hope that the Jaguar game console keeps the company alive so that
at least there is an Atari. Otherwise, we'll be the proud owners of orphans.
I don't ever see the day when hardware and software will be available for
an Atari computer like it is currently available for PCs and Macs.

In article <2pm6l6$f6m@news.bu.edu>
rimfax@acs4.bu.edu () writes:

>
>
> I must confess I am a loyal Atarian, and fascinated, while at
>the same time disappointed and frusterated, with my Atari.
>Somehow, I have the feeling that I am not the only one.
>
> I wonder if there is some way to reverse the illness that
>the Atari world has acquired? I used to joke about what I would
>do when I bought enough stock take control of Atari. (What a dream!)
>I suppose that the first thing I would do would be to start a
>huge marketing scheme, commercials, billboards, etc. Then I would
>distribute as many computers at as cheap a price as possible, maybe
>giving "free" units to distributors. The idea is to get people
>hooked. I am not a marketing genious or anything, but something would
>have to be done.
>
> Is there anything we can do?
>
> As I look about the net and read articles from many different
>Atarians, I see a whole lot of intellect. There is a whole lot of
>potential for Atari computers and the diehard users sitting in front
>of them, but how do we tap into that. Is there a way to insure that
>this little stream won't dry up? I know we have the Archive, which
>seems to be a source for our little stream, can we build on that?
>
> Are there any ideas out there?
>
>I have a few: (if there too outlandish just call me a dreamer!)
>
> 1) Start a tutorial on the net. May'be one or two
> lessons a week. Starting with the basics. i.e. this is
> an Atari computer. May'be Micky Boyd can even back them
> up at a.a.u.e.
>
> 2) Build the Ultimate computer. (No idea how to

> do this, but hey! It could happen!) Then have
> multimillion dollar conventions.
>
> I have no idea where this COULD GO. But, a unified
>Atari world working together, could probably create spectacular
>computers, software etc... I am reminded of a quote I have heard
>somewhere before "United our stream stands, divided our stream
>drys up and dies."
>
> Who am I? Just a silent Atarian who has read this news
>group for about three months before I finally felt it worthwhile
>to speak. May'be its the awesome spring day, and feeling in tune
>with all the rebirth going on outside.
>
>Wayne T. Schultz
>rimfax@acs.bu.edu One of Two Atarians at Boston University.
> (not that other school)^^^
>
>

1868. Atari Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 14:51:45 UTC
From: lannie@picard.infonet.net
Message-ID: <2poii1$9ht@insosf1.infonet.net>
Source record: 188268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following items for sale:

1040STf 1Meg TOS 1.4 (6chip)
ADSCSI Plus adapter
SC1224 Color Monitor
SM124 Monochrome Monitor
Citizen 180D Printer
Practical Solutions Cordless Mouse (Wonderful)
Joystick
Hayes 1200 Baud (Joystick & Modem go with computer)

Software in Boxes, with Manuals

Arena
Hunt For Red October
Karate Kid II
Championship Wrestling
Dungeon Master (Great)
Out Run
Battle Chess
GBA Championship Backetball
Hard Driv'in II
Gone Fishin
GFA Basic 3.0 Editor/Compiler/DOCS
DBMan Version 2.0

All items can be yours for a reasonable offer. I really don't
want to put a price on them. I just want some offers. The best
offers get it. You can e-mail me at Lannie@ins.infonet.net,
or Lannie@data.infonet.net.

Everything listed is in good working order. The exception is the
printer. It works, but it is very used. The print quality is still
the same, but it's casing is a little worn.

1869. Modem init problems

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 15:29:14 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2pokoa$2jh@freenet.hut.fi>
Source record: 188281

I can't get the modem initialization to work properly on my new BBS system. Sometimes it works, sometimes it doesn't, and I can't think of anything that could be wrong. The string is correct, ATZ0, the baud settings are correct (I've got a V.32/V.42/V.42bis modem, and my settings are as follows: Idle Baud rate: 19200
Min. Baud rate: 1200
Max. Baud rate: 19200
Lock Baud rate: 19200 so they should be alright). I've got the HSFIX.PRG in my auto folder, so RTS/CTS *shouldn't* be the problem. I've tried changing the Idle and the Lock settings to smaller, but it still doesn't work. The BBS (Transcendence) itself shouldn't have any bugs causing this. And my terminal programme initializes the modem just fine.
Could anyone tell me what's wrong?
--
_____
Matti Koskimies • 86.2 percent of statistics are wrong... •
mkosk@freenet.hut.fi • (I know, old one...) •
matti.koskimies@mpoli.fi •_____•

1870. PowerDOS - what is it??

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 15:34:49 UTC
From: ceebsm@cscd4c22.caledonia.hw.ac.uk
Message-ID: <Coz7A1.4u7@cee.hw.ac.uk>
Source record: 188291

Wonder if anyone can help me. I've had a copy of PowerDOS lying around in my disk box, mainly because I don't have a clue how to use it. Am I correct in thinking it is some sort of Multitasking software made PD as it has no instructions?

The concerned program is available on some FTP sites. The program was written by Dragonware or someone like that.

Any information at all about it would be appreciated.

Barry
--

""" Home address """""""" """""""""""""" E-mail addresses """
""""""""""""""""""""/\""" """"/\""""""""""""""""""""""""""""""
11 Station Court, //\\" ""//\\ ceebsm
Leven, //""\\ //""\\ @clust.hw.ac.uk
Fife KY8 4RR //"" Barry Scott Munro ""\\ @caledonia.hw.ac.uk
Scotland //"" \\ // ""\\ @cee.hw.ac.uk
"""""""""""""""//"" \\=======// ""\\""""""""""""""""""""""""""
"""""""""""""""//""" \\ BSM // ""\\""""""""""""""""""""""""
"""""""""""""""""""" \\===// """""""""""""""""""""""""""""
_//
_/

1871. Standard Pascal for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 15:36:44 UTC
From: ceebsm@cscd4c22.caledonia.hw.ac.uk
Message-ID: <Coz7D9.4w3@cee.hw.ac.uk>
Source record: 188292

Sorry to ask so many questions but this is just a quickie! :)

Is there a PD Standard Pascal compiler available?

--
Barry Munro
ceebsm@clust.hw.ac.uk

1872. GFA to C Koverter

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 15:40:34 UTC
From: florey@nats7.informatik.uni-hamburg.de
Message-ID: <2poldi$sh7@rzsun02.rrz.uni-hamburg.de>
Source record: 188280

Hi,
I am searching for the GFA-Basic to C Converter (Cicero GmbH).
I hope someone in Germany is reading this and is friendly
enough to answer this question:
I know about the original price of more than 800DM, but please...

Angebote bitte via email an florey@nats2.informatik.uni-hamburg.de
oder
rz2a024@rrz.uni-hamburg.de

DRINGEND!!!

Gruss, Friedemann

1873. Re: A Falcon Developer Speaks about Doom...

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 15:56:34 UTC
From: <>
Message-ID: <2pombi$fjf@mother.usf.edu>
Source record: 188258

Speeking of DOOM, I went to that DOOM RTC on GEnie a few night ago. I was there with one other Falcon user who wanted DOOM on the Falcon. He and I both asked about a Falcon version of DOOM, and we were blown off quicker than you can skake a stick. The responce _I_ got was a very rudely placed "Falcon = no money". The other guy got a bunch of no's.

1874. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 16:14:18 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Coz93u.E9s@newcastle.ac.uk>
Source record: 188031

In article <1994Apr26.112913.20861@nessie.mcc.ac.uk>, bianchi@engels.co.umist.ac.uk (Andrew Bianchi) writes:
>Hi All,
>
>I seem to have found a problem with Miniwin/Toswin which I use for running tcsh,
>mintshel, etc...

Miniwin was actually a bad idea as far as running TOS in a window goes - it runs a new copy of itself each time it is run - and doesn't multi-thread to save memory.
Eric's original approach to running TOS programs was much better from a memory saving point of view.

>After running miniwin the total free memory drops - I'm checking this using the
>"Desktop Configuration" menu option under MultiTos. I've lost upto 50kb each time
>I run miniwin !
>
>The same also happens with Toswin (Warwick Allison's version) which I just compiled
>last night.

Install RUNTOS.PRG as the TOS running application, and run TOSWIN.APP (Warwick's version) from the GEM.CNF file - this cuts memory overhead quite a lot.

>Has anyone any idea why miniwin/Toswin 'loose' memory - where is it going ??
>The system I have is a 4Mb Atari STE with hard drive, MultiTos (with MiNT 1.09),
>NVDI, Deskpic (with a nice picture of Tori Amos !), and MinixFS (pl9).

Get the pl10beta filesystem - it's more reliable than the pl9 one (well done Stephen H.)

Craig.
Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone :
Stevenage,England.|| Snail-mail:
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1875. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 16:44:36 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2pop5k$kpm@elna.ethz.ch>
Source record: 188270

>against the Falcon.. The Falcon does have 50khz Stereo sound. Which I haven't
>seen on the IBM yet...

Open your eyes...
You can get a 44kHz 16 channels card for about 200 US dollars...

1876. CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 16:50:40 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2poph0$dnv@usenet.INS.CWRU.Edu>
Source record: 188269
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

If you haven't downloaded the latest version of CAIN Newsletter, here is
your chance to participate in voting for the most wanted games for the Jaguar!
The results will be looked at by Atari Corp. This vote is being done by
the Cleveland Free-Net Atari SIG.

Most Wanted Games on the Jaguar!

Here's your chance to determine the most wanted games on the Jaguar!
If you own a Jaguar or think you will own a Jaguar in the next year or so,
you are allowed to vote on the most wanted games for the Jaguar!

INSTRUCTIONS: You may use 20 points to vote on any of the games on the
following list that you would like to see on the Jaguar. The list was
compiled from lists of games that game players throughout the world
contributed since the last CAIN Newsletter. You may allocate as many
points as you want in vote of a game, but you may NOT use more than a
total of 20 points. If you use more than 20 total points, none of your
votes will count.

If there is a game that you would really like to see made for the Jaguar
but it is not on the list, you may add that game to your votes. But you
are required to give that game at least 10 of your votes.

EXAMPLE:

Mortal Kombat II.....Acclaim/Midway.....[06]
Sinistar.....Williams/Midway.....[03]
Archon II.....Electronic Arts.....[01]
Dimensions Through Space (made up).....Dimensions'R'Us.....[10]

NOTICE: The game that isn't on the list is Dimensions Through Space.
This game does not exist but the game that you would like to see should
exist. 10 points were given to that game since it was not on the list.
This system is to assure that games not on the list will still have a chance
to be a most wanted game (especially if others suggest it too). Also,
if you add a game, you need to include the company that has the rights to
make it.

As you look through the list, you may find errors. If you find an error,
please include information on the error along with your votes.

We are unaware (and most others) of who has the rights to certain Atari
games--Atari Games Corporation or Atari Corporation. If you are aware of
who has the rights to the game, please send the information to the

address along with your vote.

I have been assured by a representative of Atari Corporation that the list of most wanted games will be given to the appropriate person at Atari Corp. after all votes are counted.

Finally, it should go without saying that all of the older games listed would be enhanced versions of the original for the Jaguar.

SEND VOTES TO: xx004@cleveland.freenet.edu

Here's the list:

Aces Over Europe.....Dynamix.....[ ]
Adventure.....Atari.....[ ]
Airborne Ranger.....Microprose.....[ ]
Alone in the Dark I.....Infogrames.....[ ]
Alone in the Dark II.....Infogrames.....[ ]
Alternate Reality (complete series).....Philip Price.....[ ]
Archon II.....Electronic Arts.....[ ]
Assault.....Atari.....[ ]
Asteroids (all forms in one).....Atari.....[ ]
B-17 Flying Fortress.....Microprose.....[ ]
BallBlazer.....LucasArts.....[ ]
Baseball Stars.....SNK.....[ ]
Battle Zone.....Atari.....[ ]
Bio Menace.....Apogee.....[ ]
Blasteroids.....Atari.....[ ]
Blazing Lazers.....HudsonSoft.....[ ]
Carrier Command.....Rainbird.....[ ]
Centipede.....Atari.....[ ]
Comanche Maximum Overkill.....NovaLogic.....[ ]
Commander Keen.....Apogee.....[ ]
Congo Bongo.....Sega.....[ ]
Cosmo's Adventure.....Apogee.....[ ]
Crazy Climber.....Namco.....[ ]
Cyber Sled.....Namco.....[ ]
Darksun: Shattered Lands.....Strategic Sim.(SSI).....[ ]
Defender.....Williams/Midway.....[ ]
Desert Strike.....Electronic Arts.....[ ]
Dig Dug.....Namco.....[ ]
Discs of TRON.....Disney.....[ ]
Dune II.....Virgin.....[ ]
Dungeon Master.....FTL.....[ ]
Elite II/Frontier.....GameTek.....[ ]
F-15 III.....Microprose.....[ ]
Fatal Fury II.....SNK.....[ ]
Flashback.....Delphine Software.....[ ]
Food Fight.....Atari Games.....[ ]
Gauntlet IV.....Atari Games.....[ ]
I, Robot.....Atari Games.....[ ]
Knights of the Round.....Capcom.....[ ]

Lady Bug.....Universal.....[ ]
LLamatron.....LlamaSoft.....[ ]
M.U.L.E.....Electronic Arts.....[ ]
Major Havoc.....Atari Games.....[ ]
Martial Champions.....Konami.....[ ]
Mechwarrior II.....Activision.....[ ]
MegaMan.....Capcom.....[ ]
Monster Bash.....Apogee.....[ ]
Mortal Kombat.....Acclaim/Midway.....[ ]
Mortal Kombat II.....Acclaim/Midway.....[ ]
N.A.R.C.....Acclaim/Midway.....[ ]
NBA Jam.....Acclaim.....[ ]
Pac-Man (complete series).....Midway.....[ ]
Pinball Jam.....Atari Corp.....[ ]
Pinball Fantasies.....Digital Illusions.....[ ]
Pole Position.....Atari.....[ ]
Raiden II.....Fabtek.....[ ]
Rampart.....Atari Games.....[ ]
Rebel Assualt.....LucasArts.....[ ]
Road Riot.....Atari Games.....[ ]
Road Blasters.....Atari.....[ ]
Robotron 2084.....Williams.....[ ]
Rolling Thunder.....Atari.....[ ]
Samurai Shodown.....SNK.....[ ]
SimCity 2000.....Maxis/Bullfrog.....[ ]
Sinistar.....Williams/Midway.....[ ]
Smash TV.....Williams/Midway.....[ ]
Space Lords.....Atari Games.....[ ]
Star Wars Trilogy (S.W.,E.S.Back,R.Jedi)..Atari Games.....[ ]
Starblade.....Namco.....[ ]
Starglider.....Rainbird.....[ ]
Steel Talons.....Atari Games.....[ ]
STUN Runner.....Atari Games.....[ ]
Stunt Track Racer.....Microprose.....[ ]
Super Street Fighter II.....Capcom.....[ ]
Syndicate.....Bullfrog.....[ ]
Tecmo Bowl.....Tecmo Inc.....[ ]
Thunderhawk.....Core.....[ ]
Total Carnage.....Williams/Midway.....[ ]
Tournament Cyberball.....Atari Games.....[ ]
Ultima.....Origin.....[ ]
Virtua Fighting.....Sega.....[ ]
Virtua Racing.....Sega.....[ ]
Wayne Gretzky Hockey.....Bethesda.....[ ]
Wheel of Fortune.....Gametek Inc.....[ ]
Wing Commander I.....Activision.....[ ]
Wing Commander II.....Activision.....[ ]
Wing Commander III.....Origin.....[ ]
Wizardry.....Sir Tech.....[ ]
World Heroes II.....SNK.....[ ]

WWF Royal Rumble.....Ljn.....[ ]
X-Wing.....LucasArts.....[ ]
Xybots.....Atari Games.....[ ]
Zeppelin.....Synapse.....[ ]

AGAIN, send to: xx004@cleveland.freenet.edu

RESULTS WILL BE POSTED IN TWO WEEKS.

1877. Atari ST Review - Calamus SL offer

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 16:51:36 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767551896@Chacewater>
Source record: 188271

I took up this excellent offer and ordered SL yesterday for 199 pounds.
To my astonishment it was with me the next day!

Thanks to all concerned, JCA for their speedy delivery, an ST Review.

Now I'm much happy!!!

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1878. Need Epson Mx80III printer file

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 17:31:50 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <2poru6$j98@u.cc.utah.edu>
Source record: 188152

[No readable article body recovered]

1879. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 17:48:58 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CozDHM.C4A@info.bris.ac.uk>
Source record: 188273
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

```
In article <1994Apr22.132804.2476@dunix.drake.edu>, pak007@dunix.drake.edu (Al
Bundy) writes:
|>John Reinhold (reinholj@enmu.edu) wrote:
|>: maaron@utdallas.edu wrote:
|>: > Richard Ward (rrward@netcom.com) wrote:
|>: > > In article <EjPfjWZfC4$2057yn@lakes.trenton.sc.us>
|>crazykid@lakes.trenton.sc.us (Michael Yount) writes:
|>: > > >In article <eclecticCnqqtz.G4o@netcom.com>, S. M. Slamon wrote:
|>
|>: > > THere is a race car driver (NASCAR, I think) named Dick Trickle (I kid
|>yo
|> ^^^^^^^^^^^^
|>: > not) Dick Leech. Some of the torture he got from the Bible-toting
|>hypocrit
|> ^^^^^^^^^^
|>: The comedian Spanky has campaign posters from some southern state (US)
|>: of a politician named "DICK SWEAT". I think I would use richard.
|> ^^^^^^^^^^
|>: We have one here in New Mexico, a politician that I have even met.
|>: Believe it or not (on the good name of DOOM do i pledge - I think that
|>: we should all pledge on something we really care about) his name was
|>: DICK LIKKER. Another vote for Richard.
|> ^^^^^^^^^^^^
|> what kind of sick parents would name their child this?!?! You gotta be
|> kidding me...if you're going to name your son DICK you better be sure
|> that your last name isn't a form of a verb...:)
|>

.. or a noun! I work with one Richard Head who objects with good reason to
being called Dick :-)

|>--Phil "I'm glad my name isn't Dick but if it was it wouldn't matter" Kavan
|>:)
|> pak007@dunix.drake.edu
|>
|>
|>
--
-----------------------------------------------------+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
```

change my mind sometimes!-) | N'Dagga Mbalax..|
---+---
Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

1880. Re: Mod player/tracker and Stereo Replay

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 17:50:38 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994Apr28.175038.5191@solaris.rz.tu-clausthal.de>
Source record: 188272

Bruce Henry Freshwater (bhf@st-andrews.ac.uk) wrote:
: I've recently bought a 520STFM quite cheaply of a friend. While my main
: reason for this is to use it as a MIDI sequencer (as it is a _LOT_ better at
: that than my PC), I would like to use to play MODS.
: Now I know that the STFM hasn't the world finest sound chips but I have also
: managed to get a cheap stereo replay cartridge off another friend. Do any
: mod players/trackers exist for the STFM that use the stereo replay as a
: playback device? Is this a really silly question?

There is a modplayer called American Gold Replay (agplay.lzh) which is
working only in color resolution (st low) and another called PTplay
(ptplay12.lzh). Both can't play mods in the background cause it takes too
much processor time on a standard ST without DMA sound. The sound quality is
reasonable for both players.
There are also Soundtrackers that use ST Replay as output device, such as
Digicomp, ProTracker2.0 and Noisetracker (rather old).
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

1881. SALE: Atari Transputer Workstation & Farmcard

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 18:41:47 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994Apr28.184147.6848@nomina.lu.se>
Source record: 188275

I have two Atari Transputer Workstation computer ATW800 and one
Quad transputer Farmcard for sale.

The Workstation consists of two computers in one.
The Server is an modified Atari Mega ST computer that is taking
care of the mouse/keyboard/harddisk/diskdrive. Both parts has its
own graphics system and display. The Client is consists of at least
one T800 transputer communication via 20Mbit links.

Here's some technical specifications:

Processors:
main:
32-bitars INMOS T800-G20 20Mhz with built in FPU
Graphics:
RasterOp processor designed for X-Windows
64Mbyte/sec area fill
Hardware line draw fill
Support for patternmatching and sorting of data

I/O: (Server) Atari Mega ST 8Mhz Motorola 68000
Communicates with the T800 via a 20Mbit/s link.

Memory:
Main: 4Mbytes Dram for Transputer
Video: 1Mbytes dualported for Transputer & Graphics
I/O: 1Mbyte Dram for Atari

Video:
Mode: Resolution: Bitplanes Palette
0 1280*960 4 4096
1 1024*768 8 16.7Million
2 640*480 8 16.7Million
3 512*480 32 16.7Million

I/O ports :
Keyboard, mouse, SCSI, printer, RS-232, Midi, ACSI(DMA),
4 buffered transputer links (ECL and TTL), RGB video output.

Disc Storage:
1 40 Mbytes Harddisk
1 720 Kbytes diskdrive

Expansion:
Room for 12 extra T800's, crossbar switch, memory expansion,
ethernet....
Plenty of room for more harddisk and discdrives....

Operating System:

Helios (UNIX) multitasking, distributed operating system.

User Interface:

X-windows

All this is built into an metallic Towercase.

Please let me know if you are interested or you want some
more information. Please give me an offer for this amazing
computersystem.

I also have an Transputer Farmcard forsale.

The farmcard consists of 4 T800-20Mhz transputers and each
transputer has its own 1Mbyte memory.

The Technical specifications of the card is:

4 T-800 tranputers 20Mhz
4 Mbyte`s of ram, 1Mbyte per Transputer.
Reset, Analyse and Activity LEDs.
Can be used with ca C004 crossbar switch

Please give me an offer for this Farmcard.

--
*Tore Nestenius dt93tn@pt.hk-r.se *
Computer Engineering @ University of Ronneby Phone: +46 457 14567
*Atari ATW 800, SEGA/Megadrive, Lynx, PC..... *
*BBS: +46 431 17506 (Cyberspace, Textphiles, HPA..... BBS) *
--

1882. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 18:42:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dc011a4@secom.ct.se>
Source record: 188154

SB> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

SB> >A> Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
SB> >A> Please quote sources when you claim things like this.
SB>
SB> What CRAP! Frontier has hardly sold that many copies on the PC, even.
SB> Are you sure you don't mean 230.000?

SB> Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
SB> Applied Physics and Electrical Engineering Student, Linkoping University
SB> InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
SB> ========== Disclaimer: I only speak for myself, not Team 17. ============

Stefan .. I really thought you knew how to handle a message editor .. I did
NOT write the above sentences.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1883. C programs needed

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 19:09:06 UTC
From: mvera@inf.utfsm.cl
Message-ID: <CozH80.1rt@inf.utfsm.cl>
Source record: 188274

I'd like to know if there's someone outthere who can send to me
C or C++ programs about those kind of things :
- Drivers (all kind)
- Aplications with the direct using of bits.
- DataBase.
- Display using and Scrolling techniques.

Could you give a small introduction into the program working please ?
Thank you very much for your help

--
mvera@inf.utfsm.cl | "Gracias a la vida que me ha dado tanto..." |
Marcos Vera Yanez | (Violeta Parra) |
Universidad Tecnica ==========
Federico Santa Maria (Valparaiso, Chile) **********

1884. Re:Elite 2 speed.

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 19:35:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404282135.a473@sl.maus.de>
Source record: 188015

In article warwick@cs.uq.oz.au (Warwick Allison) writes:

WA>The graphics is practically identical on all platforms.
Hmm, I've seen it on a 486DX2/66
The ships and stations look like some kind of lame texture mapping (some sort
of panther look)

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1885. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 19:52:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199404282152.a12269@m4.maus.de>
Source record: 188017

>>The Problems with STZIP 2.5 is not to do with extracting files >into
>directories..
> Funny, I get this bug:
> When extracting and only the FIRST file from a ZIP archive is selected
>the extraction process starts but then returns to the main screen
>without extracting the file!!!!!
> Anyone else got this problem?

Me!

>>But there is a button to let you create a Folder/Directory >in the Zip
>or Disk, the disk one does not work, it comes up with a dialog >box
>stating unable to find folder....
> Yes, I've got the same error on my copy too. I've mailed the author
>about it but have had no reply.

Me too. This one really sucks.

1886. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 19:53:06 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CozJ8I.HBB@cix.compulink.co.uk>
Source record: 188279

>There are some 50-60 Shops around Wellington that Support PC Clones some Mac
>shops and 3-4 that support the Amiga, 1 or 2 for the Acorn and one shop
>in a suburb that has one Falcon that has not been sold in 4 months..
>
>I can walk in to most of these shops and get help/Support and I can try out
>before I buy..
>
>
>This I can't do with the Falcon at all, I can't even get a Ram upgrade, so why
>should I get a Falcon..??

Fine, okay, wonderful - so support in your country is lacking and
economics make the Falcon a poor choice of machine. This is a relevant
point but mindless slagging of the machine when Falcon owners have said
that they made a good buy is a waste of time.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1887. Gemini2 Help

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 20:52:02 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <CozLyr.IpC@darkside.osrhe.edu>
Source record: 188283

Does anyone know where I can get English instructions for Gemini 2. It is
in German and thats not something I know very well at all.

--

Eric Winkle
ericw@okcforum.osrhe.edu
Unix Club of OKC

1888. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 20:53:12 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CozM0p.Er3@sdf.lonestar.org>
Source record: 187897

In article <CoxB8u.Hox@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>Does the 68030 have a 'longword' version of 'dbf'? (I don't have docs handy)
>>Perhaps two 'dbf' loops one after the other? Each handling half the
>>total required? I assume loop unrolling doesn't gain much on the 68030
>>with it's cache enabled?
>
>Or just use two move commands and halve the no. loops - but will that muck
>up the cache? How much memory is available in there? I've never seen a
>68030 data sheet, to be honest.
>
>
>---
> sabbath@cix.compulink.co.uk (Graeme Rutt)
>---
>
>
>

No, there is no dbf.L - its always a word instruction. (maybe on 040 or 060?)
I wouldn't use two loops right after another, well, kina. Nest the loops
so that you won't duplicate the code and screw up the caching.

No .. using 2 moves won't muck up the cache - execution and bus access and
stuff all happens in parallel. The data cache is 256 bytes, code is 256 bytes.
The 386 is .. 16 bytes for everything I think :-) My AdSpeed is 32K data
and 32K code :-)

1889. Re: SyQuest 105 Mb. cartridges

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 21:00:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pp85e$194@mailer.fsu.edu>
Source record: 188278

Lai (v892127@last.si.hhs.nl) wrote:
> I'm looking for (cheap) SyQuest 105 Mb. cartridges for my PLI
> 105 Mb. removable drive.
>
> Does anyone know a cheap place, where I can get the cartridges ?

Syquest recently dropped the price of their 105mb cartridges to the same price as the 44mb ones (!). This is about $69 per cartridge, but the price goes down if you buy a bunch. As for where, just about any Macintosh supply house will have them. Check out a Macworld magazine (or similar) for some ads.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1890. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 21:05:20 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Apr28.210520.10124@abo.fi>
Source record: 188285

In <hi9N7n6.abarbiero@delphi.com> abarbiero@delphi.com writes:

> Well, look at the population of NZ and there you have it. Trying
> to market to a place like NZ (I have been to OZZ, but not to NZ)
> is like marketing to a single state in the USA.. rough. Sorry, but that
> is the way things go....

Yes, unfortunately you are right.. In smaller countries, one has to pay more
just to get less (if any) service for a minor computer. Here in Finland (east
to Sweden, if somebody didn't know.. ;-) we have roughly 5 million people - and
very anti-Atari biased atmosphere ..! Computer magazines, etc. just about
hate us Atarians - and therefore tend to be quiet about the Jaguar, too.. Or
remember to mention that "The cat isn't a 64-bit machine at all..".
O.k - in this PC/Amiga/Mac-filled place, you'll get laughed out of any shop, if
you even mention the name Atari. But still, there are pretty lots of us who buy
Falcons, and other Atari-stuff. We pay more, but still think it's worth it...

By the way: anyone who wants to buy such a machine as e.g Falcon 030, needs
some kind of strange self-confidence, because most people one meets, tend to
ask: "WHY such thing - when you could buy a REAL computer, too..?". That's
hard for many of us. I don't personally care, but many people would like to
belong to the majority - and not get kicked all the time... And that's why our
user groups, modems and relationships are so vital. They remind people: one's
not alone..

1891. a.a.u.e Uploaders please read this

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 21:11:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pp8pq$1jb@mailer.fsu.edu>
Source record: 188282

As a small break with the past, I would like to encourage uploaders to atari.archive.umich.edu to upload small description files with their offerings. For example, if one were to upload blah.zip, please also upload blah.readme or blah.txt, with a brief description of the program and your email address included. A one-liner is sufficient. If you are uploading a bunch of stuff, a single combined description file is OK.

The old method (sending email to the archive manager, me) can still be used, but uploading small description files is preferred. I don't want to be a bottleneck to the upload process if I am out of town or too busy to pass the pertinent email along. With a small description file, the other archivists at atari.archive.umich.edu can process the files without waiting for me (should I be detained). This should speed up the transition from /New to /Newitems.

Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1892. For sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 21:38:26 UTC
From: mboldt@kn.pacbell.com
Message-ID: <2ppaci$k49@ohlone.kn.PacBell.COM>
Source record: 188284

4 256k Simms for ste's. Best offer.

Marco

1893. Good behaviour!?!

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 22:00:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <2dc04025@tnogobl.ct.se>
Source record: 188013

> Anything else a "freshman" should now?

Don't wear your sunglasses backwards! :)

-Mikke M.
mikke@tnogobl.ct.se

1894. Re: Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 22:31:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CozqKG.36B@cix.compulink.co.uk>
Source record: 188029

>that all SCSI drives must have the parity turned off. Can anyone
>suggest how to turn this off as the drive has only Drive ID pins
>and no parity pins. HELP!!!

I believe the only way is to connect it to an machine that *can* cope with parity, and then change one of the bits in the revlevent register with the appropriate SCSI command.

However I don't have any more details.

:-(

Roland.

1895. Re: Linking Atari & PC

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 22:31:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CozqKJ.373@cix.compulink.co.uk>
Source record: 188032

>Does anybody know about a programm which is available on ST & PC which enable
>you to install a little network on two computers via nullmodem?

KA9Q is available on both platforms, and it is (just about) possible to
FTP files between them using it.

Roland.

@CiX

1896. Re: Networking computers?

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 22:31:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CozqKn.37w@cix.compulink.co.uk>
Source record: 188030

>As a group of us are living off-campus next year, we had the idea of networki
>our computers to a modem - perhaps through a smallish computer - so we could

Well its what 2 friends and I tried when we were at Poly(technic). Only
we weren't trying to get our mail delivered, just to network the machines
locally. They were all STs of one sort BTW.

>1 Atari Falcon
>1 486DX2/66
>1 A1200
>1 Archimedes
>
>Sort of puts a crux in things for a start, doesn't it?

Yes!

>Now then, as I have just got my Falcon, I still have my old ST (1 Meg - No HD
>)
>which we could possibly use as the go-between of our computers and the modem.

The old ST isn't really suitible as it only has one serial port.

>Does anybody know of any software I could use of the ST to do this, and any w
>of linking up all four machines...

Stick a PC in the middle with multiple serial ports and put Linux on it.
Run all the other machines with a terminal emulator.

Or hack (or buy) a midi port onto each machine and link the lot
together. You'd have to write some network software though.

Alternatively pick up an obsolte mini computer if you are feeling brave.

Not much fun I know, but IME proper networking of such diverse machines
is likely to be tricky and costly.

>Ethernet was suggested by Steve (the PC owner) - but I haven't heard of any
>Ethernet cards for the Falcon or the ST...

Yes but expensive. There are ethernet cards for the Arch as well, and no
doubt the A1200 if you look far enough.

:-)

Roland.

@CiX

1897. Re: Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 23:14:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ppg0i$9r4@mailer.fsu.edu>
Source record: 188286

stevedc@ac.dal.ca wrote:
> I'm having a little problem. Seems that I have just bought a
> Quantum ELS Pro Drive, 170Megs. When I use 6.2.0 ICD Pro
> Utilities, at boot from disk I get the little ID deal
> I get "Unrecognizable Unit at ID 0. I have read in a few places
> that all SCSI drives must have the parity turned off. Can anyone
> suggest how to turn this off as the drive has only Drive ID pins
> and no parity pins. HELP!!!

I believe this device must be told to disable parity via a SCSI command.
This means that you will need to connect it to something that does support
parity, and issue the correct command. I think Quantum will give you the
program to do it for a Mac.

Alternately, you can get a host adaptor that supports parity, like the ICD
ADSCSI series or the Link II (the later is not yet available).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1898. UPLOAD: GEM AmiGo (Go Player)

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 23:43:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pphnc$8jp@uqcspe.cs.uq.oz.au>
Source record: 188288

```
GEM AmiGo 1.0

by Warwick Allison

Uploaded gemamigo.zip to:

*atari.archive.umich.edu
ftp.uni-paderborn.de
ftp.uni-kl.de
ftp.tu-clausthal.de

This is the first public release of GEM AmiGo a port of the X11 port of
the Amiga Go program AmiGo.

GEM AmiGo runs in any resolution, including HiColor and TrueColor, and
MIGHT work with just 512K.

Sources are included. To rebuild the game you'll need G++ and GEM++, so
don't lose the PRG if you don't have those!

Feel free to mail me any comments and suggestions for improvements, but
realize that I'm not really a Go player - I just did this port for you.

The .RSC file is very changeable. RSC files in other languages would be
useful. All buttons can be replaced by different object types, so if
you're really keen, Kanji buttons would be atari! The IMG files can
be modified (even changed in size), so long as they are kept as
monochrome IMG files.

--
Warwick
warwick@cs.uq.oz.au
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
\_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

1899. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 23:54:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.47201.4514.0N19C5CD@canrem.com>
Source record: 188196

Yes, I was quite aware that you can run a "PPC" as a Macintosh. Apparently slightly slower than the equivalent 68K-based Mac (which will probably change as the libraries get increasingly rewritten).

That's not much value added, emulating a computer with a reduction in power.

And the IBM product will currently only run AIX, requiring that you fork() out (or vfork(), depending on your process type preferences :-)) big money for the sundry pieces of the AIX operating systems. XWindows, for instance, is an additional chunk of money. I was pricing RS/6000 machines a couple months back, and was surprised at how much it cost to put together a workable software development environment. I keep hearing that it's a "pretty cheap & powerful" UNIX platform. If it's as powerful as it is cheap, then I'll stick with my ST, thank you very much :-).

The only faintly consumer-oriented product in the P601 family right now is the Power-Mac. And running Soft-Windows on it to emulate a Mac emulating a Windoze environment just doesn't strike me as being very sensible or efficient. No more than one level of emulation at a time for me.

1900. Re: What can we do with Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-28 23:59:44 UTC
From: lordthan@news.delphi.com
Message-ID: <2ppilg$45c@news.delphi.com>
Source record: 188294

rimfax@acs4.bu.edu () writes:
> I wonder if there is some way to reverse the illness that
>the Atari world has acquired? I used to joke about what I would
>do when I bought enough stock take control of Atari. (What a dream!)
>I suppose that the first thing I would do would be to start a
>huge marketing scheme, commercials, billboards, etc. Then I would
>distribute as many computers at as cheap a price as possible, maybe
>giving "free" units to distributors. The idea is to get people
>hooked. I am not a marketing genious or anything, but something would
>have to be done.
> Is there anything we can do?

Several years ago, there was a "movement" called something like "The Atari Revolution" or something like that. This was, if memory serves, a movement spawned by a group of Atari enthusiasts which, at the conclusion, would (theoretically) enforce public knowledge about Atari Corporation in general and Atari computers in specific. There was, if I'm not mistaken, a One Year plan for this movement, starting with little things like signing all of your messages with the Fuji logo and the "Join the Atari Revolution!" tagline and culminating with radical publicity stunts, such as something like having ten million Atari customers (are there that many?) writing to the David Letterman Show asking him for public support of Atari or something like that.

Needless to say, though this message got a lot of spread over cyberspace, it fell flat on its face.

Why? My guess is this: There aren't that many Atari users left (in comparison to other platforms), and those that ARE around don't have the time/money/enthusiasm/whatever they once may have had for their platform.

The only entity that can bring Atari back from the edge of oblivion that they're now standing on is Atari itself. Though I dislike to admit it, Atari has little if any intention of making "Atari" a well-known computer name. They aren't supportive of their existing userbase, they aren't seeking to expand their userbase, no significant new technologies or machines are forthcoming from them, they're not courting major hardware or software manufacturers to produce Atari software, and their stock has been on a steady decline almost from its announcement.

My point is, though it's a noble effort, it's also a futile one. No significant portion of the Atari community is going to expend 500% of their energies into supporting a company that, objectively speaking, doesn't seem to want the attention.

1901. Upgrading MEGA ST1 to >=4M

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 00:11:03 UTC
From: tlw@medphys.ucl.ac.uk
Message-ID: <1994Apr27.122111.33889@ucl.ac.uk>
Source record: 188289

I have a 1991 vintage Mega ST with one meg installed. I want to upgrade this to 4 Megs. Can this be done easily ? If so what do I need to do ? Thanks for your help

Tim Whitlock

1902. Word Processors

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 00:36:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Os_1AQ&w9I6@semprini.waterloo-rdp.on.ca>
Source record: 188041

Ok, so I wasn't paying enough attention the last time we discussed
this... sorry.

Is there a word processor on the Atari platform that supports:

* Macros
* Named styles
* Search for styles

Right now, I'm not at all concerned with anything else... I'd like to
make a document template/style sheet/macro set to make it easy to create
HTML documents.

Somebody's already got Lynx (the text-based World-Wide Web browser)
running via MiNT-net (!), now I'd like an easy way to create HTML
documents for it on the Atari. Naturally, this is easy under Windoze
using MS Word and the CU_HTML document template...

I suppose I could start writing an HTML editor, but I'm way too busy
right now. Pity, I've always wanted to write an editor...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1903. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 00:42:11 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2ppl53$550@irz401.inf.tu-dresden.de>
Source record: 188290

```
>I'm just glad that (hopefully) we shall be able to buy such an excellent
>product, and I'm willing to wait as long as it takes (well, maybe not TOO long
!).
>After all, if it was rushed to the market with flaws, there would be many more
If you refer to 68000/28MHz or 68000/36Mhz boards:These are already out
in germany.The 36Mhz-board was priced for some DM500-600 .It could be a bit
less - my memory fails often in remembering exact prices...

Matthias
--
.----------------------+-----------------------------------------------.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+-----------------------------------------------+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`----------------------------------------------------------------------'
```

1904. TU-BERLIN

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 00:53:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2pplpj$t4c@golem.wcc.govt.nz>
Source record: 188293

Problems in getting files from TU-BERLIN

I find that its some times possible at the week-ends to get files with Gopher
server, but we were asked to use the mail-server..

This has big problems also...

No responce to mail-sever requests..!!

Files being droped, not sent, but acknowledged ..??

System goes to sleep..!!

This happends some 30% of the time...

Recent problem..!!

On Wednesday night NZ time, I requested 2 files, no responce..

On Thursday mid-day I requested the same 2 files, request acknowledged..

One file sent later that day, so far the other file has not been sent
as of mid-day Friday...

Are these normal Net problems..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1905. Re: Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 00:54:06 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ED4AFDXZ@dksoft.ping.dk>
Source record: 188297

In <2dbe5c09@tnogobl.ct.se> Mikke Mattsson wrote :

> > ST/STE/TT/Falcon computer, is still available and supported. However, I
> > am unable find a store that stocks it. J & J Computers, Murray, Utah, has
> > already discontinued all their telephone numbers. Can someone point me in
> > the right direction? (I need a FAX number, if possible.)
>
>The way they are handling their new customers really SUCKS!

This goes for old customers as well Mikke.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1906. Re: Frontier (Elite II)

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 03:12:12 UTC
From: diehl@io.org
Message-ID: <2pptuc$8oo@ionews.io.org>
Source record: 188180

You'll just have to travel between different planets/space stations until you can find a place where there are four available crewmembers on the bulletin boar.d

THe easier way is to not jump to such a larger ship. What I did is upgrade slowly, moving into ships that only needed one or two more crew members. That made it much easier to do the upgrade, since there's a much better chance of finding two crewmembers for hire than four.

Just my thougts...

_____ ______ _____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

1907. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 03:15:03 UTC
From: diehl@io.org
Message-ID: <2ppu3n$8r0@ionews.io.org>
Source record: 188175
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

I'm not here to vote -- though I'd like to and probably will -- but
there's a game that I havn't seen mentioned that I"d love to see done on
the Jaguar. And that is Electronic Arts' Racing Destruction Set. I had
loads of fun with that on my 8-bit Atari, creating tracks with tall hills
and low gravity and such ... I think that would be a blast on the Jag.

_____ ______ ____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

1908. Re: Help finding Hybrid Arts/Barefoot Software

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 03:21:55 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1jwa@outb.wimsey.bc.ca>
Source record: 187866

Barefoot/Hybrid was hit in the Los Angeles earthquake a few months back, and that's apparently why we have heard little from them in recent months.

1909. Re: STE T28 Accelerator Coming...

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 03:41:44 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ppvlo$f5g@yrsa.ifi.uio.no>
Source record: 188296

In article <199404270010.a4300@w.maus.de>, Arndt_Baecker@w.maus.de (Arndt Baecker) writes:
> In Msg A21934@AC2, cb170@city.ac.uk wrote:
>
> HBJ>This is good news -imagine Calamus SL + T36 + NVDI. Extremely
> HBJ>powerful and fast setup!!
>
> hmmm, i own just this machine (mega st4, T36, SL + NVDI) and the
> system-performance is only a little bit under a normal TT.
> i am waiting for the 'multiboard' from the same developer (german company heyer
> & neumann) providing TOS 2.06, 2 SIMM-sockets (for normal pc-simms;
> 1Mbit/4Mbit) and a graphic-card adaptor for normal PC-ISA ET4000 cards.
> costs about 300,-deutschmarks (~ 180 us$). available in june/july 94.
>
> Ciao, Arndt.

Have you got the address to this company, so i can write them for more info
and eventually order one?

Hallvard, Oslo, Norway

1910. Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 04:09:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <767672930.0@mettav.royle>
Source record: 187854

It was none other than Darren Trutzenbach that wrote on 22 Apr 94 that ,
DT> I just got the demo form my ST Format mag, looks pretty good, i
DT> played around with it a little but have to wait untill i get some
DT> free time to experiment more. Its by Virgin/Sensible Software, they
DT> make some pretty descent games.

Sensible are anyway ,Virgin stuff IMO have been a bit sloppy with the
Playtesting (Goal,Shuttle,Reach) and in particular not supporting latest TOS's
. Strangely CF ,despite STF stating that it is not TOS2.06 friendly , seemed to
work alright .

Graham Irvine
grin.mettav.royle.org

1911. A320

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 04:11:57 UTC
From: <>
Message-ID: <xx-290494091157@chemmac6.unibe.ch>
Source record: 188165

I just bought the A320 Airbus for ATARI ST (European Version)
when I insert the disk into my ste's drive, the game boots and runs
without any problems...
but when you look up the files on the disk, you find only *.exe and *.com
files... like on the pc.... i tried install.exe on a pc and it worked...
i could install a320 on pc and it runned.....
so i have now the atari version and the pc version on one disk....
does someone have any idea about this.... is thalion software stupid or
what..
thanx
g-bye

-=PHARAO=-

1912. Re: Opinions of Quantum LPS270

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 04:21:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404290621.a6847@pb2.maus.de>
Source record: 188020

In article <A25340@AC2>, djs@jet.uk (David Stevenson) typed:

DS>There was one problem which I did not resolve, although I think it may
DS>have been a software funny: When running DA's Picture, and using a
DS>partition on the Quantum for the virtual memory, the drive would
DS>sometimes `stick', and take 30 seconds to respond, during which the
DS>whole machine would freeze up.

I 've the same drive in my MegaSTE and I've no idea what could've caused your problem.

You didn't enable the autopark-option of the drive, did you?

I'm very satisfied with that particular drive. It's fast and very silent.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1913. 1040 STe For Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 04:32:25 UTC
From: marc@tatertot.com
Message-ID: <q51iLc1w165w@tatertot.com>
Source record: 188167

For immediate sale:

Atari 1040 STe w/ 2 megs of ram
Alpha-Data Opto Mech Mouse
Atari SC1224 Monitor

Asking Price: $275 OBO

If you are interested, please leave E-Mail to:
CRL: marcrho@crl.com
AOL: RhoVillian@aol.com

Or, you may contact me at (415) 396-4877 during normal business hours and
at (415) 469-0124 during the evenings. Thanks.

=-=-=-

1914. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 04:35:55 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr29.013555.23593@dal1>
Source record: 188157

Actually, I'm selling the Gemulator, and I was a little vague in
stating that 2.05 is not compatable with Gemulator, but is
included none the less. The Gemulator runs in my opinion 3 times
as fast anyway on a 486DX 66Mhz as I have run it this way!

Hope this is a worthy note.
In article <2pi475$qa7@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
> The figured I heard claimed that the GEMulator wasn't even up to ST speed on a
> 486-66.
>

1915. Re: Easy-Boot v.15

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 06:02:54 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pq7ue$4al@golem.wcc.govt.nz>
Source record: 188163

> And does it work well on the Falcon?

Easy-Boot v1.5 works on a 520ST, it also works on a Falcon-030, and
everything in-between!

1916. Linking Atari & PC

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 06:29:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dc0b762@secom.ct.se>
Source record: 188012

```
HH> Does anybody know about a programm which is available on ST & PC which
HH> enables
HH> you to install a little network on two computers via nullmodem?
HH> Filesystems of PC and ST are quite the same so it should be possible to
HH> acess
HH> the PC's drives from the ST.
HH> I'm experimenting with using a small mailboxprogramm on the PC but thats
HH> quite
HH> complicated...

I'm interested in this too ... need to have SOME way to move files from a PC to
an STe ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

1917. Re: Infantile name teasing was Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 07:09:34 UTC
From: "John M. Brewer" <bizar@halcyon.com>
Message-ID: <2pqbre$9j5@nwfocus.wa.com>
Source record: 188158
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <1994Apr28.105104.17294@leeds.ac.uk> DAV,
csydf@scs.leeds.ac.uk writes:
> I feel sorry for Mr. and Mrs. Head's son Dick. :)
>
> DAV
>
> 'Still trying to work out what this has to do with chess.'

There must just be a lot of really un-withit parents out there. I *DID*
have a teacher in junior high whos name was Dick Head. His name was
actually Richard, but he went by Dick.

1918. Re: Interface to Rom Port

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 07:33:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp0Fnv.Hsx@cix.compulink.co.uk>
Source record: 188181
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <1994Apr27.134210.17817@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk said:
>
>On a similar note, having put the Falcon into a PC tower case, how is it
>possible/easiest to move the cartridge port to the outside of the tower? I
>had always assumed that it would be a standard connecter, but recent
>enquiries have proved this not to be the case.

You could try System SOlutions for an extension cable.

Ofir ogal@cix.compulink.co.uk

1919. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 08:13:44 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Apr29.081344.9427@unix.brighton.ac.uk>
Source record: 188048

If you havea a laptop PC that takes cards then you can put a Gemulator
card into.

Think about that, a laptop Atari ST which will havea a better screen res, more
memory etc.. than the Stacy or the Book.

BTW - whatever happened to the Book?
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

1920. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 08:14:35 UTC
From: teler@bagel.cs.huji.ac.il
Message-ID: <2pqflb$54p@pretzel.cs.huji.ac.il>
Source record: 188160

In article <2pg5mj$25t@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> No I am just a realist and I can't stand all this crap about
|> the Falcon...
|>
|> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

I love those 'realists'! IMHO there's no such thing as a realist.
A realist is someone interested only in facts. Since human beings always gives an opinion, they can't be realists. Those who call themselves realists are usually just pessimists. Another aspect of self-proclaimed realists is that they usually see numeric figures as the only way to compare things. IMHO if you enjoy a computer then it doesn't matter how it compares to others in terms of price or processor speed.
It seems to me that people enjoy the Falcon, so it's bound to be a good computer for some. This 'realist' is probably someone who has never ENJOYED a computer in his life.
Anyway, I'll stay with my Amiga for now :)

1921. Re: Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 08:35:33 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr29.093533@cs.man.ac.uk>
Source record: 188045

Loop unrolling can actually help a bit even with caches on, as long as you don't unroll the loop larger than the cache, and you don't throw out something else which might also give you a performance hit. THis is because even with the cache it still needs to do instruction decodes and things, which the pipline doesn't trace through a dbra. At least that's what I've found in tests.

Dave

1922. Quartet to ???: Last try!

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 08:35:57 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2pqgtd$sp8@dunlop.cs.strath.ac.uk>
Source record: 188162

Right, this is my desperate last attaempt to try and get my Quartet to
some other format problem solved.

Are the guys who programmed Quartet out there on the net?

Does anyone know how I can contact them?

OR

Someone mentioned that there was a Quartet to something else conversion
program given away on a French ST mag a while ago.

Could anyone confirm this? Is it PD software ?
And if so where can I get it ????

HELP.....

Ronnie
---
rgibson@uk.ac.strath.cs

1923. Re: FRONTIER (ELITE II)

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 09:01:56 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9404291512.AF00139@montp.cirad.fr>
Source record: 188170

CEO file contents:
Hi,

There is a way to upgrade from a 4 crewmember ship to an 8 one. In fact, you have to go for an intermediate ship that needs 6 members, and then buy a bit later the ship of your dreams !

Another way that comes to my mind (yet I haven't tried it) is to get your crew, accelerate time until the next day and see if there are other people looking for a job. Remember that the bulletin board is reset every day at 0:00:00
Guess this should work too.

Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISING SPACE FOR RENT>

1924. Re: Record time for completing DM?

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 09:15:18 UTC
From: proche@imag.fr
Message-ID: <Cp0KDI.87o@imag.fr>
Source record: 188164

In article <1994Apr26.120935.1069@news.unige.ch> mike@divsun.unige.ch (Mike Morris) writes:
>I think I may have set a new record time for finishing Dungeon Master -
>I started immediately after its release (1989?), and cracked it last
>weekend 8-)
> (I did take a few years off in between, however)

Well done, man! Now you can try Chaos Strikes Back. See you in 10 years !

1925. Re: Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 09:22:49 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Apr29.102249.11384@dct.ac.uk>
Source record: 188171

In article <hqwubJ9.stchip@delphi.com>, stchip@delphi.com writes:
> ysiu@lexicor.com <Lexicor@world.std.com> writes:
>
>>In article <Co7y34.6Hz@cix.compulink.co.uk>,
>>Graeme Rutt <sabbath@cix.compulink.co.uk> wrote:
>>>>I am looking for a decent art package that is/will
>>>>
>>>>(a) In English
>>>>(b) works in mono and
>>>>(c) can work directly on .IMG files
>>>> (including scrolling of if the image is too large)
>>>>
>>>>Does anyone know of such a beast???
>
> Touch Up from Migraph will fill the bill.

MegaPaint II is an excellent mono art package. On of its strengths is that
it uses the resolution of the printer, not the screen. This allows pictures
to be high quality when printed. Pictures need to be scrolled more frequently,
but the scroll bars actually scroll as they move! The whole interface to the
package is similar to GEM, but there are many small improvements.

| These are my views, not those of my computer. |*
-- *
****

1926. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 09:49:47 UTC
From: unrzd6@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2pql7rE16q@uni-erlangen.de>
Source record: 188166

dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:

> I haven't noticed any of these bugs, but I have noticed the following.

> During the animation for a colony on Alpha Centauri it displays garbage at
>the bottom and top of the screen.
same with me... before and after i Upgraded from 1Meg to 2.5Meg

> It likes to rename files or at least forget about them, irritatingly
>enough in the middle of play.
haven't seen that..

> The worst of all. It caused my hard drive to go offline during game play.
>This has only happened once but was annoying enough to pass on.
haven't seen that either

But I also have had the error that after a revolution if my Civilisation is lar-
ger as soon as there is a civil disorder and the City display is switched on
the colours in the city change and it is crashed... it does not happen allways
but often. Anyone know a cure of that....

BTW, while I am at it... is the scoring Algorithm OK? I recently reached
103% as emperor... yes it was a good game but I hadn't my palace completely.
Some parts of the street to the palace were still missing...

Konstantin

1927. Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 10:28:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp0nr7.1LF@cix.compulink.co.uk>
Source record: 188182

In message <1994Apr27.100400.6498@jet.uk>, djs@jet.uk said:
>I have the Quantum LPS270S, although it's connected to the SCSI-II port on
>a Falcon rather than to a ASCI->SCSI adaptor. It works well, and is pretty
>fast (better than my old LPS105S).
>
>There was one problem which I did not resolve, although I think it may have
>been a software funny: When running DA's Picture, and using a partition on
>the Quantum for the virtual memory, the drive would sometimes `stick', and
>take 30 seconds to respond, during which the whole machine would freeze up.
>Switching the virtual memory to the internal IDE drive fixed the problem,
>which makes the Quantum suspect. However, I have not noticed such
>sticking problems with any other software, so it may have been DA's Picture's
>fault. Who knows?

This is a Falcon hardware problem. You could contact System Solutions for
information, there is a mod available that solves this problem. I know
because I had the very same problem.

Ofir ogal@cix.compulink.co.uk

1928. Atari Australia - Please Read

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 10:55:17 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Apr29.105517.1@uqvax>
Source record: 188295

Hi Guys

This is directed for Atarians in Australia

OK, So Atari has gone bust here, one would expect that somebody is subsequently dumping their warehouse stock ultra-cheap (I just got my hands on a new 2600 system for $19 + 10 games free at Brashs).

Their Sydney number is dead, so does anybody know how to get through, cos I'm sure they'd be happy to sell off their stock ;-)

Personal replies preferred

Dennis R

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennisr@melb.arc.cpr.itg.telecom.com.au | (Electronic Music Label, Production)

1929. Re: Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 10:59:34 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767617174@Menheniot>
Source record: 188174

mcssesw@dct.ac.uk (Simon Wilkinson) writes:

>In article <hqwubJ9.stchip@delphi.com>, stchip@delphi.com writes:
>> ysiu@lexicor.com <Lexicor@world.std.com> writes:
>>
>>>In article <Co7y34.6Hz@cix.compulink.co.uk>,
>>>Graeme Rutt <sabbath@cix.compulink.co.uk> wrote:
>>>>I am looking for a decent art package that is/will
>>>>
>>>>(a) In English
>>>>(b) works in mono and
>>>>(c) can work directly on .IMG files
>>>> (including scrolling of if the image is too large)
>>>>
>>>>Does anyone know of such a beast???
>>
>> Touch Up from Migraph will fill the bill.

>MegaPaint II is an excellent mono art package. On of its strengths is that
>it uses the resolution of the printer, not the screen. This allows pictures
>to be high quality when printed. Pictures need to be scrolled more frequently,
>but the scroll bars actually scroll as they move! The whole interface to the
>package is similar to GEM, but there are many small improvements.
>

The ones that spring to mind: Invision Elite
Arabesque Pro
Hyperpaint 2

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1930. Re: Cannon BubbleJet Printer Driver for 1st Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 12:15:28 UTC
From: cs93mir@brunel.ac.uk
Message-ID: <Cp0spt.10M@brunel.ac.uk>
Source record: 188179

Barry Scott Munro (ceebsm@cscd4c9.caledonia.hw.ac.uk) wrote:

: Hello all,

: I'm staying in residences at university and so don't have enough room
: to bring my own printer with me. Luckily my friend has offered to let
: me use his Cannon Bubblejet (the small protable one, can't remember
: the number: BJ10e ???)

: Anyway, he has asked me to see if I can find a printer driver for it
: for use with his favourite (and only) word processor 1st Word Plus.

: If anyone knows where I can find this using FTP then please let me
: know or if you have a copy of the driver code then please mail it
: to me.

: Thanks

: Barry
: --

: """ Home address """""""" """""""""""""" E-mail addresses """
: """""""""""""""""""""/\""" """"/\"""""""""""""""""""""""""""""""
: 11 Station Court, //\\" ""//\\ ceebsm
: Leven, //""\\ //""\\ @clust.hw.ac.uk
: Fife KY8 4RR //"" Barry Scott Munro ""\\ @caledonia.hw.ac.uk
: Scotland //"" \\ // ""\\ @cee.hw.ac.uk
: """""""""""""""//"" \\=======// ""\\"""""""""""""""""""""""""""
: """""""""""""""//""" \\ BSM // ""\\"""""""""""""""""""""""""""
: """""""""""""""""""" \\===// """""""""""""""""""""""""""""""
: _//
: _/

: "You think I'm scared of girls,
: well maybe but I'm not afraid of you" - Greg Dulli,
: The Afghan Whigs
: (c) 1993 Blast First

You should be able to use the Epsom LQ emulation or the IBM 24 pin printer driver.
For the Epson you have to fiddle with the dip switches. The IBM mode works directly
from the BJ-10e mode

I thinnk these drivers are included in 1st word plus, but it has been over 4 years
since I last used an ST
--

+------------------------+
| John Major Virus 1: |

Matti Ralph | changes your colour |

1931. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 12:23:10 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pqu7e$2ov@percy.cs.bham.ac.uk>
Source record: 188176

The foreign language wordings I received by email for the phrase:
"Resource file not found. Quit"

German: "... nicht gefunden. OK" or
"... nicht gefunden. Abbruch" (Cancel)
French: "Fichier resource non trouve. Quitter" with an acute accent
on the last 'e' in 'trouve'

Regarding using different keyboard shortcuts in different countries,
apparently English ones are deemed 'universal', even though they might
not be mnemonic for a given language.

Thanks for the responses! Hope this helps people!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1932. Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 12:32:22 UTC
From: rab2@ukc.ac.uk
Message-ID: <6041@raven.ukc.ac.uk>
Source record: 188177

I'm planning to get a multisync monitor for my STE with a view to using it with my Falcon, when I get it. Ladbroke Computing have the Microvitec 1438 for, um, about 280 pounds rather than the 1440 for nearer 400 so I am, not suprisingly, considering this. Rather than actually spend good money phoning them, I thought I'd ask a few questions here, in case anyone has one...

What is the highest *non-interlaced* resolution it can do (with BlowUp etc)?

What about in True Colour?

Can I fool the Falcon into thinking it is a TV for RGB only programs (perhaps using a switchbox)? Basically, I want to plug one monitor into the Falcon and never have to unplug it ever again.

And lastly, my only experience of Microvitec monitors was the horrible beige cubes used with BBC Bs at school many years ago... and with an ST in my 3rd year Physics degree project (nothing but the best here!). Someone please tell me they look a little better now, with a nice tilt & turn base etc.

Thanks,

Richard.

UNIVERSITY OF KENT AT CANTERBURY
Home to hundreds of PCs, 3 of which actually work.

1933. WinX and UIS 3

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 12:39:38 UTC
From: rab2@ukc.ac.uk
Message-ID: <6044@raven.ukc.ac.uk>
Source record: 188178

Just a quickie to ask if anyone has got Universal Item Selector working with WinX and GEMRAM, cos I certainly haven't. I've tried every Auto folder arrangement possible (with just these 3 progs and absolutely nothing else installed) but to no avail. The system is 4 meg STE, 85 meg HD, TV and mono monitor.

Selectric works fine, but I can't stand it! (What's the use of showing 8 and a HALF files????)

Ta,

Richard.

UNIVERSITY OF KENT AT CANTERBURY

1934. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 12:52:13 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.767623933@txfs1.hfb.se>
Source record: 187795

In <2pop5k$kpm@elna.ethz.ch> BACH@SATAN.VMSMAIL.ETHZ.CH (Beat Christen) writes:

>>against the Falcon.. The Falcon does have 50khz Stereo sound. Which I haven't
>>seen on the IBM yet...

>Open your eyes...
>You can get a 44kHz 16 channels card for about 200 US dollars...

yes you can!!!.... But then you need a computer 2... What will a 200$ card help me with when I dont have any MillionMips PC-clone... Dont try to tell me that this card would sound great on my PC... It won't even work... Maybe on my 386, but I only have 2Mb of memory... (Shit!! I can't play any fancy games...)

The Falcon offers so much more "Out of the box!" Than a PC for the same amount of money... Like IDE, SCSI, MIDI, Very good Sound, Nice graphix, LAN, A Nice GUI!! and so on... This is things a PC owner has to buy AFTER he bought his great box... Ok maybe not IDE, but they could have left that part out of the Falcon... Who wants IDE when they have SCSI???

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

1935. Re: MiNTNET

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 12:58:19 UTC
From: azog@world.std.com
Message-ID: <Cp0up9.MsL@world.std.com>
Source record: 188184

anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

>In article <1994Apr26.222938.7343@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>>

> I generally use "tar -xfo filename.tar" on the unix box here,
>and "tar -xf filename.tar" on my Atari. The "o" in the first one
>I think sets the file ownerships to you on extraction...

> As for gzip, I think the syntax is "gzip -d filename.z"...

If you have GNU tar (which you should), you can send directly from gzip to tar:

tar --gzip -xf
tar --gunzip -xf
tar --use-compress-program PROGRAM

--
Billy D'Augustine azog@world.std.com

Mr. Programmer, I got my hammer
Gonna smash my smash my radiO!

1936. Re: Art Packages (Mono/IMG)

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 13:03:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dc1146e@p10.secom.ct.se>
Source record: 187893

```
>>>> (a) In English
>>>> (b) works in mono and
>>>> (c) can work directly on .IMG files
>>>> (including scrolling of if the image is too large)
>>>>
>>>> Does anyone know of such a beast???
s>
s> Touch Up from Migraph will fill the bill.
s>

An even better alternative (and so much cheaper!) is MUNCH a new shareware
release from a member of our usergroup, Vegard Hofsoy.
I have both TouchUp and Munch - and I surely prefer the latter.
The english text version will propably be ready for release next week.

For more info contact:
```

1937. Forget-Me-Clock II

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 13:08:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.90jnAJIQ0QM@semprini.waterloo-rdp.on.ca>
Source record: 188039

A friend of mine on a local BBS just bought a used Forget-Me-Clock II cartridge from someone... unfortunately, he didn't get the software to drive it.

Could someone tell me where to get the driver software, or email it to me or something? And no, don't bother starting the "Oh no! He wants to pirate software over the net!" flame-fest again... this is driver software for a _cartridge_, completely useless without the hardware, which the guy has already.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1938. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 13:35:24 UTC
From: swhatley@blkbox.COM
Message-ID: <2pr2es$7q8@blkbox.blkbox.COM>
Source record: 188183

I think what the original author meant to say was:

"How about a group called comp.sys.atari.programmers but I do not want to go through the RFC and CFV process in news.new-groups (?). So, is anybody willing to do it?"

I would not mind doing it but, I do not know all the rules and what all is involved in doing it.

Later,
Steven Whatley

1939. Re: Frontier (Elite II)

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 13:58:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404291558.a495@sl.maus.de>
Source record: 188016

In article v932405@si.hhs.nl (Putman, A.J.) writes:

PA>My problem is that when I buy the ship, there are not enough people
PA>who want to be
You must wait some days. Just set stardreamer to max. (annoying when being in a station/starbase/port) and sometimes take a look at the bulletin board. There will be more ads every now and then ...

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1940. Re: MiNTNET

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 14:13:40 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Cp0y6t.5L3@hermes.hrz.uni-bielefeld.de>
Source record: 188190

In article <CoxA3J.H0x@si.hhs.nl>, v892307@greshoff.si.hhs.nl (Baljeu) writes:

|> It provides network support for programs like Telnet, Rlogin, Rwho, FTP, NFS etc.
|> which use sockets for communication between the server- and client processes.
|> Unfortunately those programs still have to be ported for the ST with MiNT & MiNTNET.

That's because it does not yet support the TCP protocol, say, no AF_INET stream
sockets. But it surely will in a near future. :-)

|> Recently I noticed NFS, but I haven't tried it yet (I soon will :-)

Well, you need to have a bug fixes in MiNTNET 0.30, but in general: It works.

ciao,
TeSche
--
Torsten Scherer (Schiller, TeSche...)
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131 |
| Last updated: 14. April 1994 |

1941. Re: New atari file selector

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 14:27:13 UTC
From: error@stack.urc.tue.nl
Message-ID: <2pr5g1$o4l@tuegate.tue.nl>
Source record: 188185

dwhite@rd.eng.bbc.co.uk (David White) writes:

>: It sure would be nice to hear that Atari is continuing to develop TOS!
>They seem to be! But (apparently) the TOS development team are busy rushing
>through the Jag CD ROM stuff 'cos it's late :-/

About three months ago I went to a fair and spoke to some people from
Atari. One thing I noticed was an zip archive under the name tos492.zip,
of which I was first told that it was the TOS of april '92. But it
turned out that there is only 8 more versions to go before TOS 5 ;-)

Erlend.

--

1942. Re: WinX and UIS 3

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 14:37:34 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr29.143734.8993@bradford.ac.uk>
Source record: 188188

R.A.Barnett writes:

: Just a quickie to ask if anyone has got Universal Item Selector working with
: WinX and GEMRAM, cos I certainly haven't. I've tried every Auto folder
: arrangement possible (with just these 3 progs and absolutely nothing else
: installed) but to no avail. The system is 4 meg STE, 85 meg HD, TV and mono
: monitor.

UIS will work with WinX, but not when WinX is installed using GEMRAM. You need to use ROMSPEED instead, which has kindly been made public domain (or is that shareware?) having previously been sold as part of OUTSIDE, the virtual memory package. Romspeed is now in FTP archives everywhere, or at least it was last time I looked.

Steve Taylor.

1943. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 15:49:48 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <Cp12pA.EMF@news.cis.umn.edu>
Source record: 188189

Kevin Tessner wrote in article <1994Apr26.134556.749@isle.waterloo-rdp.on.ca> :
>
>Martijn Dekker was heard to say:
>
>> YES, i would like a comp.sys.atari.programmers.
>
>I'll third or fourth (or whatever the count is now) that request.

I am surprised that those calling for the creation of this newsgroup aren't asking their questions (and giving their responses) in a newsgroup that is already geared toward the programmer for the ST/TT computer line.

I am, of course, speaking of comp.sys.atari.st.tech ....

- David Paschall-Zimbel

1944. Re: Need advice: How to speed up my St520+

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 15:52:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp12qv.Ft5@cix.compulink.co.uk>
Source record: 188033

In message <2pog3d$5hq@cnn.MOTOWN.GE.COM>, osantiag@fiji.gesd said:
>
>What is Mag!x and where can I obtain a copy of the full version. Anyone out there
>know where to get it. Please provide me info on this program.`

Mag!X is a proper multi-tasking system for the Atari ST. It completely
replaces TOS and unlike MultiTOS, it works reliably. For an English
version you could mail ssolutions@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

1945. Re: TU-BERLIN

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 16:32:08 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2prcq8$i5l@news.cs.tu-berlin.de>
Source record: 188186

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Problems in getting files from TU-BERLIN
>I find that its some times possible at the week-ends to get files with Gopher
>server, but we were asked to use the mail-server..
>This has big problems also...
>No responce to mail-sever requests..!!
>Files being droped, not sent, but acknowledged ..??
>System goes to sleep..!!
>This happends some 30% of the time...
[...]

Hi Roger,

that's the normal behaviour of the TU net.
It's permanently overstrechted, as TU-Berlin offers a quite interesting
ftp-site and is routed via a 64kbit link.

Try Clausthal or Passau, they own most of the files we have.

Or wait till 1995: We are promised to get a 2Mbit link then. :-)

hope, you find this helpful -thommy

```
o-------------------------------------------------------------------------------o
| \|/ thommy@cs.tu-berlin.de || || || |
| o o ---------------------- || || || |
| | -have sometimes a smile on your face... )) || (( |
| `-' & always a smiley on your screen )) || (( |
o-------------------------------------------------------------------------------o
```

--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

1946. Re: Frontier (Elite II)

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 17:03:09 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Cp161A.1A6@arc.ab.ca>
Source record: 188191

In article <Coz2LA.9pp@si.hhs.nl>, v932405@si.hhs.nl (Putman, A.J.) writes:
>I seem to have a little problem with Frontier. At the moment I have a ship with
>4 crewmembers. I have enough money to buy a bigger ship but it needs 8 crewmembers.
>
>My problem is that when I buy the ship, there are not enough people who want to be
>a crewmember. I've tried nearly all places in the Sol system, Barnard Star and Ross 154.
>
>Does anybody have the solution ?? Please let me know.
>

You can accelerate time with the >>> button and wait for a day to pass (message
shows up that docking fees have been deducted) and check the Bulletin Board
again to see if someone is available.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1947. Re: Opinions of Quantum LPS270S drive

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 17:43:17 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cp17w5.L9y@cix.compulink.co.uk>
Source record: 188034

>This is a Falcon hardware problem. You could contact System Solutions for
>information, there is a mod available that solves this problem. I know
>because I had the very same problem.

Ofir which mos is this one as I've had that problem since installing HD
Driver and the CD-ROM.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1948. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 17:43:19 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cp17w8.LAK@cix.compulink.co.uk>
Source record: 188035

>When mixing samples, or over-sampling, do youo use arithmetic averages
>or do you use a logarythmic approach? I devized a few methods for doing

Hang on, I'm a beta tester, not the coder, you want Dan Hastings.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1949. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 17:55:36 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404291718.AA02483@ilmen.lanl.gov>
Source record: 188193

In article t2r@rs18.hrz.th-darmstadt.de, graham@rbg.informatik.th-darmstadt.de (Alexander Graham) writes:
>
>I phoned Richter Distributor yesterday to get some information
>about Basic 4.0, what time it will be out and if ever.

In article MKw@world.std.com, Lexicor@world.std.com (ysiu@lexicor.com) writes:
> I've seen the new interface and a little of it in action..however
>to be quite honest, even though Richter ist still pursuing it..it doesn't
>look like it will be finished...the real problem is the motivation factor
>considering the atari market in Germany now. (Still better than in the
>U.S.A. of course)

Ah, thanks to both Alexander and Yat for shedding a little light on the status of BASIC 4.0 (aka the 'new' GFA BASIC) for Atari. While there seems to be a lot of doubt about this product ever being released, it's nice to know some factual information for a change.

We can only hope, eh?

Thanks,

-Hutch- @ Fair Dinkum Tech

1950. NEED: 520 ST software

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:05:29 UTC
From: jarom@achawall.dcc.uchile.cl
Message-ID: <1994Apr29.180529.30004@dcc.uchile.cl>
Source record: 188194

Hi everyone:

I'm sure this kind of a question comes up every few months or so: Is there
an FTP site with software for the 520 ST? I have the machine (the box) and
a 3 1/2" disk drive, and that's about it. What I am looking for is
any kind of software : games, word processors, compilers, spreadsheets....
you name it. Or, if anybody has something that they want to uuencode for me,
that would be cool too.

Thanks,

jarom

\\\//
(o o)
------------------------------ooO-(_)-Ooo------------------------------
jsmith@ucsd.edu jarom@dcc.uchile.cl
San Diego, California Jarom Smith Santiago, Chile

"Studying abroad. Get it? A broad?? Oh, nevermind..."

1951. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:07:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404291729.AA02488@ilmen.lanl.gov>
Source record: 188187

In article abarbiero@delphi.com, abarbiero@delphi.com () writes:
>The GEMulator will run at about the same speed as a MegaSTe when run
>on a 486DX-66.

By and large, I can confirm this. Some things still appear to be a bit slower or quirkier than on a 'real' MSTE, but much of that depends on the particular 486 (speed, cache, display card, etc) you are using. Suffice it to say you will want the fastest 486 you can afford.

>Everyone should realize that there is NO hardware support for the
>ST/STe with the Gemulator, so you can only expect TOS apps to run
>sucessfully.

Don't understand this as most GEM-based apps work just fine. Most of the programs that give the Gemulator problems are arcade games or MIDI utilities, of course. Most utilities and apps I used are OK.

>With the price of used STe's (I just sold a MegaSTe4 for
>$250) there is no reason to get one of these items UNLESS you want to
>run Calamus or something on a PC at work.

Well, personally I would _love_ to have a single 'box' be able to run all the applications I like to use... ST, DOS, Windows, Mac, etc, but only if there were NO performance or compatability tradeoffs involved. The Gemulator and Spectre GCR work very well but the truth is that most emulators are seldom as good as the 'real' thing in all aspects and don't always represent the most cost effective solution. Even so, there are indeed valid reasons for desiring emulation.

-Hutch- @ Fair Dinkum Tech

1952. Re: comp.sys.atari.programmers

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:12:17 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Apr29.181217.8882@ibr.cs.tu-bs.de>
Source record: 188197

davidli@dragon.labmed.umn.edu wrote:

: I am surprised that those calling for the creation of this newsgroup aren't
: asking their questions (and giving their responses) in a newsgroup that is
: already geared toward the programmer for the ST/TT computer line.

: I am, of course, speaking of comp.sys.atari.st.tech ....

: - David Paschall-Zimbel

Crosspost from comp.sys.atari.st.programmers

::: Hey, isn't that fine, now we have created our own newsgroup
::: for programmers only.

:: Yeah, a really good job we did, didn't we?

: I'm looking for a group comp.sys.atari.st.programmers.scheme
: but haven't found one. Is someone interested in creating this group?
: I don't know what scheme is but it sounds nice. BTW, i know someone
: who knows how to create a new newsgroup.

I've used scheme on the Atari twice, the first and the last time.
It doesn't understand a simple
IF (a .lt. 255)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

Sorry, couldn't resist:-)

1953. Re: Good behaviour!?!

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:20:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404291742.AA02494@ilmen.lanl.gov>
Source record: 188195

In article 1b7@hebron.connected.com, warrl@hebron.connected.com (Donald Edwards) writes:
>Stein Arne Jensen (stein.arne.jensen@p10.secom.ct.se) wrote:
>>
>>: What about deleteing parts of messages you are replying to?
>>
>>: Any maximum for Sig length?
>>
>>: Anything else a "freshman" should now?

>In general...
>
>When replying a message, trim the original down to what you are replying
>to. If the original has 4 paragraphs and you're only responding to 1 of
>them, carve away the other three.

[...]

Good advice, Donald. Here's another one. When replying to a message, please
do NOT include the original poster's .sig info. We already know who the
original message was from (due to the 'reply' line) so why waste bandwidth?
This is especially true if the original poster's .sig was overly huge to
begin with. Please keep in mind that some folks have to pay for their
access to the nets and all those extra bytes add up to more expense.

Cheers,

-Hutch- @ Fair Dinkum Tech

1954. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:39:40 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2prk9c$f1g@freenet.hut.fi>
Source record: 188198

Edellisess&#65533; artikkelissa thommy@cs.tu-berlin.de (Thomas Bahls) sanoo:
>-
> Hmm, I think that the Soundblaster -um- 16bit Two (I can't remember
> the official name- sorry for this) can do this:
> It has a DSP it's capable of 16bit stereo.
> Doom supports this sound card.

```
The Soundblaster 16 ASP. The card only samples at 44.1 KHz, and the playback
rate is the same. It only has 2 channels for stereo, so we need the DSP
for mixing and playin samples, it doesn't have proper AD/DA converters.
In Sounblasters before this they had to use the machines main processor.
The DSP can do voice recognition, but the DSP is crappy compared to the
Falcon's DSP. The existence of the DSP in the Soundblaster is purely for
mixing purposes, because there is no other processor doing this. This
cadr would have a hard time doing 8 channel D2D recording and mixing, and
with no proper sample editing features it definately looses to the Falcon.
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.
```

1955. Re: Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:45:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404292045.a6871@pb2.maus.de>
Source record: 188021

In article <A26146@AC2>, stevedc@ac.dal.ca (stevedc) typed:

S>I get "Unrecognizable Unit at ID 0. I have read in a few places that
S>all SCSI drives must have the parity turned off. Can anyone suggest
S>how to turn this off as the drive has only Drive ID pins and no parity
S>pins. HELP!!!

Give ICD's BOOTFIX.TOS a shot. The program _can_ turn off parity on some
drives. You have to do this with a *host* that _can handle parity_, though.

Some ELS-drives cannot be configured to work without parity!

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

Offline 13.05. - 22.05.!!

1956. Re: Falcon Soundplayer

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:46:42 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2prkmiE28h@uni-erlangen.de>
Source record: 188200

huth@stack.zfe.siemens.de (Hans-Peter Huth) writes:

>Hi,
>i'm looking for a soundplayer for my falcon, preferable for sun .au and/or
>mod files. I don't need a memory eating fancy sound editor, just play and go.
>Would be fine if the thing runs as well from a command line. does somebody
>know such a thing?

Try 'FORTUNE'. The latest version (1.1) will be available in a few day
at ftp.uni-erlangen.de and other typical places. We have included
command line use now.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1957. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 18:46:45 UTC
From: ltf@ncmicro.lonestar.org
Message-ID: <1994Apr29.184645.9630@ncmicro.lonestar.org>
Source record: 188199
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

scratch@lamar.ColoState.EDU (Adrian Corral) writes:
} Please get off of this group if you are just going to compare
} odd names of people. The original post with this subject title
} had nothing to do with this group and now this current conversation
} is just STUPID. You are wasting band-width -
}
} GO! SHHOOOO! SCATT! SCSRAMMM!
}
} Go away, ya bother me.
}
} Adrian

Absolutely! I agree!

Hmmmm....Adrian Corral....

<mmmmph> Heh....

Bwaaaaa-ha-ha! ADRIAN CORRAL!!! HOOOOO!

<wheeze>

Sorry, but...Bwaaaaaa-hah! ADRIAN CORRAL!!!!

<sniff>

Lance "Not a Silly Name" Franklin

--
Lance T. Franklin +---+
(ltf@ncmicro.lonestar.org) | "You want I should bop you with this here |
NC Microproducts, Inc. | Lollipop?!?" The Fat Fury |
Richardson, Texas +---+

1958. Epson GT6500 - Any software?

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 19:05:01 UTC
From: marbud@u14001.rsv.svskt.se
Message-ID: <1994Apr29.190501.20035@rsv.svskt.se>
Source record: 188001

Any ideas?

Regards Martin & Niclas.

1959. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 19:28:35 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1994Apr29.192835.561@ultb.isc.rit.edu>
Source record: 188007

In article <2pi38p$l7u@auggie.CCIT.Arizona.EDU> jeff@jupiter.ame.arizona.edu writes:
>
>In article t49@news.delphi.com, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)
writes:
>I find this very surprising. From what I heard there was a crash for
>any Mac program in which the machine language had been hand optimized,
>as the emulator was essentially a "Mac-C" emulator, as opposed to a
>Mac-Assembler editor. The emulator was so rushed, and so under-manned
>(1 person did it), that the approach he took was to emulate code generated
>by one of the only two official c-compilers used by developers.

First off, this thread belongs in comp.sys.mac or something. Second,
you have heard wrong. The emulator works quite well. It is not
a "C" emulator or whatever. Let's just say MacPaint 1.0 works on the
PowerMac's 68k emulator, Ok? I don't even think they had MPW C back
then.

The emulator is a 68LC040 emulator that is loaded IN IT'S ENTIRETY into
the PPC cache. If a 680x0 program is run, the binary is decoded instruction
by instruction and run through the emulator. Since 90% of a Mac program
is Toolbox calls, any Toolbox calls that are encountered (i.e. it checks
for certain TRAP instructions) are done through the system software.
Now, as more and more of the system software is ported from 680x0 code,
the Toolbox calls get faster, and consequently, the emulated programs
(or any program for that matter) get faster. Right now 10-20% of the
Toolbox is native (don't quote me on this figure, I don't remember exactly)
and that's all time critical stuff and since System 7.5 is going to be
released in 1995 some time, I would think the PPC version will
contain ALOT of native code.

BTW, what do you mean by "C" emulator? Last time I checked only
BINARY code was distributed. If an emulator is going to do anything,
it had better do something about things like "move.l -(sp),D3" and
not "if (c.code != asm.code)" :-)

>But this is hearsay. The FACT is that Apple has brought in nothing to
>emulate FPU calls, nor due they plan to. This meant that right out of the
>box, NONE of the cad programs, modelers, or rendering packages I tried
>would work. (This was of the program's choosing, of course.)

That's because anybody in his right mind would rather NOT try and
emulate an FPU when the code can be recompiled to Native. Native code
using the PPC's math would absolutely make FPU code for a 68882 look
like snail code.

If you buy a PPC for math performace you run native stuff. That's
a no-brainer. And since PPC development environments like Metrowork's
Code Warrior are wide spread in the developer community, esp.
professionals, I wouldn't be suprised if you saw those "non-functional"
CAD packages running on lightning speed native code within the
next few months. Just a recompile and some hand optimisation.

>ALL of them said they would NOT run without an FPU, and of course, the PPC
>doesn't use one. So here's a very significant problem as it effects most
>68K power user applications! And this info is first hand, NOT hearsay.

The EMULATOR doesn't have a FPU because it's emulating a 68LC040. The
PPC doen't need a math co-processor for floating point because it's
so damned fast at floating point!

>advice they had was that they had heard of a software patch that was many year
>old, used specifically for fooling programs into running on Macs without an
>FPU. They recommended emulating that program first. Unfortunately, my chance
>of finding such a hacker tool are nil.

Uh, this is called a Software FPU and it is easily available at any Mac
Archive site with any kind of software. Like archive.umich.edu,
sumex-aim.stanford.edu, and archie.au just to name three. Now, granted
this is a little slower since the Emulator is Emulating an FPU, but let's
face it, if you needed serious performance you would seriously consider
upgrading your software which I would imagine would be provided from the
company who makes your CAD package. What's the point in having all that
raw PPC Math energy if you're going to lame about it and run 680x0 math
based software. That's why Wolfram made Mathematica for Native mode!

>BUT this is not about MACS, other than to point out that the emulation is by
>no means complete.

Well, I would say for the moment it's not to shabby.

If you want REAL facts, check out Inside Macintosh: PowerPC System Software
and Inside Macintosh: PowerPC Numerics. These are programming reference
manuals from Apple and they tell you EVERYTHING you need to know (or not)
about the emulator and the Numeric systems from the ground up.

--
----------------------------*
| Michael Zucca - Rochester Institute Of Technology | "The secret is to bang |
| Internet: mrz5149@ultb.isc.rit.edu | the rocks together guys"|
----------------------------*

1960. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 19:33:15 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.1k6i@outb.wimsey.bc.ca>
Source record: 187896

I am *extremely* interested in Civilization and the questions you raise. Please reply *only* to:

s.lyster@genie.geis.com

not to this e-mail address. I have noticed the "disk-read" bug as you mention it, and am a little pissed-off at the retailer who sold it to me *knowing* about the bug. As of this writing I know of no fix, but the retailer hinted that MicroProse might have a fix in their possession. (You are far closer to Gloucestershire than me!)

BTW - I run Civilization on a Falcon030, which will run the game with either Backward, or with the Falcon SX Desk Accessory - which bioth slow the Falcon to 8 MHz, and uses an ST style bus. Both 16 MHz and the Falcon Bus bomb the game.

I'd like to hear from you!

Stuart Lyster
s.lyster@genie.geis.com

1961. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 19:46:56 UTC
From: mach3@netcom.com
Message-ID: <mach3Cp1DM9.4uz@netcom.com>
Source record: 188192
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

There is a man who ran for political office (3rd District Supervisor) here in San Diego by the name of Dick Rider. He sadly lost the election and his name has been Richard Rider ever since.

--
-=-Mach3-=-
mach3@netcom.com

1962. Re: STE Games...

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 20:14:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2prprr$k6b@golem.wcc.govt.nz>
Source record: 188006

AFAIK Dyna-Blasters was STE Enhanced.

1963. Re: IDE H/D pinouts...

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 20:20:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404292220.a18388@ms.maus.de>
Source record: 188022

In article <1b2_9404231507@dswhq.omahug.org>, Chris Richards
(gizmo@dswhq.omahug.org) wrote:
>Don't have the pinouts for you Steve, but I can tell you this. The best speed
>I've seen with an IDE drive on the Falcon was right at 1 meg/sec. I'm getting
>1.685 meg/sec with my Quantum Prodrive 128 LPS.

With a Quantum LP240A (IDE) and the `right' driver software, you can get
up to 2.5 MB/sec.

1964. Re: Is there an MINI-DISC Scsi

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 20:20:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404292220.a18389@ms.maus.de>
Source record: 188023

In article <2plhe6$s5i@vega.info.isbiel.ch>, Patrick Peter
(petep@info.isbiel.ch) wrote:
>> I don't think SCSI MiniDisk data drives have been released yet,
>> but a SyQuest 3.5" drive is a much better deal -- MiniDisk
>> barely even equals single-speed CD-ROM drive performance!!!
>
>Sony presented their MiniDisk data at CE-BIT (german-computer-show) some weeks
>ago.
>I heard that it should be on the market at autumn this year.
>The latest C'T-edition (german magazine) had a short description included.
>i don't now if a SyQuest 3.5" drive is a much better deal
>- i heard with MiniDisc data you can also play and record the normal
MiniDiscs
> (so if you work with sound datas you will be able to store much more than
> with a SyQuest)

I don't think that people working on high quality sound samples will want
that they get mangled by the (lossy!) MD audio compression.

>- the MiniDisk data medium (120mb) will cost ~50DM
> a SysQuest (115MB ?) will cost 150-200DM (i'm not shure about the
>SyQuest-prices)

Syquest: 128 MB, ~ 130 DM. But around five times faster. And the drive
is less expensive.

>- the discs are little

I'd say that 3.5" is small enough.

This doesn't mean that MD couldn't get interesting. But (1) it has to be
available and (2) the prices for the drives must come down.

1965. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 20:47:22 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <NH8JLc1w165w@sys6626.bison.mb.ca>
Source record: 188026

ekl@sdf.lonestar.org (Evan K. Langlois) writes:

> ====================
> Funny, I get this bug:
>
> When extracting and only the FIRST file from a ZIP archive is selected the
> extraction process starts but then returns to the main screen without
> extracting the file!!!!!
>
> Anyone else got this problem?
> ====================
>
> I get this even when I select the first one with others. The only way to
> extract the first file is via command line or by not selecting any files
> (which decompresses everything).

You don't have to use the command line to avoid this bug. Just don't
select any files and all will be extracted.

1966. Re: Elite 2 speed.

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 21:54:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404292354.a19230@la.maus.de>
Source record: 188018

```
WA>It isn't. The graphics is practically identical on all platforms. It
WA>might be a bit slow on an ST though, and so it would be better on a
WA>fast PC. I've only seen it running on my TT.

Yes it would be better but it isn't. Enemies are EXTREMLY hard to hit, you
can't overwrite a saved game, you have to delete it before saving! I loved
Elite on my ST but I hate Elite 2 on the PC, I hope its better on the ST.

Holger
```

1967. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 22:04:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199404300004.a19231@la.maus.de>
Source record: 188019

SAJ>Isn't the reason for calling it BASIC 4.0 instead of Gfa Basic 4.0
SAJ>the fact that they're developing it in C instead of Assembler, and
SAJ>Gfa meant this just wasn't good enough?

Probably thats the problem, but there is only a legal problem perhaps, so the
do a GFA-compatible interpreter and compiler. I think it would have been to
expensive to buy the rights from GFA.

Holger

1968. Re: Bill Yerger lawsuit

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 22:34:46 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr29.193446.23645@dal1>
Source record: 188043

Is there anymore information on this lawsuit and anything
true about Ralph Marino standing for Yerger as a witness?
In article <2peo9d$5kc@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates)
writes:
>
> In <2pe7hc$l59@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff
Poling) writes:
>
>> I recently came across a news tidbit saying that Atari Corp. had won a
>>lawsuit brought against them by somebody named Bill Yerger.
>
>> Anybody know what that's all about?
>
> Wow! I can only guess. BIll Yerger runs (ran?) an Atari & PC store in Berkeley
> called "Micro World" The man was a scum, and frequently ripped off customers,
> myself included. He sold me a refurbished monitor calling it new and took
> mu money for a monitor master which was not instock and never seemed to have
> been oprdered! It took me a few months to get my money back. "OH, the check
> is in the mail" "Yep I sent it out last week" and finally "Oh I guess I never
> sent it out" I stopped doing businedd with him after that. I'm sure I'm one
> of the small stories. Ask anyone in the Berkeley Atari community and I'm
> sure they have a horror story of their own. When I called Atari asking about
> the monitor, their response when I told them who it was was "oh. No comment."
> Luckily ATY in Oakland is only a short drive away, and Alex of ATY is a
> great guy!
>
> I don't specifically know the nature of the lawsuit, but if anyone deserves to
> be sued it's Bill Yerger. He apparently lost his "Authorized Dealer" status
> a while ago, but still kept the sticker on his door... Oh, just reread and
> HE sued ATARI? hm... Probably felt that they hampered his criminal operations
> somehow...
>
> ~Chris
>
>>_
>>--
>>President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
>>of: | P.O.BOX 29103 | 8-bit
>> | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
>> * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1969. Sorry...and Yerger's Lawsuit Info!

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 22:41:48 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Apr29.194148.23648@dal1>
Source record: 188044

Sorry about that Yerger lawsuit post....fumbling here with keys! Does anyone have any information concerning Ralph Marino as being a witness for Yerger at the lawsuit proceedings?

1970. Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 22:58:36 UTC
From: daveh@netcom.com
Message-ID: <davehCp1MHo.5z4@netcom.com>
Source record: 188025
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
2.06 and have a spare set arround?)

Thanks,

Dave.
(daveh@silvaco.com)

1971. IBM Sound Cards

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 23:05:54 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp1Mtw.6t3@sdf.lonestar.org>
Source record: 187979

==========
>against the Falcon.. The Falcon does have 50khz Stereo sound. Which I haven't
>seen on the IBM yet...

Open your eyes...
You can get a 44kHz 16 channels card for about 200 US dollars...
==========

Open your own! The GUS card is 65Khz (or maybe it was 68Kh) .. it's over
60Khz and has lots of documentation - I hear its cheap too.

1972. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 23:26:16 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp1nru.6y8@sdf.lonestar.org>
Source record: 187977

> capable of processing one 68K instruction in 5 cycles
> for a 386 and in 3 cycles for a 486. This means a 486/66
> should give roughly 22MHz 68000 speed.
>

I doubt its that fast. I have LOTS of doubts! 3 cycles? The 486 is
fast but not THAT fast. They aren't taking something into consideration
in that figure, and 22Mhz is just plain not possible. Maybe 16 .. likely
closer to 12.

> The GEM Bench stats supplied were for a 486DX33 and none of
> benchmarks was worse than 108% of a standard, non-blitter ST.

A non-BLiTTER ST? a TOS 1.0 slowster? Big fat hairy deal. How does
it compair with my AdSpeed equipped STE with BLiTTER and NVDI? I'll tell
you, pure math is tiny bit faster but everything else is slower, especially
graphics.

>
> If NVDI can run on top of that, then the speed should be
> pretty hot.`

You can run NVDI on your ST .. so that is dumb comparison.

>
>2) Parallel printing is available from the PC port.

Ex-squeeze me? I thought I had a parallel printer port around here somewhere
In fact, I can multitask printing - much better than Windslows does too.

>
>3) Gemulator supports up to 8Mb RAM, and is capable of partitioning
> down to 512Kb. Think of the RAMdisks!

GOOD! You'll need it! You need 8MB to emulate a 4MB ST! RAMDISKS?
Show me a RAM Disk as flexible as RAMFS for MiNT. And a TT supports LOTS
of RAM.

>
>4) Under SVGA, you can access screen resolution of 800x600x16 colours
> (apparently VERY nice for Geneva).

Under a TT you can get 1280x960 and if you get a VME card, even higher.

>
>5) All Atari-format disks supported.

Not MINIX! And while overformat may be supported, I bet I could do a
Twister format that would screw it up. And copy protected games are NOT
supported.

>
>6) PC serial port supported with the usual TOS-based problems.

Wait a minute. The PC serial port system is in MUCH worse shape than the
ST. And on the ST its partly a hardware problem so it SHOULD be fixed
on the PC. PCs just have some bare hardware with NO software support for
the things we take for granted. There are no OS calls that turn on or
off RTS/CTS. And port settings go to 9600 (not 19200) through the PC BIOS.
Your better off with an ST - or better yet a TT.

>
>7) Sound support via Soundblaster card.

Only the Yamaha sound, which is FM modulated square wave with effects
oscillators. Show me STe DMA sound .. or better yet, Falcon sound.

>
>8) Will run under WOndows 3.1 or OS/2 2.1 or MS-DOS or DR-DOS.

No .. its a DOS program and uses MS-DOS. Its the worst OS in the worls.
Windows and OS/2 run it in a DOS box.

>
>9) No cartridge port or mose plug, therefore no place for dongles.
>
>10) No MIDI support (yet, maybe).
>
>My own mutant ST is on its most recent set of last legs and I don't think
>I'll be upgrading to a Falcon because of Atari's apparent lack of interest
>and my desire to finally be compatible with my workplace. This Gemulator
>thingy is encouraging to say the least. I am no longer faced with the
>onerous task of replacing my cheap-and-friendly ST software with hugely
>overpriced Windows packages.

When you buy a computer, first find the software you want, then buy the
computer that runs it. Don't buy a computer that everyone else has and then
emulate the computer you really wanted. You'll hate yourself for it.

>
>The only thing I didn't get from this article is a price. I gather it's
>somewhere around the 200-Pound mark in the UK. What is the Canadian price
>and does anyone have a North American address for Branch Always??
>

Software is supposedly shareware, although the hardware needed to use it is
commercial. I wish I had the software .. I'd like to play around with it.

1973. Re: HELP! Need vt100 terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 23:27:13 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Apr29.232713.1302@isle.waterloo-rdp.on.ca>
Source record: 187853

Donald Edwards was heard to say:

> Uniterm has an excellent VT100 emulator.

> Storm does too, but I haven't stress tested it as much as I did Uniterm.
> (I'm no longer a mainframe programmer.)

Connect also does a good job. Well okay, an excellent job, it passes
everything in the unix VT100 test program that I've thrown at it.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1974. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 23:33:34 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2ps5ge$lg@cnn.sim.ES.COM>
Source record: 188014

In article <2pf3ma$igs@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
> In article <2p91to$7gq@cnn.MOTOWN.GE.COM> osantiag@fiji.gesd writes:
> >I have a couple of questions about Gemulator can you answer them for me. What is the highest speed it can emulate? Does it support st sound, hard drives. I have an STE will some of my programs work. How about midi, modem, printer, and other ports do they> work?
> >Do you have a list of software that you have tried and really works. Does it work on OS/2? What type of machine and slots can I use ie. 486 66/Mhz or Pentium? I am sorry I am asking these questions but I am really interested in buying this but I want to > know if it works.
> >
> > Orlando
> > osantiag@motown.ge.com
> >
>
> Why would you want to use a GEMulator? It almost makes sense to emulate
> another computer on an Atari, especially Mac since the Spectre GCR crashes
> less than a real Mac, and then the PC emulators have some nice features, but
> to emulate an Atari on a PC sounds kinda silly. You could spend less money
> and get a REAL Atari and run your software faster with better compatibility.
>

You could, but.... You forgot that with the GEMulator you can use you PC
hard drive, and the faster comment isn't necessarily true. With my 486DX/33
I can emulate an ATARI 1040 ST at ~150% speed. I can also use all those nice
TT resolutions. It's really quite pleasant to work at 640x480 in 16 colors.
Another nice thing is that since the 68000 chip is emulated, as I move to
a faster PC my Atari emulation speeds up (can we say PENTIUM and POWER PC :))

But most of all, I only need one machine on my desk, and I don't have to
reach to the right of my machine every time I want to insert a floppy.

BTW, The Spectre GCR was nice in it's day, but if you want to run today's
Mac software, you really need a fast color Mac.

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

1975. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1994-04-29 23:46:56 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2ps69g$nq@cnn.sim.ES.COM>
Source record: 188046

In article <CoyFCs.9JD@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
> ==============================
> Everyone should realize that there is NO hardware support for the
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> ST/STe with the Gemulator, so you can only expect TOS apps to run
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> sucessfully. With the price of used STe's (I just sold a MegaSTe4 for
> $250) there is no reason to get one of these items UNLESS you want to
> run Calamus or something on a PC at work.
> ==============================
>
> Everyone should also realize that a 386 and higher DOES have the capability
> to emulate hardware access and trap into the OS or other code. And when
> emulating you have such total flexibility ANYTHING is possible. I'm going
> the other direction as fasr as emulations though.
>
>

Bzzzzt! Move to the end of the line! The Gemulator emulates ALL the hardware of the ST. Yes, that means that illegal things, such as direct hardware peeks and pokes work just fine. I run many pieces of software that do direct screen access that not only run, but in many cases run faster than my 1040ST.

Obviously you have never seen/used a gemulator or you would not have made such a remark. A used ST/STe may be cheaper, but I already have a PC, and given Atari's past markteting performance in their computer line, I prefer not to invest any more money in Atari specific hardware. Besides, as I upgrade my PC, my emulated Atari gets upgraded to. How's that for killing two birds with one stone?

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

1976. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 00:10:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp1pt7.DKu@cix.compulink.co.uk>
Source record: 188027

In message <2pqu7e$2ov@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>
>The foreign language wordings I received by email for the phrase:
>"Resource file not found. Quit"
>
>German:"... nicht gefunden. OK" or
> "... nicht gefunden. Abbruch" (Cancel)
>French:"Fichier resource non trouve. Quitter" with an acute accent
> on the last 'e' in 'trouve'
>
>Regarding using different keyboard shortcuts in different countries,
>apparently English ones are deemed 'universal', even though they might
>not be mnemonic for a given language.
>
>Thanks for the responses! Hope this helps people!

It does. IMO, we need to sort out the keyboard shortcuts. Some are well
defined, but others are a real mess. I guess the list in the Compendium is
a good starting point.

Ofir ogal@cix.compulink.co.uk

1977. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 00:52:59 UTC
From: Krishna@max.tiac.net
Message-ID: <2psa5b$oa4@sundog.tiac.net>
Source record: 188008
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

I hear people raving about X-wing, Tie, and the enhancements left and right.

It would be a shame if the Intel remains the only platform for this. The Jaguar is probably BETTER suited for texture polygon animation than an Intel box.

You could easily do a CD-ROM and have several dozen missions on them, and combine X-wing and TIE together so you can be an X, Y, A or B wing or the various TIEs.

I guarantee you such a CD would make the Jaguar CD system the #1 console in the country overnight.

Of course, the CD isn't out yet, but X-wing is also doable on a compressed CART I'm sure.

1978. Re: Elite 2 speed.

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 00:57:29 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2psadp$m2v@freenet.hut.fi>
Source record: 188028

Edellisess&#65533; artikkelissa warwick@cs.uq.oz.au (Warwick Allison) sanoo:
>
>It isn't. The graphics is practically identical on all platforms.

According to my information the ST version doesn't have texture mapped
3D graphics, the PC does. There are more colours in the PC version too.

--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

1979. HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 01:01:22 UTC
From: phruby@ucrengr.ucr.edu
Message-ID: <2psal2$9uj@galaxy.ucr.edu>
Source record: 188011

I just hear from a Amigahead that Commadore was bought recently by HP.
Is this true? I guess that means the Amiga is dead and that we should all
rejoice that Atari is still alive and kick'in.

-- Paul

1980. Questions about Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 01:20:04 UTC
From: hamo@deakin.edu.au
Message-ID: <2psbo4$glc@sol.ccs.deakin.edu.au>
Source record: 188036

Hi all,
I'd like to know if there's an email address to the guy
responsible for the Freeze Dried Terminal program. There's a
few questions I'd like to ask him before I consider buying the
prog.
Also, are the demo versions meant to lock up when you're
using them? It doesn't say much about it in the docs.
Please email me a reply if possible.

Regards,
Hamo

*
***
**** --
****** Jason Hamilton |
******* Starfleet Captain and Part Time Miracle Worker |
********* hamo@deakin.edu.au |
*** ** --
** *
*

1981. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 01:20:27 UTC
From: <>
Message-ID: <Cp1t23.rzK@mozo.cc.purdue.edu>
Source record: 188009
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Personally, I don't anyone in the alt.games.doom newsgroup gives a flying F*CK what so and so's name is. Please edit us out of the damn Newsgroup line!

The Sandman

1982. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 01:21:30 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2psbqq$noq@freenet.hut.fi>
Source record: 188037

Edellisess&#65533; artikkelissa BACH@SATAN.VMSMAIL.ETHZ.CH (Beat Christen) sanoo:
>
>Open your eyes...
>You can get a 44kHz 16 channels card for about 200 US dollars...

No DSP and only 50 KHz. Not very easy to do the stuff the falcon is capable
of with a card like that. If you are talking about the GUS, I have yet to see
a professional using GUS for D2D etc. The GUS has only 8 bit sampling (well
you can get an extra device ofr sampling at 16 bits).
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

1983. GRAPHICS PROGRAMMING ON ATARI'S

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 01:49:00 UTC
From: <>
Message-ID: <2psdec$p8i@mother.usf.edu>
Source record: 188010
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Well, back on the subject of the interleaved bitplanes on the Atari, one of the most INEFFICIENT things you can do is plot a single pixel. (That's true for many machines, actually, but even more so for Atari.) The following is the most generic pixel plotting routine I could possibly write while watching TV. It can handle any screen size (word width is the number of pixels across / 16) with any number of bitplanes, and the one test I made worked just fine. I was a bit slow though (I will write a span plotting routine later), so I was wondering if anyone could optimize it. For anyone else, here is a routine that plots a pixel, overly commented, and ready to be assembled by Lattice C and linked into your C program. Enjoy.

Oh, and if you notice the part where I divide by 16 then multiply by two, don't bother. I know what you're thinking. The only other way to do it is to shift right by 3 then and off the low bit. Too slow. Also, adding a register to itself is faster than left shift by 1. BTW, wanna know the best way to clear an address register to zero? Subtract it from itself. :)

```
CSECT text,code
XDEF _plot

scr EQU 8 ; 4 Screen memory
x EQU 12 ; 4 X coordinate
y EQU 16 ; 4 Y coordinate
c EQU 20 ; 4 Color
wd EQU 24 ; 4 Word width
bp EQU 28 ; 4 Number of bitplanes

; PLOT to any number of bitplanes
_plot:
link A6,#0 ; link to A6
movem.l D2-D6,-(A7) ; store registers

movea.l scr(A6),A0 ; screen pointer
move.l x(A6),D2 ; x coordinate
move.l y(A6),D3 ; y coordinate
move.l c(A6),D6 ; color
move.l wd(A6),D4 ; word width of scaline
move.l bp(A6),D5 ; number of bitplanes

; Y coord
add.w D4,D4 ; double word width -> byte width
mulu D5,D4 ; multiply by number of bitplanes
mulu D3,D4 ; multiply by y coordinate
adda.l D4,A0 ; add to screen pointer
```

```
; X coord / 16
move.l D2,D0 ; copy x coordinate
lsr.l #4,D0 ; div by 16 (monochrome word)
add.l D0,D0 ; multiply by 2 (monochrome byte)
mulu D5,D0 ; multiply by bitplanes (color word)
adda.l D0,A0 ; add to screen pointer

; X coord & 15
andi.l #15,D2 ; which bit in plane word
move.w #$8000,D0 ; situate one bit at far left
lsr.w D2,D0 ; shift bit right by pixel position
move.w D0,D2 ; move mask into D2
move.w D0,D4
not.w D4 ; move imask into D4

subq #1,D5 ; decrement number of bitplanes for dbf
ploop: lsr.w #1,D6 ; shift color bit into carry bit
bcc pzero ; if the bit is zero...
or.w D2,(A0)+ ; if it's 1, set the bit by oring mask
dbf D5,ploop ; next iteration
bra pend ; if this dbf exits, go to end of routine
pzero: and.w D4,(A0)+ ; ... clear the bit by anding imask
dbf D5,ploop ; next iteration
pend:
movem.l (A7)+,D2-D6 ; restore registers
unlk A6
rts

END
```

1984. Re: WinX and UIS 3

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 02:06:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1747@usdtsg.DaytonOH.NCR.COM>
Source record: 187852

In article <6044@raven.ukc.ac.uk> rab2@ukc.ac.uk (R.A.Barnett) writes:
>
>Just a quickie to ask if anyone has got Universal Item Selector working with
>WinX and GEMRAM, cos I certainly haven't. I've tried every Auto folder
>arrangement possible (with just these 3 progs and absolutely nothing else
>installed) but to no avail. The system is 4 meg STE, 85 meg HD, TV and mono
>monitor.

I think I had to do the following (when I was messing with Winx):

-boot up to the desktop (load UIS III near the end of the AUTO folder)
-*before* you load anything else, re-run UIS_III.PRG from the desktop

...that should be it (I think I remember it right - I only messed with
Winx under MiNT, so that may also have an effect); anyways, UIS_III.PRG
had to be the *first* think loaded from the desktop...

Lemme know if that does indeed work as I remember...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1985. discrimination in the workplace...

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 02:40:34 UTC
From: jpowers@cs.oberlin.edu
Message-ID: <JPOWERS.94Apr29224036@csxt.cs.oberlin.edu>
Source record: 187856

My name is Josh Powers and I'm a student at Oberlin College.
I am presently doing research on discrimination of gays, lesbians,
and bisexuals in the workplace, particularly in computer science
related fields. I am requesting information from anyone who is
willing to offer it. Tell me an anecdote, a history of your
experiences... you can even write about the experiences of another if
you are certain the story is true. Also, I'm not only looking for
evidence of discrimination - any positive stories are also welcome. I
am enclosing below a list of questions which I would like respondents
to answer - in order to help me organize my research:
1. What is your age and sex?
2. With what racial or ethnic group do you identify?
3. How do you define your sexual orientation?
4. What is your religious affiliation (if any)?
5. What is your marital status?
6. What city and/or state do you live/work in?
7. Who is your employer? Do they have a non-discrimination
policy which includes sexual orientation?
8. What is the size of the office you work in?
9. Are you out at work? If yes, to whom and in what context?
Do you believe you are more vulerable to being fired
as a result? If no, what do you believe the
consequences would be if your sexuality were revealed
at work?
10. Are you aware of any lesbian/gay/bisexual coworkers?
11. Have you experienced any instances of overt homophobia?
If yes, please describe them.
12. Have you experienced instances of covert heterosexism
(for example: the assumption that you're straight,
questions about wife/husband, attempts to set you up
on dates, etc.)?
13. How often do people at work talk or joke about sex?
14. Do you attend social events involving your office
members? If yes, how do you handle your sexuality?
For instance, do you feel comfortable bringing a
member of the same sex along as a date?
15. Please add any additional comments, suggestions, stories
which you feel would be helpful.

I can ensure complete confidentiality. You may either e-mail or
snail-mail your responses. I would also be happy to do a phone
interview if you e-mail me your phone number or call me.
Both of my addresses and my phone number are printed below.
In advance, I thank profusely anyone who responds. If you would like,

I will send you a copy of my finished paper.

Josh Powers
OCMR 1972 email: jpowers@cs.oberlin.edu
Oberlin College
Oberlin. OH 44074
(216) 775-5230
--
Josh Powers jpowers@cs.oberlin.edu

1986. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 02:40:52 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <767672930.1@mettav.royle>
Source record: 187855

It was none other than Roger Sheppard. that wrote on 25 Apr 94 that ,
>> Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
>> Please quote sources when you claim things like this.
RS> I also here that the PC version is far better...!!

And of course this comes with your 'Fact not Fiction' stamp of authority ?

If you refer to gameplay ..WRONG exactly the same. Anything else is largely irrelevant to all but the shallow . you PLAY games not sit back admiring the wonderful still graphic's.

RS> This has now stoped do to the lack of new games, facts not fiction,
RS> also UK mags have very little reviews of New Games in them facts
RS> again..

You are fast becoming the John Major of this newsgroup with this 'Fact's' tag you insist on adding to your opinion's . Do you feel your argument's are that weak that you have to back them up with this ? The fact is they largely are ....Fact not fiction :-)

You are one strange dude ,you obviously use Atari computer's at least I guess from some of your other messages but you seem to have not respect for them whatsoever ? What gives ?

RS> I can get a TOP 486 with all bells etc for 1/2 the price than a basic
RS> Falcon cost here, plus I get all the software and support I need..

So why don't you ? This newsgroup is supposed to be for discussion of Atari computer's and I for one am not interested in what other system may suit YOUR need's . I have my need's and as I feel it is best served by Atari computer's I read and write here .... If that is not the case with you then either ship out ....or else shut up (at least as far as this type of totally inaccurate wibble about PC's) ! I read several other messages that you write and when you refrain from pointless drivel like above you strike me as a very knowledgable user ,stick to that :-)

RS> No ! no one can kid me that the Falcon is the way to go, unless you
RS> are mental..

Seem's to me you are just trying to justify not buying a Falcon <G>

If you are not happy with Atari and Atari computer's WHY do you remain here ? Speaking from a personal point of view there are some of us in here that are perfectly happy with our machines and do not need or want to read any of your personal axe grinding thank you very much !

///
Graham Irvine

grin.mettav.royle.org

1987. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 03:31:20 UTC
From: almo@UWYO.EDU
Message-ID: <1994Apr29.213120.2050@roper.uwyo.edu>
Source record: 187863
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

In article <2ppu3n$8r0@ionews.io.org>, diehl@io.org (Eric March) writes:
>I'm not here to vote -- though I'd like to and probably will -- but
>there's a game that I havn't seen mentioned that I"d love to see done on
>the Jaguar. And that is Electronic Arts' Racing Destruction Set. I had
>loads of fun with that on my 8-bit Atari, creating tracks with tall hills
>and low gravity and such ... I think that would be a blast on the Jag.

YEAH!!!!! Racing Destrucionset Jaguar!

Sorry guys, don't know how to fix reply to all groups, working on VMS, yuk!

Almo!

>
>_____ _____ _____
>_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
>_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
>_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____
>
DDD U U H H !! Atari Jaguar : T.B.A.V.G.S.I.T.W.!
O - D D U U H H !! (The Baddest-Ass Video Game System In The World!)
\|/ D D U U HHHH !! Amiga 4000 : T.B.A.C.S.I.T.W.!
| D D U U H H Opinions are my own, until
/ \ DDD UU H H !! the subliminal takes effect...

1988. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 03:31:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp1z4r.Hqv@cix.compulink.co.uk>
Source record: 187861

In message <2pqflb$54p@pretzel.cs.huji.ac.il>, teler@bagel.cs.huji.ac.il said:
>
>I love those 'realists'! IMHO there's no such thing as a realist.
>A realist is someone interested only in facts. Since human beings always
>gives an opinion, they can't be realists. Those who call themselves
>realists are usually just pessimists. Another aspect of self-proclaimed
>realists is that they usually see numeric figures as the only way
>to compare things. IMHO if you enjoy a computer then it doesn't matter
>how it compares to others in terms of price or processor speed.
>It seems to me that people enjoy the Falcon, so it's bound to be a
>good computer for some. This 'realist' is probably someone who has
>never ENJOYED a computer in his life.
>Anyway, I'll stay with my Amiga for now :)

Wise words Eyal.

Ofir ogal@cix.compulink.co.uk

1989. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 04:06:16 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2pslfo$lmd@terminator.rs.itd.umich.edu>
Source record: 187859
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 26392 Apr 23 00:29 ./Utilities/0index
-rw-r--r-- molin 200508 Apr 23 00:28 ./Utilities/drivers.zip
-rw-r--r-- molin 89979 Apr 23 00:36 ./0ls-lR.Z
-rw-r--r-- molin 89939 Apr 23 00:37 ./0ls-lRc.Z
-rw-r--r-- molin 110495 Apr 23 00:34 ./0compind.Z
-rw-r--r-- molin 241471 Apr 23 00:34 ./0index
-rw-r--r-- lenn 283966 Apr 24 19:07 ./Archivers/lha301.tos
-rw-rw-r-- entropy 3805 Apr 24 19:10 ./Archivers/0index
-rw-r--r-- molin 168702 Apr 24 20:16 ./Gnustuff/Tos/Bash/Bash-1135/bash1135.zoo
-rw-r--r-- molin 288 Apr 24 20:20 ./Gnustuff/Tos/Bash/Bash-1135/bash1135.zoo.contents
-rw-r--r-- entropy 12290 Apr 24 20:29 ./Gnustuff/Tos/0index
-rw-r--r-- molin 507696 Apr 24 20:29 ./Falcon/llamazap.zip
-rw-r--r-- dpz 4811 Apr 24 20:31 ./Falcon/0index
-rw-rw-r-- weiner 3287 Apr 24 20:35 ./Printing/0index
-rw-r--r-- molin 89841 Apr 25 21:58 ./0ls-lR.Z
-rw-r--r-- dpz 4796 Apr 25 21:54 ./Falcon/0index
-rw-r--r-- molin 23065 Apr 25 08:31 ./Falcon/iconedv1.zip
-rw-r--r-- molin 102540 Apr 25 21:46 ./Magazines/Aeo/aeo_0307.lzh
-rw-r--r-- molin 89875 Apr 25 21:59 ./0ls-lRc.Z
-rw-r--r-- molin 110623 Apr 25 21:57 ./0compind.Z
-rw-r--r-- molin 241689 Apr 25 21:57 ./0index
-rw-rw-r-- weiner 2667 Apr 26 23:25 ./Ste/0index
-rw-r--r-- molin 342644 Apr 26 01:34 ./Ste/dynabust.lzh
lrwxr-xr-x molin 19 Apr 26 23:25 ./Tt/dynabust.lzh -> ../Ste/dynabust.lzh
-rw-r--r-- weiner 2070 Apr 26 13:31 ./Info/a.a.faq
-rw-rw-r-- weiner 4926 Apr 26 13:31 ./Info/guide.to.ftp
-rw-r--r-- molin 89591 Apr 26 23:29 ./0ls-lR.Z
lrwxr-xr-x molin 19 Apr 26 23:25 ./Falcon/dynabust.lzh -> ../Ste/dynabust.lzh
-rw-r--r-- weiner 3117 Apr 26 13:30 ./0help
-rw-r--r-- molin 89371 Apr 26 23:30 ./0ls-lRc.Z
-rw-r--r-- molin 110553 Apr 26 23:28 ./0compind.Z
-rw-r--r-- molin 241706 Apr 26 23:28 ./0index
-rw-r--r-- dpz 4749 Apr 27 16:12 ./Falcon/0index
-rw-r--r-- molin 149443 Apr 27 09:37 ./Utilities/mb41_bin.lzh
-rw-rw-r-- entropy 26392 Apr 28 00:55 ./Utilities/0index
-rw-rw-r-- weiner 5528 Apr 28 16:53 ./Info/how.to.upload
-rw-r--r-- molin 89645 Apr 28 01:00 ./0ls-lR.Z
-rw-r--r-- molin 89431 Apr 28 01:01 ./0ls-lRc.Z
-rw-r--r-- molin 110537 Apr 28 00:59 ./0compind.Z
-rw-r--r-- molin 241659 Apr 28 00:59 ./0index
-rw-r--r-- boydm 1017 Apr 28 16:57 ./0README_ALL_UPLOADERS
-rw-r--r-- boydm 1017 Apr 28 16:57 ./0README_ALL_UPLOADERS
-rw-r--r-- molin 927125 Apr 29 23:32 ./Falcon/Fortunes/aladdin_sound_fortune.zip
```

```
-rw-r--r-- molin 1171323 Apr 29 23:32 ./Falcon/Fortunes/div2_sound_fortunes.zip
-rw-r--r-- molin 742391 Apr 29 23:33 ./Falcon/Fortunes/div3_sound_fortunes.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1990. Lynex Sampler

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 04:34:35 UTC
From: ms20@u.washington.edu
Message-ID: <2psn4r$qip@news.u.washington.edu>
Source record: 187860

I'm posting this for a friend without usenet access:

Subject: Lynex Sampler ... Software wanted!

Hi,
I've recently been *given* a Lynex sampler for the Atari ST, on
the grounds that `If I can get it working, I can have it...'.

Its a stereo sampler with 8 outputs that connects to the cartridge port.
It is software-controlled, and can be (apparently) used from within CuBase.

One snag. No software! If anyone has any experience of this thing,
and/or the software necessary for it to work, I'd be *most* interested.

I really need the software in order to get anywhere with it!!

Thanks in advance,

john..

P.S. Please E-mail me at:

jat@ohm.york.ac.uk

Since I have no news access, and this is being posted by a friend...

1991. Re: Help finding Hybrid Arts/Barefoot Software

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 04:59:56 UTC
From: truesdale@trues.wheaton.edu
Message-ID: <2ptvil$qoj@wheaton.wheaton.edu>
Source record: 187960

In Article <2pn17o$2p@uxa.ecn.bgu.edu>
ujwb@uxa.ecn.bgu.edu (Jeff Beer) writes:
>In article <CoxGz3.Fr8@arc.ab.ca>,
>bob erkamp (fuzzy logic) <erkamp@titan.arc.ab.ca> wrote:
>>
>> Barefoot Software, 19865 Covello St., Canoga Park, CA 91306, voice:(818)
>> 727-7143, fax: (818) 727-0632
>> Genedit, Easy Score, SMPTE Track, SMPTE Mate,, MIDI Plexer, Ludwig, Edit
>> Track, Hybriswitch
>
These are old phone numbers; they were changed after the quake. One of
their programmers, Stefan Daystrom, gave me (via Compuserve) these:

voice 310/455-0171
fax 310/455-3072

Their BBS number is the same as before - 818/906-7659

You'll mostly like get their answering machine.

Hope this helps.

Phil

1992. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 05:20:35 UTC
From: wwoodf1@umbc.edu
Message-ID: <2pspr3INNorg@umbc9.umbc.edu>
Source record: 188024
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

```
In article <mach3Cp1DM9.4uz@netcom.com>, Ben Kierulff <mach3@netcom.com> wrote:
>There is a man who ran for political office (3rd District Supervisor) here
>in San Diego by the name of Dick Rider. He sadly lost the election and his
>name has been Richard Rider ever since.
>
>--
> -=-Mach3-=-
>mach3@netcom.com

ha.

/************************************************
| "Sub Zero" |
| wwoodf1@gl.umbc.edu |
| University of Maryland, Baltimore County |
| Academic Computing Services, Network Management |
|-----------------------------------------------|
| The opinions expressed here are my own and do |
| not reflect the views or opinions of my |
| employers. |
************************************************/
```

1993. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 08:29:49 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Apr30.082949.147@nessie.mcc.ac.uk>
Source record: 188047

In article <Cp1pt7.DKu@cix.compulink.co.uk> Ofir Gal,
ogal@cix.compulink.co.uk writes:
> It does. IMO, we need to sort out the keyboard shortcuts. Some are well
> defined, but others are a real mess. I guess the list in the Compendium
is
> a good starting point.

A good source is to look at Mac keyboard short-cuts since Apple has been
'enforcing' interface standards for donkey's years.

Cheers

Jakes

1994. Atari Ispell uploaded (including german.med)

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 09:22:47 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Apr30.092247.24337@ibr.cs.tu-bs.de>
Source record: 188049
Cross-posted to: comp.sys.atari.st,comp.text.tex,de.comp.tex

Due to public demand I'm releasing Ispell 3.0.09 for
Atari in binary format.

This upload contains an experimental german dictionary with
about 2000 words. It is to be maintained for at least the next year
with 2 monthly updates by me.

There are three differend files:

ispell.zoo The binary of ispell and buildhash, including
manpages, but no docs. (get the source)
ispell-eng.zoo an English dictionary
ispell-ger.zoo an experimental German dictionary

The dictionaries work on every computer, the binaries only on
Atari ST/TT/Falcon. (Not tested without MiNT)

This files will apear at
ftp.uni-paderborn.de
ftp.tu-clausthal.de
a.a.u.e (if i get through)

This is the readme file from ispell.zoo

Ispell readme

This is the binary distribution of ispell 3.0.09.
The original Source can be found on any GNU archive,
patches for Atari ST are included in update30.zoo.

This distribution comes almost without docs!

The information supplied with the source are mainly concerned
with creating a med file using the munchlist script. Since
you get a med file in ispell-eng.zoo (ispell-ger.zoo) you don't
need to know this.
(If you want to do it on your own get the source, it contains lots
of utilities needed to do that)

How to use ispell:

1. You have to generate a hash file:
buildhash english.med english.aff english.hsh

2. You have to copy it somewhere convenient
cp english.hsh /usr/local/lib

3. You have to tell ispell where the hash-file is
export DICTIONARY=/usr/local/lib/english.hsh

4. If you are working on a minixfs, ispell will generate
a file .ispell-words in your home directory

4a. If you are not working with minixfs, be sure your
HOME environment-variable is set to your home directory.
Tell ispell to generate a file ispell.wrd instead of
.ispell-words
export WORDLIST=ispell.wrd

5. start ispell using
ispell <filename>
Ispell will complain that there is no file .ispell-words
(ispell.wrd). Ispell will show any word not recognized and
give a number of correction.
Type h to get a list of available actions.

6. Share and enjoy

Traps and pitfalls:
Ispell is a UNIX(TM) programm! It expects lf line termination,
not cr lf as used in MS-DOS. When editing a med-file or
wordlist be sure to save without cr!

Multi-languages-support:
Ispell is able to suport many languages, but only one at a time.
Using
ispell -d /usr/lib/german.med
will correct a german text.

Composita:
In many languages it composita are build without hyphen. To prevent
ispell to generate a warning and a correction with hyphen use the
-c option.

Internal things (may interest nobody:-)
This Version is compiled with GCC 2.4.2 and mintlib PL 39.
It has full 8 bit support and 64 MASKBITS. (32 would have
been sufficient in most cases but since you can't change
it i have decided to use this larger value. I'm sorry that this
decission will decrease the speed but you will thank me if you
get an aff-file which needs 64 MASKBITS)

Typing this I read that ispell 3.1.5 is released, maybe I should
take a look.

The following is in german. If you don't understand it, you
don't need it.

Dies ist die versprochene ausf"uhrbare Version von Ispell 3.0.09.
Die originalquellen sind auf jedem GNU Archive vorhanden, Patches
f"ur Atari befinden sich in update30.zoo.

Diese Archive enth"alt au"ser den man-pages keine Dokumentation.

Da die Informationen aus dem Originalarchiv nur dann sinvol sind,
wenn auch alle anderen Dateien vorhadne sind, habe ich darauf
verzichtet.
Zum automatischen Erstellen eines med files sind sie aber notwendig.
siehe dazu ispell-ger.zoo.

Kurzanleitung:

0. In deutsch.aff die nicht ben"otigten Codierungen (z.B. f"ur
nroff) auskommentieren. Die Umlaute an den Zeichensatz des
eigenen Rechners anpassen.

1. Erzeugen eines hash-files:
buildhash german.med deutsch.aff german.hsh
(Dem Originalquellen liegt ein german.aff bei, dieses
vertr"agt sich nicht mit dem von mir verteilten med-file.
eine Konvertierung ist m"oglich, aber nicht auf einer Atari,
zu wenig Speicher. Au"serdem ist es fraglich, ob das sinnvoll
w"are)
2. Kopieren des hash-files an einen sicheren Ort
cp german.hsh /usr/local/lib

3. Ispell mitteilen, wo das *Standard*-hash-File liegt:
export DICTIONARY=/usr/local/lib/german.hsh

4. Auf einem minixFS wird eine Datei .ispell-words im HOME-Verzeichnis
erstell.

4a. Auf einem TOSFS w"aer das nat"urlich Unsinn, also einen neuen
Namen daf"ur vergeben:
export WORDLIST=ispell.wrd

5. Ispell aufrufen:
ispell <dateiname>
Ispell wird sich beschweren, da"s die Datei .ispell-words/ispell.wrd
nicht existiert. Beim ersten Mal ignorieren. h liefert eine Liste
der m"oglichen Aktionen:
Zahl 0... Falsches Wort durch Wort Nr. Zahl ersetzen
A Wort f"ur diesen Durchgang als richtig anerkennen
I Wort in die Datei .ispell-word aufnehmen
U Wort in die Datei .ispell-word aufnehmen, nur Kleinbuchstaben
X Verlassen, "anderungen abspeichern
Q Verlassen, "Anderungen nicht abspeichern
H Hilfe

6. Weitergeben und damit Freude bereiten.

Haken und "Osen:
Ispell ist ein UNIX-Programm! Es erwartet Zeilenenden als lf, nicht
wie unter DOS/TOS cr lf. Also beim Bearbeiten der med-Dateien und
der WORDLIST aufpassen.

Mehrsprachigkeit:
Ispell unterst"utzt meherere Sprachen:
Durch den Aufruf
ispell -d /usr/local/lib/english.hsh <dateiname>
kann zum Beispiel die englische Datei gew"ahlt werden.

Zusammengesetzte W"orter (Komposita)
Ispell setzt aus W"ortern des W"orterbuches neue zusammen, h"alt
aber jedes mal mit einer Meldung an. Die Option -c l"a"st die
Bildung von Kompositas (-ten?) zu und erzeugt keine Warnung.
Dadurch k"onnen z.B. die W"orterb"ucher kleiner werden.

Internes:
Diese Version von Ispell wurde mit GCC 2.4.2 und der Mintlib PL 39
kompiliert. Sie enth"lt volle 8-bit Unterst"utzung und 64 MASKBITS.
(Der german.aff ben"otigt 64 MASKBITS) Dadurch wird Ispell leider
etwas langsamer:-)

Die aktuelle Ispell Version ist 3.1.5, wenn ich Zeit habe werde ich
sie mir mal ansehen. Bis dahin hat das german.med absoluten Vorrang.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1995. Re: A320

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 09:26:49 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Apr30.092649.24625@ibr.cs.tu-bs.de>
Source record: 188050

anonym (xx@) wrote:
: I just bought the A320 Airbus for ATARI ST (European Version)
: when I insert the disk into my ste's drive, the game boots and runs
: without any problems...
: but when you look up the files on the disk, you find only *.exe and *.com
: files... like on the pc.... i tried install.exe on a pc and it worked...
: i could install a320 on pc and it runned.....
: so i have now the atari version and the pc version on one disk....
: does someone have any idea about this.... is thalion software stupid or
: what..
: thanx
: g-bye

That's what i call portable code :-)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1996. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 09:41:01 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Apr30.094101.25463@ibr.cs.tu-bs.de>
Source record: 187851

paul hruby (phruby@ucrengr.ucr.edu) wrote:
: I just hear from a Amigahead that Commadore was bought recently by HP.
: Is this true? I guess that means the Amiga is dead and that we should all
: rejoice that Atari is still alive and kick'in.

: -- Paul

i don't think HP will buy someone who makes 68k Computers,
they gave up the 68K line some days ago and they are using
PA-RISC now.
The new 712 (Gecko) is faster *and* cheaper than the old
433 (68040 33MHz).

I don't think we should rejoice if Amiga dies. Both
Atari *and* Amiga are endangered species (sp). Look at the
other 68k computer systems:

Apple moving to MPC 601
HP moved to PA-Risc
SUN moved to sparc

(KAT-Ce, alive and kicking, but in another universe (Embeded Controller))

We are the only one left. (And in danger of being moved to /dev/null)

Our problem is not the Amiga 1200 or 4000.
Our problem is
Atari Mega STe 8 (14)
Atari TT
Falcon 040

And of course lots of masochistic MS-DOS/Windows users.

And one final point:
Without the Amiga 3000 (and 4000) there would be no Linux 68k-Kernel.
And no Atari-Linux!

Just my $.02

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1997. Re: GEM: Dialogs

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 10:30:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <199404301230.a16872@s2.maus.de>
Source record: 187996

-A23600@AC2

PP>it's an exellent work your e_gem, but a short describiton for each
PP>function and their parameters would really be helpful.

It's a question of time! And in the near future I've no time for things like
these.

PP>could you upload it to ftp.isbiel.ch

You'll find it at ftp.uni.stuttgart

Regards,
Criss...

1998. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 11:08:36 UTC
From: azog@world.std.com
Message-ID: <Cp2KAC.LID@world.std.com>
Source record: 187867

thommy@cs.tu-berlin.de (Thomas Bahls) writes:

>azog@world.std.com (azog) writes:

>>Sitting next to the Falcon, is a
>>486/66 with almost a gigabyte of disk, and 32mb of RAM. Which
>>do you suppose I use most? The PC is used *exclusively* to play
>>Doom.
>-
> Doom needs big resources - but don't you think that's an extremely
> waste of resources?
> Have you never thought of purchasing Linux/freeBSD ?

The original machine wad indeed to be used as a NetBSD machine, and
was on the net as tirnanog.morris.org. Since I lost sysadmin privs
at that site, I shut the machine down and took it home with me.
I see no reason to remove the heavy duty stuff :)

--
Billy D'Augustine azog@world.std.com

Mr. Programmer, I got my hammer
Gonna smash my smash my radiO!

1999. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 11:21:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp2KvL.5Es@cix.compulink.co.uk>
Source record: 187879

In message <1994Apr30.082949.147@nessie.mcc.ac.uk>, mo@sna.co.umist.ac.uk said:
>In article <Cp1pt7.DKu@cix.compulink.co.uk> Ofir Gal,
>ogal@cix.compulink.co.uk writes:
>> It does. IMO, we need to sort out the keyboard shortcuts. Some are well
>> defined, but others are a real mess. I guess the list in the Compendium
>is
>> a good starting point.
>
>A good source is to look at Mac keyboard short-cuts since Apple has been
>'enforcing' interface standards for donkey's years.

Could someone post these here? And what then? How do we enforce these?

Ofir ogal@cix.compulink.co.uk

2000. Re: compiling mint1.08

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 11:27:31 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr30.112731.1049@cathy.ijs.si>
Source record: 187995

In article <1994Apr22.033722.100101@zeus.aix.calpoly.edu>,
Michael Baffoni <mbaffoni@farad.elee.calpoly.edu> wrote:
>> by the way, my 8mhz mega compiled mint 1.08 in maybe 10, 15 minutes...
>
> If you did manage to compile it in that time, I am very interested in
>what you did to do so - I figure it would then take about 2.5-5 mins for my
>machine to do the same compile. :)
>
I saw with my own eyes mint 1.10 compiled in 10-11 minutes on a stock
mega ST/4 with a 100 Mb conner disk. However, the compiler was pure C.
All the source code was on disk - no ramdisks were used.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2001. Re: Record time for completing DM?

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 11:31:34 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Apr30.113134.26303@nessie.mcc.ac.uk>
Source record: 187865

In article <Cp0KDI.87o@imag.fr> Pascal Roche, proche@imag.fr writes:
> In article <1994Apr26.120935.1069@news.unige.ch> mike@divsun.unige.ch
(Mike
> Morris) writes:
> >I think I may have set a new record time for finishing Dungeon Master -
> >I started immediately after its release (1989?), and cracked it last
> >weekend 8-)
> > (I did take a few years off in between, however)
>
> Well done, man! Now you can try Chaos Strikes Back. See you in 10 years
!
>
Wot, only ten years....

Jakes

2002. MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 12:07:26 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Apr30.120726.2730@govonca.gov.on.ca>
Source record: 187858

Can someone provide pointers to some kind of beginner's guide to MiNT?

What it is? What it does? What it works with? What it needs to run?
(What it doesn't work with?)

Any information that gets me some orientation on the subject would be
much appreciated.

2003. Compute!, Creative Computing, Micro Mags for ST users for sale

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 12:08:38 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cp2n2F.IuA@cbnewse.cb.att.com>
Source record: 187857
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Compute Magazine for sale ($1/issue, or $3/lot + 3 lb shipping (all in excellent condition) Although a general magazine, Atari geared articles are listed.

7/86 - (8 bit: 2 articles + 3 type in, ST: 2 articles + 1 programming)
10/86 - (8 bit: 4 articles + 4 type in, ST: 3 articles + 1 type in)
11/86 - (8 bit: 2 articles + 2 type in, ST: 3 articles + 1 type in)
12/86 - (8 bit: 2 articles + 3 type in, ST: 2 articles + 2 type in)

Creative Computing for sale ($2/lot + 3 lb shipping) (these are from a now defunct club collection - well used but still serviceable) Although a general magazine, well suited to 8 bitters. A bit more serious and fewer games with type in applications and utilities.

1976 - Mar/Apr (Vol 2/Issue 2) AI
1980 - Apr (software), May (apps to save money), Oct (Actor languages)

Micro - collection of articles applicable to Atari from Micro Magazine ($2 + 1 lb shipping) One of the more serious magazines for 6502s with both hardware and software articles.

1983 - Jul (computers compared), Sep (education), Oct (programming Techniques), Oct (character graphics)
1984 - Aug (whole mag- math functions, step/trace progs, hi res graphic prints)

Contact Wayne Booth trek@intgp1.att.com or (708) 393-1905

2004. New Superb paint program coming - if you can help us! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 13:25:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dc26a58@p10.secom.ct.se>
Source record: 187895

I'm leader of "Atari Users Of Norway".
To help one of our members I'm hoping for a reply on the following cry for help from our member Vegard Hofsoy.
Just send the answers as a reply to me!
Here's Vegard's letter:

2005. Re: IDE H/D pinouts...

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 13:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199404301540.a12479@m4.maus.de>
Source record: 187988

>Don't have the pinouts for you Steve, but I can tell you this. The best
>speed I've seen with an IDE drive on the Falcon was right at 1 meg/sec.
>I'm getting 1.685 meg/sec with my Quantum Prodrive 128 LPS.

I've seen more than 1500 KB/s on IDE: Falcon 030, AHDI 6.06, Conner CFN250.
The SCSI drives I've seen max at about 1800 to 1850 KB/s (same system).

bye, Peter

2006. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 13:42:24 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cp2rEo.AEB@cix.compulink.co.uk>
Source record: 187880

>The Soundblaster 16 ASP. The card only samples at 44.1 KHz, and the playback
>rate is the same. It only has 2 channels for stereo, so we need the DSP
>for mixing and playin samples

The way I understand it this is also true of the Falcon - can anyone
explain to me how the claim that it has 8 channel (mono) sound playback
when you require the DSP for mixing?

I really don't understand sound at all so any explanations will help.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2007. Re: Elite Combat and other tips wanted

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 14:00:22 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767758980.1@mettav.royle>
Source record: 187953

-Unknown- bibbled on 26 Apr 94 to All...

> I haven't managed to land on a planet either with the autopilot.
> Haven't even tried in manual with this damn thing. I do miss the easy
> flight of the good old Elite I Cobra Mk III. I guess the autopilot
> drives you into the ground because it goes straight to the target and
> the planet surface is curved. Anybody ?

There's a slight "feature" in Elite2 which causes this, Nick. What you have to do is to put the time control icon on nearly the maximum setting as you get near the planet. Of course, I am assuming that you are attempting to land at a base on a planet - the autopilot won't land you on a barren planet. :)

One thing that you might be doing wrong is attempting to land on a ship instead of the base. This is done easily at an orbiting station where you _think_ you clicked on the station itself but in fact clicked on one of the approach markers or a stationary cruiser.

Keep trying... it _IS_ possible to land.

> Any other hints ?

I started by trading illegal animal skins from Ross 154 (Merlin) to Barnard's Star (Birmingham World), and returning to Ross 154 with at first Computers and then Robots.

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2008. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 14:14:04 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767758980.2@mettav.royle>
Source record: 187954

D bibbled on 26 Apr 94 to All...

> A Bloody excellent game though !!
> Dylan
> P.S. I'm on Mission 8 Phase 3 at the mo' - does anyone know of any
> tips/ supa dupas around ?

Not managed to get to Phase 3 yet - I'm stuck dreadfully on Mission 8 Phase 2 where I know I have to get to that fixed gun to blow up the soldier-spouting buildings but I just can't blow them all up before getting killed. And if I go and kill all the bazooka chaps then there are too many soldiers around for me to get to the gun! :(

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2009. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 14:20:12 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <767758980.3@mettav.royle>
Source record: 187955

Mickey bibbled on 26 Apr 94 to All...

>> A Bloody excellent game though !!
> I missed the beginning of this thread. Is Cannon Fodder a commercial
> game, or shareware? Is the game demo available via ftp? Thanks in
> advance.

Cannon Fodder is a commercial game (where a 4 level demo appeared on ST Format's coverdisk last month) from Virgin.

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2010. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 14:30:54 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994Apr30.143054.9775@nessie.mcc.ac.uk>
Source record: 187864

In article E9s@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> In article <1994Apr26.112913.20861@nessie.mcc.ac.uk>, bianchi@engels.co.umist.ac.uk
(Andrew Bianchi) writes:
> >Hi All,
> >
> >I seem to have found a problem with Miniwin/Toswin which I use for running tcsh,
> >mintshel, etc...
>
> Miniwin was actually a bad idea as far as running TOS in a window goes - it runs
> a new copy of itself each time it is run - and doesn't multi-thread to save
> memory.
> Eric's original approach to running TOS programs was much better from a memory
> saving point of view.

This is true, and on my 4M Ste memory seems to dissappear VERY quickly (I think
my background picture of Tori Amos isn't helping much :-)) If I had a Falcon or
TT with lots of RAM and virtual memory I wouldn't care though !

> >After running miniwin the total free memory drops - I'm checking this using the
> >"Desktop Configuration" menu option under MultiTos. I've lost upto 50kb each time
> >I run miniwin !
> >
> >The same also happens with Toswin (Warwick Allison's version) which I just compiled
> >last night.
>
> Install RUNTOS.PRG as the TOS running application, and run TOSWIN.APP
> (Warwick's version) from the GEM.CNF file - this cuts memory overhead
> quite a lot.

As I said, I've had a go with Warwick Allisons version of Toswin - which I must
say is very good (as is Erics original), particularly the extra cut/paste stuff.

[waffle about minix FS - which is EXCELLENT BTW - deleted here]

Any way back to my original question .....

I'm not sure I was very clear, so I'll try again ...

miniwin/toswin do not seem to be returning all the memory they use to the system
after they quit, e.g. if miniwin uses say, 200kb, after it quits it only returns
about 150kb.

If I carry on running *and* quiting miniwin's the free system memory just keeps
getting less and less :-(

Any ideas ????

Thanks in advance for any help.
Bye for now,

Andrew.

~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~

==
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * _/ = go on. =
==

2011. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:12:54 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994Apr30.151254.11354@nessie.mcc.ac.uk>
Source record: 187872

In article 2730@govonca.gov.on.ca, millsp@govonca.gov.on.ca (Phil Mills) writes:
> Can someone provide pointers to some kind of beginner's guide to MiNT?
>
> What it is?

* MiNT - Acronym: Mint is Not TOS. Well actually it is TOS now since it is used as part of MultiTos (MultiTasking TOS).

* MiNT was written by Eric Smith and the source code is publically available (via anonymous FTP, etc) - the binaries up to about version 0.97 are also PD.

* MiNT is a multitasking replacement for TOS

> What it does?

* MiNT allows you to run several programs and to share the processor/disc/memory between them.

* MiNT also provides UNIX-like facilities such as pipes, semaphores, shared memory loadable device drivers and filesystems, process priorities.

> What it works with?
> (What it doesn't work with?)

* Most things will work with MiNT, mainly 'cos they don't know it's there ! There are lots of programs that are specifically written for use with MiNT and make use of its facilities, eg command line shells (bash,tsch, ksh, etc), loadable filesystems (minixfs - have a UNIX filesystem on your ST !) .....

* badly written programs, ie ones that don't follow the proper guidelines and do nasty things to work, will probably fall over if MiNT is there.

> What it needs to run?

* MiNT will run on any Atari ST/TT/Falcon, but you need a few mega bytes of memory for it to really be any use

> Any information that gets me some orientation on the subject would be
> much appreciated

I hope my waffle is some help, if you have any more questions fell free to e-mail. Hopefully you'll get a few awnsers to your questions so you should be able to pick up some idea of what MiNT is all about.

If you ftp the MiNT source or binaries (mint095b.zoo in /Mint from atari.archive.umich.edu) the readme file will tell you about MiNT in the words of the man that wrote it !

Bye for now,

Andrew.

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

=========================================================================
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * \_/ = go on. =
=========================================================================
```

2012. Re: STE T28 Accelerator Coming

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:15:00 UTC
From: Arndt_Baecker@w.maus.de
Message-ID: <199404301715.a4424@w.maus.de>
Source record: 187956

In Msg A26879@AC2, hallvart@ifi.uio.no wrote:

HT>Have you got the address to this company, so i can write them for more
HT>info and eventually order one?

ok, here it comes:

Heyer & Neumann GbR
Hansmannstr. 19
D-52080 Aachen
Germany
Tel. +49 241 553001
Fax: +49 241 558671

These guys are the developers of the HBS-XXX Turboboards, FalconWings
RAM-Expansion, and the new Multiboard.

hope, this helps you.
Ciao, Arndt.

2013. GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:15:39 UTC
From: <>
Message-ID: <2ptsmr$ss3@mother.usf.edu>
Source record: 187868

You know, if Darek Mihoka put his mind to some good, he could write some really good Mac and PC emulators for the TT and Falcon. They're much faster than the ST's, so, they could do a decent job of emulating the other machines. I'm sure that Darek has rewritten some of the ST's OS in 386/486 native code to speed things up, so he could do the same with the BIOS for the PC emulator. And then the Mac emulator would get a decent screen mode on the TT and Falcon (even more on the Falcon... and, of course, he should support screenblaster). I realize that the money for writing emulators for the Atari wouldn't be as good, unless they were majorly kick-ass, but at least he's be writing a truly respectable product. If there were a decent PC software emulator for the Falcon that used whatever 68030 optimizations were necessary, I'm sure one could get decent speed, especially if the BIOS and Windows drivers were written in native 030 code, where they'd be faster than on the PC anyway.

2014. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:20:00 UTC
From: <>
Message-ID: <2ptsv0$ss7@mother.usf.edu>
Source record: 187869

I'd care about a replacement TOSWIN or whatever program for MultiTOS is MultiTOS didn't slow down my machine to worse than 40% speed. The "adaptive prioritization" that Atari promised is a joke. I never use MultiTOS.

2015. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:20:51 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <2ptt0j$lne@percy.cs.bham.ac.uk>
Source record: 187871

I've certainly seen the bug when changing government... It only happens
when changing to a republic when one of your absorbed tribes used to be
American...
For instance when changing government, it says Civil Disorder in Washington!
You think 'Oh No!' and half way through the redraw it crashes...

Shame, flippin' good game!

Seeya!

David

--
/\ ASTRAsoft shareware for the Atari ST
/\ \ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
/__\ \ David Oakley : dxo@cs.bham.ac.uk
_/_ ___ Graham Harrison : u2e32@keele.ac.uk

2016. Re: Atari Ispell uploaded (including german.med)

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:23:09 UTC
From: <>
Message-ID: <2ptt4t$ss9@mother.usf.edu>
Source record: 187870
Cross-posted to: comp.sys.atari.st,comp.text.tex,de.comp.tex

I see a lot of Germans using ZOO... where can I find a program that does ZOO?
I didn't find one on GEnie.

2017. Re: Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:37:12 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2pttv8$rtc@cxc1.cl.msu.edu>
Source record: 187874

weiner@terminator.rs.itd.umich.edu (Jeff Weiner) writes:

>After 5 or so (I've actually lost count) years at the helm of atari.archive,
>I'm calling it quits. I'd like to thank everyone for their assistance,
>insightful comments, grad school recommendations :), guest accounts,
>pints of beer, offers of lodging, damn funny jokes, enthusiasm, support
>during the great archive-closing fiasco of '92, t-shirts, and last but
>not least, putting me in the credits of games, during my stay here. It
>was certainly a long, strange trip, and it wouldn't have been the same
>without you.

Long live the King!
--
=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2018. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:41:33 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2ptu7d$lvq@charm.magnus.acs.ohio-state.edu>
Source record: 187877

Is there anyone in England that could give them a call and see if there is patch available? I know that it's useless to try to get any info from the US out of them. The US office refers you to the UK office and the UK office won't talk to you because your from the US and should of course be talking to the US office.

If that doesn't work maybe we could track down the person who fixed the bugs in the pirate version and get them to make an unofficial patch for the game. There were a couple of files like that years ago for Falcon (the Flight SIM). That way we could freely distribute the fix without breaking any laws or ethics.

Dan Ackerman
ackerman.29@osu.edu

2019. Re: Llamazap on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 15:43:03 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ptua7$rud@cxc1.cl.msu.edu>
Source record: 187878

steve-j@teleport.com (Steve Johnson) writes:

>Llamazap on atari.archive.umich.edu is an incomplete beta copy of
>the game from January 1993 (the game wasn't finished until about
>6-8 months later). Yes, it IS surprising to see it there, but
>unless the SysOps at a.a.u.e KNOW it's a commercial game, they
>can't know that it's illegal to post. Maybe someone should tell
>them.

I'm the one to blame for making Llamazap available in the /Falcon
directory. It was uploaded to a.a.u.e. and when I extracted the
included text file, it appeared as if Jeff Minter was saying this was
a demo version in which the sounds had been disabled. Based on that,
I cleared it for FTP.

I was duped. And it would seem that one of Jeff's beta testers is
less than scrupulous...
--
=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2020. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 16:09:11 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2ptvr7$m23@charm.magnus.acs.ohio-state.edu>
Source record: 187881

I know this doesn't specifically answer your question, but I know of at least one person on the MAC platform that uses RTF files and PERL scripts. They seem to think it's fairly easy. I don't know have any guess. Just making a suggestion.

Dan Ackerman

2021. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 16:21:54 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pu0j2$m2t@charm.magnus.acs.ohio-state.edu>
Source record: 187873

The only reason that Mihochka is doing GEMulator is do get at Atari. He has a personal vendetta against them. I would also bet that if Atari ever went out of business, support for the GEMulator would dry up within a very short time.

Dan

2022. Re: Questions about Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 17:08:25 UTC
From: smirk@bu.edu
Message-ID: <2pu3a9$ibc@news.bu.edu>
Source record: 187883

I second the request for Mr. Hopkin's email address.

2023. Re: Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 17:24:54 UTC
From: rkildal@outb.wimsey.bc.ca
Message-ID: <rkildal.1kj2@outb.wimsey.bc.ca>
Source record: 187959

Wanted to let you know about a switchbox made especially for Multisync monitors on the Falcon, it is made by Chr-Magic in the States and is about 30 us dollars, the thing is that you can switch between all Falcon resolutions without rebooting the machine and this is a great convenience.

2024. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 17:30:07 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994Apr30.173007.16145@nessie.mcc.ac.uk>
Source record: 187884

In article ss7@mother.usf.edu, millert@ug.ec.usf.edu. (Timothy Miller) writes:
> I'd care about a replacement TOSWIN or whatever program for MultiTOS is
> MultiTOS didn't slow down my machine to worse than 40% speed. The "adaptive
> prioritization" that Atari promised is a joke. I never use MultiTOS.
>

"adaptive prioritization" as far as I can gather means that the priority of a process is altered depending on what it is doing.

For example I use zoo - when this is running it obviously does alot of disc access to save/load files, MiNT drops zoo's priority while it is waiting for files so that other (lower) priority processes get a chance at the processor.

I've actually 'watched' this using the 'top' utility, and sure enough the current niceness (priority) goes down and up (can't have higher priority than it was run with).

MultiTos IS slower than TOS - not suprising really considering the amount of stuff it does - IMHO MiNT/MultiTos is really like a mini UNIX implementation !!

Also, as someone pointed out a bit ago (sorry can't remember who) the AES from GEM.SYS causes most of the drop in performance since it waits in a tight polling loop which wastes loads of CPU time - apparently version 4.1 doesn't do this, but Atari haven't got round to officially releasing it yet :-(

[er.... I heard a few people had 'leaked' copies of AES 4.1 for MultiTos .....
.... would anyone like to e-mail me to confirm this, possibly with a uuencode copy ;-)]

Other positive points for MultiTos: loadable filesystems (minixFS, CDROM-FS), device drivers, pipes, shared memory (and other UNIX -like stuff), networking stuff ..... etc

Okay, the defence rests :-)
Bye for now

Andrew.

~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~

==
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * _/ = go on. =

==========

2025. Re: Calamus SL (was Re: Serious ST mags). Also Atari Works.

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 18:01:05 UTC
From: y91stebo@odalix.ida.liu.se
Message-ID: <1994Apr30.180105.5878@ida.liu.se>
Source record: 187887

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>SB> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>SB> >A> Frontier: Elite 2 just hit 230,000 units sold on the Atari alone.
>SB> >A> Please quote sources when you claim things like this.
>SB>
>SB> What CRAP! Frontier has hardly sold that many copies on the PC, even.
>SB> Are you sure you don't mean 230.000?

>Stefan .. I really thought you knew how to handle a message editor .. I did
>*NOT* write the above sentences.

I know how to handle Emacs, thank you. However, your message editor doesn't
seem to handle attributions very well. In fact, it doesn't generate any at
all. That's why the above message looked as if it was written by you.

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +

--
Stefan Boberg, Amiga/SEGA/CD32 programmer - Team 17 Software / LhA Devel.
Applied Physics and Electrical Engineering Student, Linkoping University
InterNet: boberg@lysator.liu.se boberg@team17.adsp.sub.org
========== Disclaimer: I only speak for myself, not Team 17. ============

2026. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 18:10:38 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Apr30.181038.22534@govonca.gov.on.ca>
Source record: 187885

In <1994Apr30.151254.11354@nessie.mcc.ac.uk> bianchi@engels.co.umist.ac.uk (Andrew Bianchi) writes:

[A great deal of useful information.] Thank you.

>* Most things will work with MiNT, mainly 'cos they don't know it's there ! There
> are lots of programs that are specifically written for use with MiNT and make use
> of its facilities, eg command line shells (bash,tsch, ksh, etc), loadable
> filesystems (minixfs - have a UNIX filesystem on your ST !) .....
Where does GEM fit in all this? I think of it as a layer on top of TOS.
Does it (and desktop managers like the default or TeraDesk) have a place
in a MiNT configuration?

(If it matters, my main interest is a platform for TOS and GEM program
development; I currently use TeraDesk + Gulam + GCC and am trying to
discover whether there's a reason I might wish to change.)

2027. Lazer & rainbow not working for me

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 18:10:39 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2pu6uv$8u6@darkstar.UCSC.EDU>
Source record: 187886

I figured out my first problem with lazer... the whole .lzh did not download.
I got that solved and can start to watch it, but after the melting title
screen on the chessboard, all I get are some colored lines on the screen
and everything hangs. Can someone who has it working poast a list of files
& sizes to make sure that I have everything?

And with the rainbow demo, I get to the title screen and everything halts.
Even ctl alt del does not work... ANybody else have this problem?

~Chris

2028. Re: Forget-Me-Clock II

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 18:39:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.OKRfBLEigUo@semprini.waterloo-rdp.on.ca>
Source record: 187982

In <H.eg.90jnAJlQ0QM@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
> A friend of mine on a local BBS just bought a used Forget-Me-Clock II
> cartridge from someone... unfortunately, he didn't get the software to
> drive it.

Thanks to Ofir Gal for helping me out with this!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2029. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 19:06:36 UTC
From: muscr@uxa.ecn.bgu.edu
Message-ID: <2pua7s$df3@ecom1.ecn.bgu.edu>
Source record: 187875
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

Krishna@max.tiac.net (Glenn Saunders) writes:

>I hear people raving about X-wing, Tie, and the enhancements left and right.

>It would be a shame if the Intel remains the only platform for this. The
>Jaguar is probably BETTER suited for texture polygon animation than an
>Intel box.

Too true, though I'd like to see a texture-mapped version...

>You could easily do a CD-ROM and have several dozen missions on them, and
>combine X-wing and TIE together so you can be an X, Y, A or B wing or the
>various TIEs.

You could have several _thousand_ missions on a cd-rom. The current
x-wing is only 12-13 megs, and mission files are _tiny_! All they
really need to contain are coordinates for the fighters, briefing info,
and the name of the space backdrop.

>I guarantee you such a CD would make the Jaguar CD system the #1 console
>in the country overnight.

>Of course, the CD isn't out yet, but X-wing is also doable on a
>compressed CART I'm sure.

You betcha.

```
+--------------------------------------+--------------------------+
| "...'Just Say No' has done as much | Sam (Greenjeans) Raley |
| for drugs and sex as 'Have A Nice | aka Haysoose |
| Day' has done for depression." | aka M. Boeuf la Tete |
| -Dr. Edward Tyson | muscr@bgu.edu |
+--------------------------------------+--------------------------+
```

2030. Re: Questions about Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 19:31:55 UTC
From: etat@delphi.com
Message-ID: <JY1t8ub.etat@delphi.com>
Source record: 187889

The program is designed to lock up after you try it a couple of times.
You might want to ask around before you send any money to the guy.

2031. Re: Questions about Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 20:05:27 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <B+xvsaX.biblinski@delphi.com>
Source record: 187890

Aaron Hopkins, the author of Freeze Dried Terminal, does not have an email address. You should send any correspondence to the address he lists in the doc file that accompanies FzDT.

Aaron is still working on v2.30 of FzDT, according to what he said the last time he spoke with ATARI UNITED!. However, he is working a 'real' job and trying to play student, so his time has been rather limited. When he gets v2.30 finished, it will be released via the usual shareware channels, but the registration and limited support will be handled by ATARI UNITED! SoftWareHouse instead of Aaron personally. Details about that will be included in the distribution file.

Aaron promised to send me the key making program, so I could build keys for individuals who hadn't received them previously, or for new registrants. In fact, he's promised that a couple times. I still don't have it. But, when I do get the necessary software, I'll post something here, as well as release something to the media.

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse

2032. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 20:25:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp3A2I.KMK@cix.compulink.co.uk>
Source record: 187892

In message <2ptsv0$ss7@mother.usf.edu>, millert@ug.ec.usf.edu. said:
>
>I'd care about a replacement TOSWIN or whatever program for MultiTOS is
>MultiTOS didn't slow down my machine to worse than 40% speed. The "adaptive
>prioritization" that Atari promised is a joke. I never use MultiTOS.

Try Mag!X.

Ofir ogal@cix.compulink.co.uk

2033. Maxing out a 1040STf

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 20:34:34 UTC
From: raver909@epicycle.lm.com
Message-ID: <2pufcq$p2k@epicycle.lm.com>
Source record: 187888

Ok, I have a regular old 1040STf with both monitors, no hard drive and a 2400 Bps modem. TOS 1.0
What I want to know is what should I buy to completely "max-out" my ST in terms of memory, speed, etc. I also need to know what the relative US price of this would cost. An itemized list is baasically what I am looking for. Also indicate if I can find the stuff new or have to get it used (eg: it is no longer in production and no one caries it).
Basically with all this talk of Multi-tasking and other goodies I have gotten biten by the upgrade bug. I however anm wondering if it would just be more cost effective to sell the ST (but not the monitors) and get a Mega4ST or Mega4STe. Can ya point me in the right direction?
Joe

--
~

2034. WANTED: Avalon by Steinberg Jones or equivalent

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 20:38:27 UTC
From: raver909@epicycle.lm.com
Message-ID: <2pufk3$p2r@epicycle.lm.com>
Source record: 187891
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st

If you have this sample editing package or know of an equivalent package
that works with the Ensoniq EPS and Atari ST and wish to sell, let me know.

--
~

2035. Re: RAM doubler for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 20:45:32 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <767758980.0@mettav.royle>
Source record: 187952

CG> To summarise Andreas' problem in English: in 256- and ``True''-colour
CG> modes he gets glitches when replaying samples or unpacking GIFs from
CG> his LPS240 SCSI drive. The resolution dependency suggests to me that
CG> this is something timing-critical (the Falcon runs a -lot- slower in
CG> these modes).
Hmmm, i've got a relatively new Falcon (TOS 4.04) and am experiencing problems in 256/TC modes when reading files (not just pictures or samples) on both my Fujitsu and Maxtor SCSI drives.

After playing around with termination of the devices, a new drive cable, re-configuring the Maxtor so that it no longer has parity enabled, different PSU etc the problems have gone away!!!

The last change I made was to put ICD Pro 6.5.1 on to my system, perhaps this was the fix that was needed???

Spencer

2036. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 20:51:52 UTC
From: hmb@netcom.com
Message-ID: <hmbCp3BAG.J65@netcom.com>
Source record: 187876
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

Perhaps those of you who are replying to this thread haven't noticed, but the Newsgroups line is HUGE. You're wasting lots of bandwidth! Please edit this down to the groups you really mean to send to. Thanks!

-hal

P.S. Have you called Canter and Siegel (602-661-3911) yet this week to complain about their "Green Card" post? Just a few thousand phone calls a week will make sure they never do it again!

2037. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 21:53:21 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp3E4y.5HG@sdf.lonestar.org>
Source record: 187962

```
====================
Install RUNTOS.PRG as the TOS running application, and run TOSWIN.APP
(Warwick's version) from the GEM.CNF file - this cuts memory overhead
quite a lot.
====================

RUNTOS should check to see if TOSWIN is running (via appl_find or looking
it up in U:/proc, depending on if you want to use the AES at all) and if it
isn't running ... then it should run it using the proper parameters (won't
TOSWIN take a TOS program as a parameter?) If it is running, then use the
pipe. Hmm .. actually, I guess you could KINDA use the AES from a TOS
program through the ALERT pipe. I wonder if it would be possible to create
an entire GEM program that just sent messages to a "server" through a pipe.
Hmm .. isn't that what X does or something?
```

2038. Re: Llamazap on a.a.u.e!

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 21:55:15 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2puk43$ago@mailer.fsu.edu>
Source record: 187894

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
> steve-j@teleport.com (Steve Johnson) writes:
> I'm the one to blame for making Llamazap available in the /Falcon
> directory. It was uploaded to a.a.u.e. and when I extracted the
> included text file, it appeared as if Jeff Minter was saying this was
> a demo version in which the sounds had been disabled. Based on that,
> I cleared it for FTP.

It was made available on the archive because of the very reason you uploaded
it (that .txt file does make it sound like a demo version). I have pulled it,
after confirming with Jeff Minter that it is not a distributable version.
Thanks for bringing it up.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2039. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 22:24:27 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.1kms@outb.wimsey.bc.ca>
Source record: 187968

Re: contacting the UK office of Civilzation and MicroProse

Great Idea, Dan. Could someone please do this? Would it be possible to post the fix here as a UUEncoded file?

I would like to offer my s.lyster@genie.geis.com internet E-mail address as a coordinating point for this... cuz Civilization *is* such a flipping good game. It makes one wonder how these obvious bugs could have got past quality control?

I have also opened a TOPic on the GEnie service, in the Atar Round Table area, about the bugs to Civilization, and will cross post any messages of interest. (Gad... I'd like to see this game up and running... it's a winner - minus the bugs that is.)

Stuart Lyster
s.lyster@genie.geis.com

2040. Re: Questions about Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 22:26:38 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.1kmu@outb.wimsey.bc.ca>
Source record: 187969

When you get that key making program, please remember that I sent in my shareware fee in Aug 1992!

Stuart Lyster
s.lyster@genie.geis.com

2041. Re: Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 23:08:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <2dc2f3d7@tnogobl.ct.se>
Source record: 187970

```
>> ST/STE/TT/Falcon computer, is still available and supported. However, I
>> am unable find a store that stocks it. J & J Computers, Murray, Utah,
>> has already discontinued all their telephone numbers. Can someone point me
>> in the right direction? (I need a FAX number, if possible.)
>>
>> The way they are handling their new customers really SUCKS!
>
> This goes for old customers as well Mikke.

I'm beguinning to realize that. And it is a real shame, as it could become a
great piece of software if the author cared about his customers.

-M.
mikke@tnogobl.ct.se
```

2042. Re: Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-04-30 23:55:16 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <768018346.0@mettav.royle>
Source record: 187627

mathew bibbled on 27 Apr 94 to All...

>> First (and most annoying): My autopilot doesn't seem to want to
>> land on planet surfaces and only in stations (is this a bug or
>> a feature?)
> If you select the *planet* for autopilot, it flies you straight into
> the ground. If you select a *location* on the planet, it lands you
> there.

Not necessarily, Mathew... With me, selecting a "planet" will cause the autopilot to park my ship in orbit around the planet. Unless, of course, I was already in the atmosphere in which case it's "boom!" and time to reload...

> Zoom in on a planet by double-clicking the "zoom in" icon to see the
> places you can land.

It is a real pity that you can't enter galactic co-ordinates as you get fed up scrolling to find the next wormhole (even with the right shift key held down)

> mathew
> [Just bought myself a beautiful Asp Explorer and completed a
> military mission...]

I'm currently roaming around in a viper, with 2 shields and a beam laser and a class 3 military drive. I've also got around 4 million credits and am doing photographic missions. :))

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2043. ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 00:15:19 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <Cp3KpJ.Mun@freenet.carleton.ca>
Source record: 187899

ST Review this month published an open letter to ST Format, challenging the latter magazine over some of its claims. ST Format says it has around 80 editorial pages per month, but this figure can only be achieved by including subscripion offers and advertisements for other Future magazines.

As far as I am concerned, it's high time somebody put the boot in. None of my coder friends had liked ST Format, although I had always thought it was the best of the three ST magazines generally available in the UK. Then I bought the May 1994 issue. I may be alone in finding Paula Richards' comparison of piracy to rape rather staggering, but they surely set new standards for insulting readers' intelligence.

Their review of a CD-ROM packed with PD software lists as one of the product's low points, "Needs a CD-ROM drive." And they give one of the "Lows" of PageAssistant - an accessory which provides on-line help for PageStream - is "Only of use to PageStream users." Pretty astounding.

And in the "least helpful answer ever" category, a reader who inquired as to the purpose of C header files was told, "A header file warns the compiler that there are functions and structures held within your program that have not previously been defined." Eh?

If it wasn't for Ed Ricketts' hilarious reviews, I would seriously consider not buying this magazine any more.

ST User's May issue had a gratuitous picture of a girl in a bikini on the front cover. But enough of the good points. "The original ST was based on a Motorola 68000 chip running at 8MHz, but the STE doubled this speed to 16MHz" practically had me in spastic convulsions. At least they don't appear to be reviewing Amiga games this month, although some of the screen shots in the preview of Premier Manager 2 looked a tad suspicious.

ST Review isn't exempt from criticism either. One of the letters on the "Ask The Experts" page, on the topic of computers supposedly capable of millions of colours, ran thus: "I have been trying to see how many colours I could think up but have only managed to come up with just 51 colours, shades or tints. These are: red, blue, buff, fawn, [..]." They printed the entire list! Surely some judicious editing was called for..

Still, ST Review has, in my eyes, displaced ST Format as the best magazine available, and probably did so several months ago although I didn't really notice until now. (ST Format still has the best design and layout of the three.)

Ofir Gal's column about the Internet (in the May issue of ST Review) is also one of the few entirely factual magazine articles I have read on the subject - and a delightfully positive article at that.

Stephen

2044. Portfolio for TRADE/SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 01:43:17 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cp3os6.MMy@iat.holonet.net>
Source record: 187898

I have the following for trade/sale

Atari Portfolio Palmtop COmputer with 640k RAM
20 MB external hard drive
all manuals
Serial connector
Parallel connector
tons of software
128k RAM card
32k RAM card
custom designed carrying case

Am looking to sell or trade for ST hardware/software
THANKS
-Marlin

This copy of Freddie 1.2 is being evaluated.

2045. Mac Portable for TRADE

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 01:44:34 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cp3ouB.Ms8@iat.holonet.net>
Source record: 187951

I have the following for trade:

Macintosh Portable
5 Megs of RAM
40 meg internal HD
1.44 internal floppy drive
Backlit screen
2 batteries & charger
Manuals
2400 baud internal modem

Am looking to trade for the following ST hard ware:

TOS Extension Bridge for the Mega ST (with ROMS, of course)
Monochrome monitor
external floppy drive
any goodies you might want to trade!

Thanks
-Marlin

This copy of Freddie 1.2 is being evaluated.

2046. Questions about Atari XFormer

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 01:59:25 UTC
From: hamo@deakin.edu.au
Message-ID: <2pv2dt$spp@sol.ccs.deakin.edu.au>
Source record: 187900

Thanks to all who replied to me concerning my Qns about the
Freeze Dried Terminal; I'm taking all opinions into consideration.

Now to the reason I'm writing again; I'm wondering if anyone
has any info on the latest version of the Atari XFormer program; the
8-bit emulator for the ST. I've got a *very* old version of it and
am interested in finding out if there's been anything new added to
it. How well does it run old 8-bit games? I heard that there was
some sort of cable that allows a 1050 disk drive to be connected so
that the files could be ported over more easily; is this true?
Info or contact addresses can be emailed to me directly if
that's possible.

Regards
Hamo

*
***
**** --
****** Jason Hamilton |
******* Starfleet Captain and Part Time Miracle Worker |
********* hamo@deakin.edu.au |
*** ** --
** *
*

2047. Re: CFN's Jaguar Vote--most wanted games for the Jaguar! Vote!

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 03:16:59 UTC
From: silence@cyberspace.com
Message-ID: <2pv6vb$bvl@cyberspace.com>
Source record: 187882
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.arcade,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st,alt.games.lynx

almo@UWYO.EDU wrote:
: In article <2ppu3n$8r0@ionews.io.org>, diehl@io.org (Eric March) writes:
: >I'm not here to vote -- though I'd like to and probably will -- but
: >there's a game that I havn't seen mentioned that I"d love to see done on
: >the Jaguar. And that is Electronic Arts' Racing Destruction Set. I had
: >loads of fun with that on my 8-bit Atari, creating tracks with tall hills
: >and low gravity and such ... I think that would be a blast on the Jag.

: YEAH!!!!! Racing Destrucionset Jaguar!

: Sorry guys, don't know how to fix reply to all groups, working on VMS, yuk!

: Almo!

: >
: >_____ _____ _____
: >_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
: >_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
: >_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____
: >
: DDD U U H H !! Atari Jaguar : T.B.A.V.G.S.I.T.W.!
: O - D D U U H H !! (The Baddest-Ass Video Game System In The World!)
: \|/ D D U U HHHH !! Amiga 4000 : T.B.A.C.S.I.T.W.!
: | D D U U H H Opinions are my own, until
: / \ DDD UU H H !! the subliminal takes effect...

2048. Re: U.S. and Canadian Atari mags.

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 05:09:52 UTC
From: abarbiero@delphi.com
Message-ID: <Z85vcIY.abarbiero@delphi.com>
Source record: 187957

Well, except for being on paper, I think AEO is the best magazine.

Then again I just may be biased :-)

Andreas@AEO

2049. Re: Good behaviour!?!

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 06:48:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199405010848.a6895@pb2.maus.de>
Source record: 187994

In article <A27937@AC2>, hutch@ilmen.lanl.gov (John Hutchinson) typed:

Hi *!

JH>This is especially true if the original poster's .sig was overly huge
JH>to begin with. Please keep in mind that some folks have to pay for
JH>their access to the nets and all those extra bytes add up to more
JH>expense.

That's absolutely right.

And you guys out there: stop quoting 40 or more lines just to ad another
one or two lines to the mail.

That really sucks.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

Offline: 13.05. - 22.05.

2050. CD-ROM on a Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 08:14:34 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cp46wB.Axz@iat.holonet.net>
Source record: 187958

Can anybody give me the specifics on what I need to do in order to connect
an Apple CD 300 to my Mega ST 4. Thanks for all the help.
-Marlin

This copy of Freddie 1.2 is being evaluated.

2051. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 10:43:03 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994May1.104303.10845@nessie.mcc.ac.uk>
Source record: 187961

In article 22534@govonca.gov.on.ca, millsp@govonca.gov.on.ca (Phil Mills) writes:
> In <1994Apr30.151254.11354@nessie.mcc.ac.uk> bianchi@engels.co.umist.ac.uk (Andrew Bianchi) writes:
>
> [A great deal of useful information.] Thank you.
>
> >* Most things will work with MiNT, mainly 'cos they don't know it's there ! There
> > > are lots of programs that are specifically written for use with MiNT and make use
> > > of its facilities, eg command line shells (bash,tsch, ksh, etc), loadable
> > > filesystems (minixfs - have a UNIX filesystem on your ST !) .....
> Where does GEM fit in all this? I think of it as a layer on top of TOS.
> Does it (and desktop managers like the default or TeraDesk) have a place
> in a MiNT configuration?
>
> (If it matters, my main interest is a platform for TOS and GEM program
> development; I currently use TeraDesk + Gulam + GCC and am trying to
> discover whether there's a reason I might wish to change.)

If you use MiNT on it's own (I played around with version 0.95) it uses the normal GEM and desktop in ROM, ie MiNT loads, installs itself in some of the trap vectors then starts the GEM desktop (which, in your case you've probably set to load TeraDesk).

However, you can tell MiNT to load another program instead of just starting the DeskTop - so you could choose Gulam. I'm not sure what would happen after you exit Gulam or whatever though - really MiNT should realise where it left off and startup the Desktop, but I don't think it does (never tried this).

You're also meant to be able to run MiNT from the Desktop (sorry should have mentioned before, it usually goes in the AUTO folder) as long as you specify something for it to run (Gulam) when it starts.

There is a utility you can get called Toswin which lets you run TOS proggys (eg command line shells, GCC, etc) in a window on the desktop. Toswin can either be an accessory or .PRG, if you use the .ACC version you can have a texteditor loaded and have a shell in a Toswindow to allow you to compile with GCC (quite neat really).

There is another alternative - Get MultiTos (about 40uk pounds) This has MiNT (version 1.04) providing the multitasking and runs a new, multitasking GEM/Desktop on top (ie doesn't use the one in ROM).

Problems with MultiTos -

* If you're using GCC etc with MultiTos you're gonna need 4Mb. The new GEM takes up a chunk of memory !

* Response is a bit slow - click and wait ! I have NVDI installed and this speeds up screen/window redraws quite alot.

* Some programs that don't mind MiNT may not like the idea of the new multitasking Desktop - again these are badly written. The new GEM allows you to have several programs running with all the windows on screen - bit like Apple MACs - and you can select between them causing their windows to come to the top of the pile. Programs that assume that they own the whole screen (sorry, but that includes Gulam :-( )and don't use windows properly won't like MultiTos.

[The test to see if a program will work under MultiTos that was mentioned in a few ST mags was to open an accessory like the control panel and move it around over the programs window. If the window re-draws all the time then the proggy is well behaved and *should* work under MTOS]

I have MultiTos permanently installed with two 16Mb minix partitions FULL of GNU stuff (GCC, make, bison, file utilities, tcsh, bash, Ghostscript v2.61 - compiled from the UNIX source :-), etc ....) and IMHO it is very good. And if you want to delevlop proggys using GCC it's quite usefull as long as you can put up with a bit of loss of speed AND you have nice MultiTos friendly text editors (I use the Devpac 3 editor - but there is Everest which a friend of mine uses and he says it is excellent) ^
|___ shareware proggy.

Hope this waffle helps, I would suggest that you get some other responses about MiNT and the other MultiTasking operation systems (eg Mag!X) - I'm biased towards MiNT/MultiTos and don't really know much about the others which may be more use to you.

Bye for now,

Andrew.

~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~

==
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * _/ = go on. =
==

2052. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 12:56:22 UTC
From: steve-j@teleport.com
Message-ID: <2q08tm$ggk@elaine.teleport.com>
Source record: 187963

In article <2psal2$9uj@galaxy.ucr.edu>,
paul hruby <phruby@ucrengr.ucr.edu> wrote:
>I just hear from a Amigahead that Commadore was bought recently by HP.
>Is this true? I guess that means the Amiga is dead and that we should all
>rejoice that Atari is still alive and kick'in.

No, that's not true. Commodore announced on Friday that it has gone
into liquidation, though, so the company is no more. Hewlett-Packard
may buy the AAA graphic chip rights from the trustees overseeing
the liquidation, though (since they were planning on using it in
set-top boxes for interactive cable) -- they'd just have to finish
up the development!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2053. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 13:21:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dc3bd37@daggskim.ct.se>
Source record: 187974

> [...]
> Do menu shortcuts change in different countries? The Atari style guide
> says to use ^W for closing a window (same as on Mac and Windows), but
> most German-authored software uses ^U for close and ^W for cycling
> windows ("wechsel" (sp) ?) Presumably the Atari style guide is meant
> for English users only?

No, but there are difficulties in getting standards to be used by everyone. It is still very common to see < Load ^L > even in "new" programs instead of the recommended <Open ^O>, and even the best-chosen shortcuts can become a bit cryptic in other languages, losing the whole point of being mnemonic. I don't think this should be pursued to extremes all common to all languages, suffice it that many common functions seem to be spreading to most platforms, applications and languages -- e.g. the almost ubiquious ^C ^X ^V for cut&paste clipboard use.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

2054. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 13:51:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp4MID.IC8@cix.compulink.co.uk>
Source record: 187966

In message <Cp3KpJ.Mun@freenet.carleton.ca>, am136@FreeNet.Carleton.CA said:
>
>Ofir Gal's column about the Internet (in the May issue of ST Review) is also
>one of the few entirely factual magazine articles I have read on the subject
>- and a delightfully positive article at that.

Thanks you.

Ofir ogal@cix.compulink.co.uk

2055. Re: CD-ROM on a Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 13:51:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp4MIF.ICv@cix.compulink.co.uk>
Source record: 187967

In message <Cp46wB.Axz@iat.holonet.net>, MBATES@HOLONET.NET said:
>
>Can anybody give me the specifics on what I need to do in order to connect
>an Apple CD 300 to my Mega ST 4. Thanks for all the help.
>-Marlin

You need a host adaptor like the ICD Link or similar. In addition, you
need a driver. You could use MetaDOS 2.3 (free), Extendos or CD Tools
(commercial), or if you use MiNT you could try the CDROM.XFS driver.

Ofir ogal@cix.compulink.co.uk

2056. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 14:35:07 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2q0emr$nnd@aggedor.rmit.EDU.AU>
Source record: 187964

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <1994Apr30.082949.147@nessie.mcc.ac.uk>, mo@sna.co.umist.ac.uk said:
: >In article <Cp1pt7.DKu@cix.compulink.co.uk> Ofir Gal,
: >ogal@cix.compulink.co.uk writes:
: >> It does. IMO, we need to sort out the keyboard shortcuts. Some are well
: >> defined, but others are a real mess. I guess the list in the Compendium
: >is
: >> a good starting point.
: >
: >A good source is to look at Mac keyboard short-cuts since Apple has been
: >'enforcing' interface standards for donkey's years.

: Could someone post these here? And what then? How do we enforce these?

As I am forced to use macs at work, I always go looking for <alt>Q to quit.

: -------------------------------
: Ofir ogal@cix.compulink.co.uk
: -------------------------------

--

Rob. (roba@nutmeg.ntu.edu.au)

2057. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 15:15:06 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994May1.151506.21538@nessie.mcc.ac.uk>
Source record: 187965

```
>>> It does. IMO, we need to sort out the keyboard shortcuts. Some are
well
>>> defined, but others are a real mess. I guess the list in the
Compendium
>>> is a good starting point.
>>
>>A good source is to look at Mac keyboard short-cuts since Apple has been
>>'enforcing' interface standards for donkey's years.
>
> Could someone post these here? And what then? How do we enforce these?

Okay, some Mac keyboard short-cuts, based on my experience of Mac
software. Strangely enough, they are very similar to the list in the
Compendium. [Cmd = command key, use Ctrl for Atari...]

1) This is set of shortcut are always used.

New Cmd+N
Open Cmd+O
Save Cmd+S
Close Cmd+W (note W for close...)
Print Cmd+P
Quit Cmd+Q

Undo Cmd+Z (but us Atarians have the Undo key...)
Cut Cmd+X
Copy Cmd+C
Paste Cmd+V
Select All Cmd+A
Find Cmd+F

2) This lot is consistent on most Mac software when used... obviously
some applications won't need them and will remap the short-key to
something else.

Information Cmd+I
Find Next Cmd+G
Find Selection Cmd+H
Replace Cmd+R
Replace Next Cmd+T

3) Some miscellaneous key-board combination

Cmd+. (Full stop/period)
Combination for cancel.
```

I do hope this is useful and people will adopt a standard set of short-cuts, but why re-invent the wheel when we can 'borrow' from an intelligent source. Even Windows adopted most of the short-cuts you see above...

As enforcement, I have heard that Apple users have a high expectation of how Mac software should look and feel, and will not hesitate to tell off any developers. I think we should take pride in how we want our Atari software to look and feel, and do the same.

Cheers,

Jakes, mo@sna.co.umist.ac.uk

2058. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 15:25:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dc3dab2@daggskim.ct.se>
Source record: 187975

> [...]
> After running miniwin the total free memory drops - I'm checking this
> using the
> "Desktop Configuration" menu option under MultiTos. I've lost upto 50kb
> each time

Don't know how specific this problem is to MultiTOS - miniwin actually. The 30-50kB "memory-loss" occurs in varying circumstances/TOS, but often memory-free reports don't specify more than the largest block free. I've seen this kind of fragmenting occur with various programs, where one ends up with 1-2 blocks of this size, and "free memory" i.e. largest block smaller. One case is TOS programs run as/under GEM, others may be faulty malloc() or RESERVE use. Again, this may have little or nothing to do with your problem, though we all rely on some of the same basic OS routines.

(illegible signature) Bo Leuf

2059. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 15:29:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Gy73Eq__q0o@semprini.waterloo-rdp.on.ca>
Source record: 187983

In <2pgl1d$jd8@hermes.louisville.edu>, writes:
>
> Hacking and phreaking has nothing to do with software piracy.
> What is the basis for your claim that H/P software will cause Atari's downfall?
>

Atari is causing Atari's downfall (at least in the computer industry;
they appear to stand a chance in the video game console arena).
Phreaking software will land you in jail, and so will "hacking"
software, if you use it to crack something, and then distribute that
cracked software to anyone.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2060. Re: SALE: Atari Transputer Workstation & Farmcard

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 15:38:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dc3db6f@daggskim.ct.se>
Source record: 187976

> [...]
> I have two Atari Transputer Workstation computer ATW800 and one
> Quad transputer Farmcard for sale.

mygod, amazing, _two_ of them... I always did wonder where those ATW's went to
that got sold... :)

(illegible signature) Bo Leuf

2061. Re: Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 16:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199405011811.a12483@m4.maus.de>
Source record: 187989

>Some ELS-drives cannot be configured to work without parity!

Right - older ones can't due to a firmware bug.

Versions 4300 and 4302 (see EPROM label) have the parity switch working.
I once had one drive with version 3something, parity disable didn't work on
this one.

Another interesting fact: There are some ELS170S floating around with a
different firmware. They're Apple OEM drives, they identify as "QUANTUM
CTS160S" and don't have a write cache. Beware - they're a lot slower than the
real thing! These cannot be identified by looking at them - the identification
string is the only evidence.

bye, Peter

2062. Re: Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 16:20:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199405011820.a12484@m4.maus.de>
Source record: 187990

```
>> I'm having a little problem. Seems that I have just bought a
>> Quantum ELS Pro Drive, 170Megs. When I use 6.2.0 ICD Pro
>> Utilities, at boot from disk I get the little ID deal
>> I get "Unrecognizable Unit at ID 0. I have read in a few places
>> that all SCSI drives must have the parity turned off. Can anyone
>> suggest how to turn this off as the drive has only Drive ID pins
>> and no parity pins. HELP!!!
>
>I believe this device must be told to disable parity via a SCSI command.
>This means that you will need to connect it to something that does
>support
>parity, and issue the correct command. I think Quantum will give you the
>program to do it for a Mac.

Newer versions of ICD's BOOTFIX.TOS do the job, too. To use it, you still need
to connect the drive to some Atari hardware that supports parity checking.

bye, Peter
```

2063. Re: FRONTIER (ELITE II)

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 16:25:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199405011825.a12485@m4.maus.de>
Source record: 187992

>Another way that comes to my mind (yet I haven't tried it) is to get
>your crew, accelerate time until the next day and see if there are other
>people looking for a job. Remember that the bulletin board is reset
>every day at 0:00:00 Guess this should work too.

Just did so (upgraded from an Imperial Trader to a Panther Clipper).

I sat there from November 3205 to June 3206, waiting for eleven people to apply
for a job :-(But now I'm off into space with a 1600 ton cargo bay :-)

bye, Peter

2064. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 16:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199405011836.a12486@m4.maus.de>
Source record: 187991

>Bzzzzt! Move to the end of the line! The Gemulator emulates ALL the
>hardware of the ST. Yes, that means that illegal things, such as direct
>hardware peeks and pokes work just fine. I run many pieces of software
>that do direct screen access that not only run, but in many cases run
>faster than my 1040ST.

Ah? So where's the MIDI ports then?

2065. Re: CD-ROM on a Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 16:59:56 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767811596@Paddington>
Source record: 187819

MBATES@HOLONET.NET writes:

>Can anybody give me the specifics on what I need to do in order to connect
>an Apple CD 300 to my Mega ST 4. Thanks for all the help.

If the CD is SCSI then you need a SCSI-DMA adapter.
This means either the ICD-Link or System Solutions own Translator.
SCSI cable goes from CD > adapter, then DMA cable goes from adapter to ST.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2066. Re: C

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 17:27:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.EtZ6VsZHXog@semprini.waterloo-rdp.on.ca>
Source record: 187834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2pkqt7$ogt@golem.wcc.govt.nz>, Steve Wells writes:
>] Like I said, I've never seen it; C interpreters are evil, IMHO.
>
> Lazer C. There's an add-on interpreter for Lattice or Pure C (I forget
> which!)

Laser C (formerly Megamax C) was a normal compiler, like Pure C or
Lattice C; it also had a similar crappy IDE.

I used to use Laser C from the command line... then I got Sozobon C and
Ian's Heat & Serve C... then I got GNU C and started learning C++...

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2067. Re: Comeau C++ info wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 17:31:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bOW8sMe18vI@semprini.waterloo-rdp.on.ca>
Source record: 187836

In <Cov6Fo.Doq@mdis.co.uk>, Jim Twynam writes:
>
> Hi there!
>
> I have a few questions relating to the Comeau C++ 3.0 compiler
> for the Atari as discussed in AEOPJ1.
>
> 1) Will the compiler executable run on the Falcon?

I can't imagine why it wouldn't. Things like compilers (and word
processors and everything that isn't a game or a demo) have absolutely
no excuse for not running on TTs and Falcons.

> 2) Will it produce C source compatable with Lattice C 5.6 ?

Isn't that what it's using as the back-end for the C++ compiler? AFAIK,
Comeu C++ is based on AT&T's cfront C++ compiler, which translates C++
into C, and then calls the standard ANSI C compiler.

> 3) Where can I get a copy in the UK ?

I don't think its been released anywhere yet.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2068. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 17:42:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aa6nB3Kip0E@semprini.waterloo-rdp.on.ca>
Source record: 187833

In <2pqflb$54p@pretzel.cs.huji.ac.il>, Eyal Teler writes:
> I love those 'realists'! IMHO there's no such thing as a realist.
> A realist is someone interested only in facts. Since human beings always
> gives an opinion, they can't be realists. Those who call themselves
> realists are usually just pessimists. Another aspect of self-proclaimed
> realists is that they usually see numeric figures as the only way
> to compare things. IMHO if you enjoy a computer then it doesn't matter
> how it compares to others in terms of price or processor speed.
> It seems to me that people enjoy the Falcon, so it's bound to be a
> good computer for some. This 'realist' is probably someone who has
> never ENJOYED a computer in his life.
> Anyway, I'll stay with my Amiga for now :)

I'm a realist, I hate all the computers I've ever had to use. I keep
meaning to write a massive "I hate all personal computers!" article to
cross-post to comp.*.*.advocacy, but I keep forgetting... ;-)

Atari - horrible support, too much DOS in the base OS, no support of any
kind in North America; my machine is maxxed out at 4M of RAM,
its too slow and the graphics are terrible; won't/can't buy a TT
or Falcon (Falcon is too slow, TT's graphics aren't much better
than the ST's)

Amiga - never seen one in use; no memory protection; similar support
problems

PCs - the hardware sucks, no matter what you buy... no integration
whatsoever, and _very_ fragile setups; most run DOS/Windows; a PC
worth running something good like NEXTSTEP on costs as much as a
real workstation; OS/2 has too much DOS in it, Windows NT has too
much VMS in it; the ONLY thing PCs have going for them is the HUGE
number of decent games; there's no way in hell I would buy into a
platform where sound is still an extra option

Macs - Bozo OS if you want to program; no free software (especially my
favourite tools... GNU stuff); no memory protection in the OS, no
decent multitasking; lots of applications and groovy hacks, but
those don't help me much, since I want to program and play games
like Angband in my spare time...

UNIX - X and especially Motif are incredibly ugly and an afterthought to
the OS; something like OpenLook or VUE or Fresco might be nicer,
but they don't run on the NCR System 3000 machines I get to use
at work

VMS - far too arcane, IMHO

NEXTSTEP - currently, no decent hardware to run it on; this might change
if the HP PA-RISC port is almsot done
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2069. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 17:48:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NYvTNQGugLU@semprini.waterloo-rdp.on.ca>
Source record: 187837

In <2psal2$9uj@galaxy.ucr.edu>, paul hruby writes:
> I just hear from a Amigahead that Commadore was bought recently by HP.
> Is this true? I guess that means the Amiga is dead and that we should all
> rejoice that Atari is still alive and kick'in.

Why would they bother? I mean, really... They're _very_ successful
with their workstations and their printers, why waste some money on a
dying personal computer company? In North America, the only personal
computers that can survive are Macs and PCs, unfortunately.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2070. Re: Linking Atari & PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 17:50:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lg&hOvO5d3s@semprini.waterloo-rdp.on.ca>
Source record: 187835

In <2dc0b762@secom.ct.se>, Rickard Troedsson writes:
> I'm interested in this too ... need to have SOME way to move files from a PC to
> an STe ...

1) Term program on both, Zmodem the files.

2) Blow DOS/Windows off the PC, install Linux. Install MiNT and
MiNT-net on the ST, use NFS and SLIP to mount the Linux machine's
disks on the ST's filesystem.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2071. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 18:15:20 UTC
From: rab2@ukc.ac.uk
Message-ID: <6075@raven.ukc.ac.uk>
Source record: 187971

In article <Cp3KpJ.Mun@freenet.carleton.ca>,
Stephen Mulrine <am136@FreeNet.Carleton.CA> wrote:
>
>
>ST Review this month published an open letter to ST Format, challenging the
>latter magazine over some of its claims.
[...]

I couldn't believe it when I read that letter. I thought ST Review was
above that sort of thing. Takes me back to the old ST vs Amiga wars, or
even Speccy vs the rest of the world.

>If it wasn't for Ed Ricketts' hilarious reviews, I would seriously consider
>not buying this magazine any more.

Future Publishing mags are almost worth buying for the captions alone. They
always crack me up.

[lots of examples of appalling journalism deleted :)]

STR is definitely the best now in my opinion, almost a worthy successor for
ST World. However, this month's is getting a little too much like ST User
for my liking. I mean, that "Exclusive Exclusive Exclusive...." banner
across the top of the Bob Gleadow interview - Urgh! Never, ever use that
font again please!

Richard.

2072. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 18:29:44 UTC
From: <>
Message-ID: <2q0seo$6se@mother.usf.edu>
Source record: 187972

So, what's going to happen to Video Toaster? They won't be able to buy any more Amiga's to put in a new cast to stick next to the PC or Mac.

2073. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 19:35:56 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <767845898.0@mettav.royle>
Source record: 187911

On 23 Apr 94 at 23:07:15 ("Roland Givan") wrote the following:

>> I thought I had seen it so I just checked, CDROM.XFS 0.7 appeared on
>> my local BBS a few days ago, it says MiNT >1.04, CDROM07.ZIP was the
>> name.
>
> Quick upload a copy somewhere before it disappears - its bound to have
> been a mistake ;-)

Nope, unless it's vapourware. ;-)

> Seriously though, any chance of getting this file onto the internet
> somewhere? I'm collecting CD-ROM drivers and I'd love to add this one
> to my collection.

I only have mail and news access but I'll tell you what I'll do, I'll set up a
freq' to the BBS and uuencode mail it to a.a.u.e, ok..

ATB, -Paul-

--
~=~=~=

2074. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 19:54:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1748@usdtsg.DaytonOH.NCR.COM>
Source record: 187802

In article <2psal2$9uj@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) writes:
>I just hear from a Amigahead that Commadore was bought recently by HP.
>Is this true? I guess that means the Amiga is dead and that we should all
>rejoice that Atari is still alive and kick'in.

Or that Amiga now has a powerful backer. Dunno if that rumor is
true or not though (you'd think it would show up in a trade magazine or
something)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2075. Re: Apple CD300

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:02:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199405012202.a18502@ms.maus.de>
Source record: 187993

In article <gaps14.767458691@cent.gla.ac.uk>, Michael James
(gaps14@udcf.gla.ac.uk) wrote:
>In <199404152159.a17464@ms.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke)
>writes:
>
>>In article <gaps14.766077346@cent.gla.ac.uk>, Michael James
>>(gaps14@udcf.gla.ac.uk) wrote:
>>>I know somebody who's just got a CD drive for his Falcon, and he's wondering
>>>why it only works when MiNT is on. Does anyone know why this is?
>
>>The physical driver (CDARGEN.BOS) in Atari's MetaDOS packages only supports
>>the SCSI port of the TT (and the ACSI port for the CDAR 504). Read the
>>readme :-)
>
>Yes, why does that mean the CD only works under MultiTOS?
>
>(Sorry to be so probing, but I really don't know!)

My fault.

(1) MetaDOS with *Ataris* drivers doesn't support the Falcon SCSI port.
(2) The only other free and 'publicicly' (?) available driver is Atari's
MiNT driver. This one supports the Falcon, but obviously doesn't
work without MiNT.

2076. Re: Lazer & rainbow not working fo

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:06:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199405012206.a625@sl.maus.de>
Source record: 187907

In article aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

According to Lazer:
CTO>Can someone who has it working poast a list of files & sizes to make
CTO>sure that I have everything?

Here we go:
Name: Autowaschen verboten (by Lazer)
Name and size
of files : 395 ungto.prg (still \ungto)
1 ungto.txt 305 intro.bin
\ungto 124 jarp.bin
30 3dsin.bin 274 knob.mod
7 balls.bin 199 logo.bin
66 bluber.mod 740 morphing.bin
57 coma.bin 510 plasma.bin
106 credits.bin 42 plasma17.bin
22 cyber.bin 30 product.bin
116 cyber2.bin 34 quetsch.bin
115 cyber3.bin 52 shadkal.bin
465 doom.bin 7 shadvect.bin
80 endpart.bin 16 skull.bin
13 feedback.bin 235 spiral.bin
369 fract.bin 1000 t2.bin
152 gl_compo.mod 41 vector.bin
340 greeting.bin 25 zoom.bin
27 grid.bin
Archive: 2359 lazer.zip (Two HD fitting LZHs)
Status: ?
Monitor: RGB/TV
Notes: 1. Platz auf der Fried Bits 2 in Bremen

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

2077. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:21:57 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1749@usdtsg.DaytonOH.NCR.COM>
Source record: 187803

In article <2ptsmr$ss3@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
>You know, if Darek Mihoka put his mind to some good, he could write some
>really good Mac and PC emulators for the TT and Falcon.

Even though I don't know Darek personally (did meet him at an Atari
show once, though) I think I can safely say that the Cleveland Indians
will win the world series before Darek decides to come back to the Atari
world. Read his "readme" file in the Xformer release to understand
why this would be so (he had a bit of a problem with the folks at
Atari, apparently). It was cool, however, that he made the Gemulator,
and even more so that he allowed QuickST to be bought and made into Warp9...

>I realize that the money for writing emulators for the Atari wouldn't be as
>good, unless they were majorly kick-ass, but at least he's be writing a truly
>respectable product. If there were a decent PC software emulator for the
>Falcon that used whatever 68030 optimizations were necessary, I'm sure one
>could get decent speed, especially if the BIOS and Windows drivers were
>written in native 030 code, where they'd be faster than on the PC anyway.

I believe Darek works for Microsoft now. Something tells me
that the Gemulator (and his other such projects) are not his
major bread and butter anymore ;-) Anyways, I think his internet
address is darekm@microsoft.com, so you could chat with him anyways...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2078. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:24:12 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1750@usdtsg.DaytonOH.NCR.COM>
Source record: 187804

In article <2ptsv0$ss7@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
>I'd care about a replacement TOSWIN or whatever program for MultiTOS is
>MultiTOS didn't slow down my machine to worse than 40% speed. The "adaptive
>prioritization" that Atari promised is a joke. I never use MultiTOS.

If Atari ever releases AES 4.1 then (I've heard) the speed of MultiTOS
will be much better. The slowdown apparently has something to do with
"polling the systen" or somesuch technique...

I mean, MiNT 1.0x by itself on my system does not slow down things
much at all itself (and with Warp9 loaded, works qite well)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2079. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:30:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1752@usdtsg.DaytonOH.NCR.COM>
Source record: 187805

In article <1994Apr30.151254.11354@nessie.mcc.ac.uk> bianchi@engels.co.umist.ac.uk writes:
>In article 2730@govonca.gov.on.ca, millsp@govonca.gov.on.ca (Phil Mills) writes:
re: MiNT STuff...

>* MiNT is a multitasking replacement for TOS

A better description might be "a multitasking EXTENSION for TOS."
MTOS might better be described as the "replacement"...

Either way, it's a cool program/system...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2080. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:39:53 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1753@usdtsg.DaytonOH.NCR.COM>
Source record: 187806

In article <1994Apr30.181038.22534@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:

>Where does GEM fit in all this? I think of it as a layer on top of TOS.
>Does it (and desktop managers like the default or TeraDesk) have a place
>in a MiNT configuration?

Well, you can boot up MINT with or without GEM (thus I'd say yeah that GEM would be a layer on top). If you leave the INIT= line blank (or commented out) in your MINT.CNF file, you'll go into GEM. If you have your INIT= pointing to a shell, then you'll go straight into the shell (no GEM)...

There is a desktop (not released yet) that will support the various MiNT-specific items. I'll let the author mention it if he wishes to at the moment...

>(If it matters, my main interest is a platform for TOS and GEM program
>development; I currently use TeraDesk + Gulam + GCC and am trying to
>discover whether there's a reason I might wish to change.)

Unless you have >4megs RAM, then Teradesk probably is only eating up RAM for you. For some things, like compiling the latest MiNT sources, I have to boot up almost clean in order to avoid the running out of memory (I could boot straight into the shell to save memory from GEM, but I usually just boot into TOS, and do the compile under TCShell running in a TOSWIN window...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2081. Re: Maxing out a 1040STf

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:51:41 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1754@usdtsg.DaytonOH.NCR.COM>
Source record: 187807

In article <2pufcq$p2k@epicycle.lm.com> raver909@epicycle.lm.com (Joe LeSesne) writes:
>
>Ok, I have a regular old 1040STf with both monitors, no hard drive and a
>2400 Bps modem. TOS 1.0
>What I want to know is what should I buy to completely "max-out" my ST in
>terms of memory, speed, etc. I also need to know what the relative US
>price of this would cost.

Hmm, to max out your current system, you could upgrade the memory to
4megs RAM (with something like a Zram or other memory board), get
a TEC board with TOS 2.06, GET A HARD DRIVE!!! (try a SCSI drive,
where you'll need "The Link" from ICD), perhaps a Turbo25 25mhz
upgrade from Jim Allen. Each piece mentioned will probably cost a couple
hundred a piece (or at least a hundred a piece) , and all (except
I dunno about the Zram) should still be produced. You could check
a company like Toad Computers or others for many of these items...

For a bit more speed and memory availability, you could get
a Turbo030 (I think it works in ST's) which will give ya at least
a 32mhz 030 and the ability to use added TT ram, etc). This is also
from Jim Allen. (there was also the SST030 from Gadgets by Small, but
I don't believe he makes it any more)...

You'd probably way to get a highspeed modem as well. Some 14,400baud modems
(like the Linelink 144e from Micro/Mac Warehouse) run just around $100
(which is when I got one :-)

>Basically with all this talk of Multi-tasking and other goodies I have
>gotten biten by the upgrade bug.

To use the mutlitasking stuff (Geneva, MTOS, Mag!x) really you only
really need the 4 megs ram (although at least a 16mhz system makes
it nicer to use)...

>I however anm wondering if it would just
>be more cost effective to sell the ST (but not the monitors) and get a
>Mega4ST or Mega4STe. Can ya point me in the right direction?

Probably the overall cheapest way to max out is to get a TT or
Falcon (with 32mhz 3rd party upgrade), get a 24bit graphics card
(like the CrazyDotsII or Nova, etc), etc.

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2082. How do I write a cookie?

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 20:55:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cp564J.CKy@westminster.ac.uk>
Source record: 187973
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi friends

Suppose the subject above says it all.

What I would specifically like to know, is how to write a High Density Disk Drive cookie. I would like to write a program that would bring up the extra format option for HD drives under the formart menu in tos 2.06. Hopefully, this will be in C.

If I can not be helped with this, then a simple explanation of how to write a cookie will suffice.

Am I right in thinking that this can only be done with TSRs? And that this address (for the cookie jar) is at 5A0?

Thanx in advance. I hope to hear from you guys soon.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2083. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 22:40:32 UTC
From: azog@world.std.com
Message-ID: <Cp5AzL.GKL@world.std.com>
Source record: 187981

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <Cou37F.K0D@world.std.com>, azog writes:
>> If you dont like it, then shut up. My self, I have a Falcon with 16(14)
>> mb of RAM and a stock 84mb drive. Sitting next to the Falcon, is a
>> 486/66 with almost a gigabyte of disk, and 32mb of RAM. Which
>> do you suppose I use most? The PC is used *exclusively* to play
>> Doom.

>Send me your PC, I'll put NEXTSTEP on it. As soon as DOOM is released
>for the Jaguar (complete with better-than-320x200x256 graphics and real
>sound), I'll send you a Jaguar and the cartridge.

Thats OK, but what would I do with TWO Jags?

--
Billy D'Augustine azog@world.std.com

Mr. Programmer, I got my hammer
Gonna smash my smash my radiO!

2084. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 23:06:44 UTC
From: <>
Message-ID: <2q1cm4$81o@mother.usf.edu>
Source record: 187980

What was the name of that disk print spooler for the Atari? GEMSPOOL or something like that? When is there going to be a Falcon version? The current version dies on the Falcon.

2085. Re: ICD Link 2 - available? Price?

Newsgroup: comp.sys.atari.st
Date: 1994-05-01 23:49:49 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767836189@Paddington>
Source record: 187820

>Is ICD's "The Link 2" available yet? What will it cost, and who has
>it? Will its software support a CD-ROM drive under normal TOS? Geneva?
>-Steve
>selick@acs.bu.edu

Well, I've got a hard drive on order from System Solutions, and they have
just told me that I will be getting The Link 2 rather than the first
version. ICD have kept delaying them with deliveries but SS say that the
delivery date for the Link 2 is the 10th May (this is England, obviously).
That only leaves me to assume that it is now (or very shortly) available.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2086. Re: ICD Link 2 - available? Price?

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 00:06:18 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767837178@Paddington>
Source record: 187821

```
=-=-=-=-=-=-=-=
//// ICD Link 2
=-=-=-=-=-=-=-=
```

The Link 2(TM) - The next generation in SCSI host adapters for Atari ST computers.

Rockford, Illinois, April 2, 1994 -- ICD, Incorporated, a leading designer and manufacturer of hardware enhancements for Atari computers today announced The Link 2, the next generation in SCSI host adapters for all Atari ST computers.

For the past seven years ICD has enjoyed an enviable reputation as the world leader of interfaces connecting Atari ST computers to SCSI devices. Just two years ago, ICD set a new standard in excellence with The Link. Not willing to rest on its laurels, ICD is always looking for ways to push the envelope and redefine state-of-the-art. This path has historically given ICD customers the best hard drive performance, with uncompromising compatibility and speed at competitive prices.

Today, The Link 2 from ICD allows Atari owners even more flexibility in their choice of hard drives. The Link 2 is an external SCSI host adapter which is designed to plug into a standard 50 pin centronics style SCSI connector. A detachable DMA cable is included to plug into the hard disk (ACSI) port of the Atari ST computer. Housed in an attractively-designed molded case measuring just 2.5 inches by 3 inches and less than .75 inches thick (63x76x19 mm), The Link 2 will fit into any SCSI environment.

Although The Link 2 looks and functions much like its reliable cousin The Link, there are two distinguishing features that make it a real stand out. First, a unique indicating light confirms that The Link 2 is receiving sufficient power from the termination line of the target SCSI device. Second, support for parity has been added so it is no longer necessary to disable parity on the drive. The Link 2 is now truly "plug and go" and since most drives require no modifications, The Link 2 won't affect the drive manufacturer's warranty.

Up to eight SCSI-1 or SCSI-2 devices are supported by The Link 2. These devices could include any combination of fixed hard disk drives, CD-ROM drives, Floptical drives, Magneto Optical drives, Bernoulli drives, and Syquest drives as well as others. ICD software is nearly universal in supporting virtually every drive made. The plug and go architecture allows Atari ST, STE, Stacy, and STBOOK computers to use external SCSI drives originally designed for the Apple Macintosh, IBM

PC, Commodore Amiga, NeXT, Atari TT and Falcon computers.

The Link 2, along with ICD's highly acclaimed software, also gives multi- platform computer owners unprecedented flexibility. For example if a Syquest cartridge is first formatted under MS-DOS with FDISK, the user can directly read and write files from Atari computers under TOS using the ICD driver. These files can also be shared with IBM PCs running MS-DOS, and with Amiga computers using the integral CrossDOS utility.

Thomas Harker, president of ICD explained, "At ICD we Look, Listen, and Respond to the market place. Two years ago The Link broke new ground in Atari ST connectivity. It instantly became a best seller and took command of the market. Now we have responded to customer feedback by creating The Link 2 which improves compatibility and makes installation even easier."

The Link 2 is available now. ICD will support current owners of The Link with an upgrade to The Link 2 for $40. This upgrade offer is available directly from ICD and includes the latest software. The Link 2 comes with a full one year warranty.

For more information, contact Thomas Harker at ICD in the United States by phone (815) 968-2228 extension 222 or fax (815) 968-6888.

The Link and The Link 2 are trademarks of ICD, Incorporated. Other trademarks are those of their respective holders.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2087. Re: SALE: Atari Transputer Workstation & Farmcard

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 01:09:03 UTC
From: dtoews@outb.wimsey.bc.ca
Message-ID: <dtoews.1kwk@outb.wimsey.bc.ca>
Source record: 187838

Too bad that atari didn't do more with the ATW.. I really wanted one, but the price was way out there.. maybe they will bring something like it back out, as it's one heck of a machine from what i remember..

2088. Re: Questions about Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 01:16:19 UTC
From: dtoews@outb.wimsey.bc.ca
Message-ID: <dtoews.1kwm@outb.wimsey.bc.ca>
Source record: 187839

Well, hope he sends the key.. I'm using my registered version of Freeze right now, and hope he didn't loose all the address list when his drive went..

I'm also looking for more support of the TT and Falcon using Freeze, as well as more multitasking support.. right now, it's WORKING on the TT, but does have a few crashing problems from time to time.. and colour control is a bit limiting at the moment..

with the Falcon and all the new graphics boards, I'm sure we can start support better ANSI (full colour) and even RIPscript...

If anyone can get this info to Aaron, I'd appreciate it..

David Toews @ Total Eclipse II BBS (FALCON SUPPORT) (604) 451-0524

2089. Re: Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 01:45:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2q1m0g$4o6@golem.wcc.govt.nz>
Source record: 187985

In article <1994Apr28.003140.23559@dal1>, stevedc@ac.dal.ca writes:
> I'm having a little problem. Seems that I have just bought a
>Quantum ELS Pro Drive, 170Megs. When I use 6.2.0 ICD Pro
>Utilities, at boot from disk I get the little ID deal
>I get "Unrecognizable Unit at ID 0. I have read in a few places
>that all SCSI drives must have the parity turned off. Can anyone
>suggest how to turn this off as the drive has only Drive ID pins
>and no parity pins. HELP!!!

There is a Util that ICD provide to do this, you must have one of the later
ELS drives....

But the big problem is that you most have a Host Adapter that can handle
parity in the first place...

If you have a friend that has a Atari host adapter that prives parity, he can
do it for you, if you need a copy of the software please let me know,
it can't be uploaded to any system as all ICD software has restrictions...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2090. For sale: Various Atari ST peripherals (hard drive, Spectre, STe RAM)

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 02:38:15 UTC
From: plucky@aol.com
Message-ID: <2q1p2n$suj@search01.news.aol.com>
Source record: 187984

I'm unloading the following Atari ST system. Would prefer to deal with someone in person rather than ship stuff (i.e., prefer southeast- or mid-Michigan -- I'm in Lansing and the computer's in Detroit).

85 MB HARD DRIVE -- $200
Seagate (I think) drive in D & P enclosure (provides room and power for a second hard drive). ICD AdSCSI Plus ST driver card installed. Formatting, partitioning and diagnostic software on floppy and also installed on drive. Has about 15-20 MB of PD software pre-installed. Includes power cord and DMA cable (well, duh!).

SPECTRE GCR 3.0 -- $200
Macintosh emulator cartridge with (necessary) Apple Macintosh 128K ROMs installed. This GCR version allows you to read and write Macintosh diskettes with your Atari drive by running included disk cable from cart to floppy drive's "out" connection. Manuals and software included.

4x 1MB STE SIMMS -- $100
Unfortunately, they're enclosed in a rather flaky 520 ST. Still, if it's worth it to you to open up the case and get them out of the memory expansion board, it's a deal. ST will be unusable (memory installation required disconnecting base 512K), but you get a mouse out of the deal, and the ST itself can make a nice doorstop.

ATARI SF314 FLOPPY DISK DRIVE -- $50
Double sided disk drive. That's right, I did have one of those really early STs that didn't have the built-in drive.

ATARI SM 124 MONOCRHOME MONITOR -- $20
Slight roll-off at right edge.

VARIOUS DISKETTE-BASED SOFTWARE -- $20
Games include Plutos, Xybots, Road Runner, BattleZone, Missile Command, Crystal Castles, Gauntlet (US Gold version), AfterBurner, Gunship. Other software includes CAD-3D, WordWriterST 2.0.

Please contact me at this e-mail address (Plucky@aol.com) or call me at 517-394-7545 anytime.

```
================================================
/ Chris Adamson / Always look on the bright /
/-----------------/ side of life: face East in /
/ plucky@aol.com / morning, West in afternoon /
================================================
```

2091. Protracker 2.0s

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 03:04:06 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1994May2.030406.26018@ultb.isc.rit.edu>
Source record: 187986

I FTP'ed this software from the atari.archive.umich.edu site and have downloaded it at least 4 times, but each time I go to UNlzh it, I get bad CRC's all throught out it. Is this a bad file or is it just me? I have dowloaded using both C-Kermit and Gem-Kermit due to the XMODEM on the vax system I download off of not working with my XMODEM off of Flash 1.2. Can anyone confirm if this software is good? If not, anyone willing to send a copy to the FTP site? If it is good, any suggestions? Thanks,

Theron

2092. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 03:06:24 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp5nAp.EsD@sdf.lonestar.org>
Source record: 187631

```
=======================================
[er.... I heard a few people had 'leaked' copies of AES 4.1 for MultiTos .....
.... would anyone like to e-mail me to confirm this, possibly with a uuencode
copy ;-) ]
=======================================

I wouldn't mind .. uhh .. confirmation of this sort either. I'd like to
see AES 4.1's GEM.SYS and my own MiNT. A non-polling GEM? I'd like that!
```

2093. Re: Atari Ispell uploaded (including german.med)

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 03:20:55 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp5nyw.EyJ@sdf.lonestar.org>
Source record: 187629
Cross-posted to: comp.sys.atari.st,comp.text.tex,de.comp.tex

```
==================
I see a lot of Germans using ZOO... where can I find a program that does ZOO?
I didn't find one on GEnie.
==================

There are a hundred versions around on a.a.u.e. I use the MiNT friendly
version. I would recommend LHarc though - it handles everything that ZOO
does and does it faster and friendlier. STZIP is good too.

However if you need to unzoo a file, then the zoo I have is 2.1. ZOO is
written in C.
```

2094. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 03:28:28 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp5oBG.F1C@sdf.lonestar.org>
Source record: 187630

In article <1994Apr30.120726.2730@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:
>Can someone provide pointers to some kind of beginner's guide to MiNT?
>

MiNT is GEMDOS level OS extension to your ATARI TOS computer. It is pre-emptively multitasking with adaptive prioritization and many Unix-like features. It allows for loadable device drivers, loadable filesystems, pipes, memory protection, and many other advanced features. It is kinda BSD-ish but is NOT a Unix-clone.

>What it is? What it does? What it works with? What it needs to run?
>(What it doesn't work with?)

It works with any legally written GEM or TOS application that does not steal vectors or access memory it does not own. Note that when only one program is running in memory, a program that uses memory it doesn't own will usually run just fine. Under MiNT you will get some problems with such programs. If you have an MMU, then MiNT's memory protection can help by killing programs that make illegal memory references - to stop them from mucking up other programs. Note that most GFA programs seem to have problems of ALL kinda with MiNT. Also, Warp9 doesn't like MiNT either, although NVDI works fine.

MiNT itself adds some OS calls and steals a few vectors to multitask. If you want to run more than 1 GEM program you will need ATARIs MultiTOS which is MiNT + a new AES which understands multiple processes. The new AES (yet unreleased) does not poll for events, which fixes the sluggishness that people report from MultiTOS.

To make use of MiNT, I would suggest the kernel, and at least TOSWIN, and you might want to get a Unix shell too, such as BASH, and maybe a few Unix text programs, like VI, MicroEmacs, or LESS (I like LESS!)

>
>Any information that gets me some orientation on the subject would be
>much appreciated.

2095. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 03:38:49 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp5osq.F5D@sdf.lonestar.org>
Source record: 187632

>> filesystems (minixfs - have a UNIX filesystem on your ST !) .....

>Where does GEM fit in all this? I think of it as a layer on top of TOS.
>Does it (and desktop managers like the default or TeraDesk) have a place
>in a MiNT configuration?

The standard GEM doesn't like it when multiple programs make AES calls.
However MultiTOS allows multiple GEM programs to run with MiNT. MultiTOS
takes care of swapping desktop backgrounds and menu bars for the programs
and also puts their names in the first drop-down (where the ACCs are) so
that you can switch to a program without moving a thousand window to top
the right one.

Without MultiTOS, the best you can do is run TOS and TTP programs. This
isn't bad. I currently have this terminal (which is threaded so that it
uses about 1% CPU time unless I stop typing, in which case it uses 0%,
no polling!!), BASH (a standard Unix shell with command line completion,
history, batch processing, job control, etc) and less a file viewer all
running in different windows through the TOSWIN program. By running this
GEM program as an ACC I can also run 1 other GEM program - I am, Myriad,
a MiNT aware DESKTOP replacement.

Under MultiTOS, the desktop is always available and you can drag-n-drop
files from the desktop to your programs or vice versa.

>
>(If it matters, my main interest is a platform for TOS and GEM program
>development; I currently use TeraDesk + Gulam + GCC and am trying to
>discover whether there's a reason I might wish to change.)

Well, you can run Gulam in a window, and edit a file while compiling
with GCC, plus you can run a Minix filesystem which should speed up
your compile times.

2096. Club hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 04:10:11 UTC
From: mguidry@new-orleans.NeoSoft.com
Message-ID: <2q1uf3$nd8@new-orleans.NeoSoft.com>
Source record: 187987

My atari club is selling equipment to raise cash. All of the equipment
is in good working order.

2 - 1040ST's tos 1.0

1 - Color monitor

Hard drive setup: three mfm drives totaling 70 megs in 11" x 11" x 7" case.
Has power supply, supra controller and adaptec mfm - scsi cards. [Not stylish,
but it works] This setup also has the advantage of having a built in backup. If
one drive goes, you don't lose everything. Also, it would be easy to replace
one of the drives with a bigger mfm or scsi. Contains backup of club's bbs with
plenty of software, both ST, 8 bit and Ibm.

The club is asking $700 for the whole thing, but I'm sure they would consider
any serious offers and would be willing to sell pieces individually.
If interested, send netmail, or leave a message here or on our bbs, 504-891-1388

Mike Guidry

2097. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 04:31:28 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <767845898.1@mettav.royle>
Source record: 187912

It was none other than HALL B that wrote on 27 Apr 94 that ,

>> Can you post brief details of how this is possible, on either the STe
>> or the STFM. Thanks,
HB>
HB> The STEs external sync line is contained in the monitor port. If an
HB> signal is present on this line, the video chip is synchronised with
HB> the external signal.

And the additional hardware required for an FM is piggybacked onto the Video
Shifter chip to provide this sync ,not onto the motherboard as
I have seen posted.

Graham Irvine
grin.mettav.royle.org

2098. With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 06:13:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dc4ab04@p10.secom.ct.se>
Source record: 187841

Lots of Atari users with non-english/american language gets into lots of trouble when english speaking programmers forget about the rest of the world!

We experience over and over again programs that won't even allow us to type in the special characters of our languages, such as the norwegian (A with an o above), the Ø (O with /) and Æ (combined AE).

Why? Du you programmers restrict text input to ASCII 31-127?

I've only written one piece of software myself, The Spitting Fish from Budgie UK.

In this program I worked out a solution to make it easy to translate the program to any language. How? Simply by putting all the programtext in a separate file, just like a random access datafile. The program just had to give the line number to find the text when needed.

I, and other members of our usergroup will be more than glad to help translating your software to norwegian - to make it more attracktive to norwegian PD/shareware users.

The usergroup can also distribute the software - and if that's what you want -do the shareware registration for you, f.ex. by credit cards. We can also du registration for the other scandinavian countries!

So all you programmers out there - please bear in mind: There are Atari users out there with more than 27 characters in the alphabet!

---------- A T A R I U S E R S O F N O R W A Y =====-----
---------- Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY ===========
---------- Internet:stein_arne_jensen@p10.secom.ct.se ===-----
---------- Voice:(+47) 3274 1473 Fax:(+47) 3274 1700 ==-----

2099. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 07:10:38 UTC
From: error@stack.urc.tue.nl
Message-ID: <2q291e$enp@tuegate.tue.nl>
Source record: 187998

b_kirsch@tecnozid.mubo.saar.de (Bernhard Kirsch) writes:

>If you want to use samples as instruments (transpose them and play many of
>them at the same time), try "mjuzakk", a tracker-like GEM-software for
>16-bit-samples. i.e.: ftp.uni-erlangen.de

Hmmmm, I am thinking of buying a Falcon this weekend, but since I don't
have any money for a model with HD and monitor, will Mjuzakk work in
monochrome?

Erlend.
--

2100. Re: Questions about Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 07:40:41 UTC
From: dburns@world.std.com
Message-ID: <Cp5zzt.Fo7@world.std.com>
Source record: 188000

hamo@deakin.edu.au (Jason Hamilton) writes:

>Hi all,
> I'd like to know if there's an email address to the guy
>responsible for the Freeze Dried Terminal program. There's a
>few questions I'd like to ask him before I consider buying the
>prog.
> Also, are the demo versions meant to lock up when you're
>using them? It doesn't say much about it in the docs.
> Please email me a reply if possible.

> Regards,
> Hamo

> *
> ***
> **** --
> ****** Jason Hamilton

I registered Freeze Dried two years ago by sending Aaron $25.00. I never got the software key, and have never heard from Aaron. I tried contacting him on the BBS's he claims support FD, and I tried calling his home (number unpublished), to no avail. I did find that he has cashed checks from others and not sent keys.

I obtained a pirate key to make my demo version work. After all, I paid for it, so I deserve it.

I now rarely use FD because it doesn't work properly with Geneva. I bought STalker from Gribnif (a great company with actual support). I actually like FD's ANSI better, but I'll stick with STalker.

I have heard Aaron is working on an update and that Atari United will handle the keys, but nothing has come of that for many months.

My advice is to stay away from Freeze Dried and try one of the many other ST terms (Connect, Flash II, etc.).

Dave Burns
Lowell, MA

2101. Re: A320

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 07:43:33 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405021439.AA00079@montp.cirad.fr>
Source record: 187997

CEO file contents:

I don't think Thalion are stupid. Putting ST and PC versions of a game on the same disk is probably a good way for them to reduce costs, as the disk formats are the same. They probably use the same scenery files etc... Good for you anyway !:)

I've already seen coverdisks in french magazines that work on ST, PC and Amiga. They do this because the boot sector for ST/PC is not at the same location as the Amiga (or something like this...). The Populous data disk was also ST and Amiga compatible : In the Bit Planes world it was Atari vs Commodore depending on the machine it was running on !

Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISING SPACE FOR RENT>

2102. Falcon030 Harddiscrecording Problem

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 07:57:39 UTC
From: petep@info.isbiel.ch
Message-ID: <2q2bpj$35c@vega.info.isbiel.ch>
Source record: 187999

Hi!

i'm trying to write my own harddisc-recording-tool with PureC. when i reserve
all the free memory and record in the normal mode (buffoper(4);) it works well,
but i didn't find out how the loop-modus (buffoper(12);) works correctly.
can someone show me how that works?

here my "wrong" record and play routine (i didn't translate the comments in english,
if you have a question feel free to ask)

```
------------------------------------------------------------------------------

/* Harddiskrecording - Aufnahme (record) Routine im Loopmodus */

#include <tos.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "sndbind.h"

#define PEGELEIN 14 /* pegel f�r eingangskanal */
#define SAMPLEFREQ CLK50K
#define AUDIOSIZE 65536L
#define BUFFERSIZE (AUDIOSIZE+1000) /* check buffer overflow */

void main()
{
char *samplepuffer,*puffer_end,*puffer_mitte;
long aktuell[4],halfsize;
FILE *f;
int i;

if( locksnd()==1) /* soundsystem f�r andere anwendungen sperren */
{
soundcmd(LTATTEN,0); /* ausgangskanal: keine abschw�chung (0..15)*/
soundcmd(RTATTEN,0);
soundcmd(LTGAIN,PEGELEIN<<4); /* eingangskanal: verst�rkung (0:min 15:max)*/
soundcmd(RTGAIN,PEGELEIN<<4);
soundcmd(ADDERIN,1); /* quelle f�r hw-addierer: adc */
soundcmd(ADCINPUT,0); /* sounddaten vom mikrofon */

samplepuffer=(char *)malloc(AUDIOSIZE); /* speicher f�r recbuffer res. */
memset(samplepuffer,0x00,BUFFERSIZE); /* speicher auf 0 setzen */

puffer_end=&samplepuffer[AUDIOSIZE];
halfsize=AUDIOSIZE/2L;
puffer_mitte=samplepuffer+halfsize;
```

```
f=fopen("D:\\TEST.SMP","wb"); /* bin�r-datei �ffnen */
if(!f)
{
printf("\n datei konnte nicht ge�ffnet werden! \n");
exit(0);
}
setbuffer(1,(long)samplepuffer,(long)puffer_end); /* Aufnahmepuffer setz.*/
setmode(1); /* 16Bit Stereo modus */
settracks(0,0); /* 1 Aufn. + 1 Wied.spur */
setmontracks(0); /* Spur f�r internen Lautsprecher */
devconnect(ADC,DMAREC,CLK_25M,SAMPLEFREQ,NO_SHAKE); /* Audiosubsys. verbin.*/
buffoper(12); /* Loop-Modus und Aufnahmestart */

for(i=0;i<20;i++)
{
do
{
buffptr( (long *) &aktuell);
}while( aktuell[1] <= (long)puffer_mitte);

fwrite(samplepuffer,1,halfsize,f);

do
{
buffptr( (long *)&aktuell);
}while( aktuell[1] > (long)puffer_mitte);

fwrite(puffer_mitte,1,halfsize,f);
}

buffoper(0); /* aufname stoppen */
sndstatus(1); /* audiosubsystem reseten */
fclose(f);
unlocksnd(); /* soundsystem freigeben */

}
else
{
printf("Soundsystem ist bereits benutzt! \n ");
getchar();
}
}

--------------------------------------------------------------------------------

/* Harddiskrecording - Wiedergabe (play) Routine */

#include <tos.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "sndbind.h"
```

```
#define PEGELEIN 14 /* pegel f�r eingangskanal */
#define SAMPLEFREQ CLK50K

void main()
{
char *samplepuffer,*puffer_end,*puffer_mitte;
long aktuell[4];
FILE *f;
int i;

long AUDIOSIZE,BUFFERSIZE,l;

AUDIOSIZE=Malloc( -1);

AUDIOSIZE-=10000;
BUFFERSIZE=AUDIOSIZE+1000L;

if( locksnd()==1) /* soundsystem f�r andere anwendungen sperren */
{
soundcmd(LTATTEN,0); /* ausgangskanal: keine abschw�chung (0..15) */
soundcmd(RTATTEN,0);
soundcmd(LTGAIN,PEGELEIN<<4); /* eingangskanal: verst�rkung (0:min 15:max) */
soundcmd(RTGAIN,PEGELEIN<<4);
soundcmd(ADDERIN,2); /* quelle f�r hw-addierer: adc */

samplepuffer=(char *)malloc(AUDIOSIZE); /* speicher f�r playbuffer res. */
memset(samplepuffer,0x00,BUFFERSIZE); /* speicher auf 0 setzen */

puffer_end=&samplepuffer[AUDIOSIZE];
puffer_mitte=samplepuffer+AUDIOSIZE/2L;

f=fopen("D:\\TEST.SMP","rb"); /* bin�r-datei �ffnen */
if(!f)
{
printf("\n datei konnte nicht ge�ffnet werden! \n");
exit(0);
}

setbuffer(0,(long)samplepuffer,(long)puffer_end); /* Aufnahepuf. setzen */
setmode(1); /* 16Bit Stereo modus*/
settracks(0,0); /* 1 Aufnahme und 1 Wiedergabespur */
setmontracks(0); /* Spur f�r internen Lautsprecher */
devconnect(DMAPLAY,DAC,CLK_25M,SAMPLEFREQ,NO_SHAKE); /* Audiosubsys. verb.*/

l=fread(samplepuffer,1,AUDIOSIZE,f);

buffoper(1); /* Normal-Modus und start */

do
{
buffptr( (long *) &aktuell);
}while( aktuell[0] != (long)samplepuffer);

buffoper(0); /* aufname stoppen */
sndstatus(1); /* audiosubsystem reseten */
```

```
fclose(f);
unlocksnd(); /* soundsystem freigeben */

}
else
{
printf("Soundsystem ist bereits benutzt! \n ");
getchar();
}
}
```

2103. Help on DMA needed.

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 09:02:55 UTC
From: huveneer@math.ruu.nl
Message-ID: <huveneer.767869375@hieper>
Source record: 187808

Hi,

I am planning to write a harddisk recording program for the Replay 16
cartridge.
For this I will certainly need harddisk DMA writing.
Does somebody have an example on how to use DMA in C or assembler?

I have a MegaSTE, but I think DMA works the same on it as on a ST.

To show my gratitude, I will put this program in the PD.

Richard.

2104. Game Wanted: Sundog: From FTL!

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 09:23:32 UTC
From: bensmith@teleport.com
Message-ID: <2q2gqk$7gc@kelly.teleport.com>
Source record: 187801

Wanted: The game, Sundog from FTL! Hopefully complete with Documentation.
Does anybody know if Sundog Bombs with different TOS, has any Bugs or
problem's with TOS 1.0, 1.2 or 1.4.

Thanks in advance

Ben

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (1200/2400, N81)

2105. F Games List - NeEntries

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 10:05:38 UTC
From: zcam1121@rpool3.rus.uni-stuttgart.de
Message-ID: <2q2j9i$35vm@info2.rus.uni-stuttgart.de>
Source record: 187810

```
"F030 - LIST OF GAMES" NEW ENTRIES
==================================

Compiled by Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
Last Update: 04/30/94
New Titles: 23

-----------------------------------NEWS-----------------------------------
You can get the complete list (>600 titles!) from ftp.uni-kl.de.
Directory: /pub/atari/falcon, file: f_games_list.zip.
--------------------------------------------------------------------------

ST: Status. "PD" - Public Domain, Freeware, Postcardware etc.
"SH" - Shareware, Dongleware, Poolware etc.
"C1", "C2" - Commercial
C: Compatiblity. "-" - The game does never run on F030.
"+" - The game runs with ST-Emulators like Backward etc.
"!" - The game runs without modifications (in ST-Low)!
An additional "^" means: Game does also run in higher
resolutions than ST-Low or ST-High!
MHZ: Mhz-rate of 68030 (and Blitter). "8" - 68030 with 8 MHz.
"16" - 68030 with 16 MHz.
DC: Data cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.
AC: Adress cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.
STE: STE-Bus-Mode. "-" - STE-Bus-Mode is not needed.
"+" - STE-Bus-Mode must be switched ON.
SND: Sound. "-" - The game has no sound on F030.
"+" - The game has slightly distorted sound with ST-Emulation.
"!" - No problems with sound on F030.
HD?: Harddisk installation?. "+" - The game can be installed on HD.
"-" - HD-Installation is not possible.

A "?" means: unknown. ">?<" means: Info maybe wrong (conflicting reports)!

NAME ST C MHZ DC AC STE SND HD?
--------------------------------------------------------------------------------
A Day at the Races C1 + 8 - - + + + Version 1.2
Batman (Joker) C2 + 8 - - + ! - Best compatibility
Batman (Penguin) C2 + 8 - - + ! - Best compatibility
Crazy Stunt Cars C2 - ?
GEMThor SH !^ - - - - ! + GEM
Hard Drivin C2 + 8 - - + ! ? Best compatibility
Indiana Jones, Temple C2 + 8 - - + ! ?
```

```
Jupiters Masterdrive C2 + 16 + - + ! -
Master of Chaos PD ! - - - - ! +
Night Hunter C2 + 8 - - + ! ?
Pipe Dream C2 - ?
Risk (commercial) C2 - ?
Robinson's Requiem C1 ! - - - - ! ? Falcon game, unreleased
Spherical C2 ! - - - - ! +
Stunt Car Racer C2 ! - - - - ! ?
Super Hang On C2 - ?
Tennis Cup C2 + 16 - - - + -
Test Drive C2 + 16 - - + ! ? Best compatibility
Turning Point C1 - +
Ultima V (Warriors..) C1 - ?
Ultima VI (Prophet..) C1 ! - - - - ! +
World Games C2 - ?
Wrath of the Demon C2 + 16 + + + ! ?
------------------------------------------------------------------------------

Do you have informations about another game? Do you have some corrections
for the list? -> EMail me! This list should be as big as possible and
therefore I need your help!

------------------------------------------------------------------------------

Remember: All informations are subject to error! No warranty that the
given information is correct! I'm unable to test all the games in the list!
```

Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
or higgi@yeti.faveve.uni-stuttgart.de

```
------------------------------------------------------------------------------
```

2106. Re: Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 10:14:56 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.767873696@txfs1.hfb.se>
Source record: 187794

In <rkildal.1kj2@outb.wimsey.bc.ca> rkildal@outb.wimsey.bc.ca (Russell Kildal) writes:

>Wanted to let you know about a switchbox made especially for Multisync
>monitors on the Falcon, it is made by Chr-Magic in the States and is about 30
>us dollars, the thing is that you can switch between all Falcon resolutions
>without rebooting the machine and this is a great convenience.

And if you want to build your own for about 3-5 Us dollars, you can get a file called "FALCADAPT" (or something) from an Atari.archive near you (atari.archive.umich.edu)...

30$ for it is way too much... all you need is a 19 pin Dsub (same as for ASCI port (but rveresed sex!!)) and a 15 pin High density Dsub (SVGA) and a switch... and something to put it in!!!

Ok... If you are NOT sooo good with a solder iron... then buy the thing for, uck: 30$ ... But if you think you can do something, take a look at the Falcadapt- file...

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2107. Re: "Underground" ST(e) programs sought.

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 11:04:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1756@usdtsg.DaytonOH.NCR.COM>
Source record: 187913

In article <H.eg.Gy73Eq__q0o@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>_Atari_ is causing Atari's downfall (at least in the computer industry;
>they appear to stand a chance in the video game console arena).

Atari has managed to put enough energy to keep the computer arena
alive, but perhaps only on life support ;-) I hate to say it, but
Atari's dive back into the video arena with the Jag might actually
have saved them - since apparently (and I guess it's true)
Commodore (aka Amiga) is going into liquidation. Sad to see a friend
or a prime rival leave, but I guess that is life. Either way,
as long as I see new stuff (hardware or software) coming out for the
Atari, I'll be around here (took me till 1989 to finally break
from my Atari 8bit :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2108. Re: Protracker 2.0s

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 11:17:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1757@usdtsg.DaytonOH.NCR.COM>
Source record: 187914

In article <1994May2.030406.26018@ultb.isc.rit.edu> ter5424@ritvax.isc.rit.edu writes:
>I FTP'ed this software from the atari.archive.umich.edu site and have
>downloaded it at least 4 times, but each time I go to UNlzh it, I get bad CRC's
>all throught out it. Is this a bad file or is it just me? I have dowloaded
>using both C-Kermit and Gem-Kermit due to the XMODEM on the vax system I
>download off of not working with my XMODEM off of Flash 1.2. Can anyone
>confirm if this software is good? If not, anyone willing to send a copy to the
>FTP site? If it is good, any suggestions? Thanks,

Did you set FTP to "binary" mode before you pulled it from the
FTP site? Did you set Kermit (on server and Atari sides) to "binary"
before downloading? If not, that is probably why you are getting
the errors (any binary file, an archive, picture, etc will be messed
up if not FTPd/Kermited in binary mode...

As for the Xmodem, there may be a setting/choice between plain
old XMODEM and XMODEM CRC - make sure you have the same one being used
on both sides - they both work similar, but just a little differently.

Hope this helps...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2109. Katagana and hiragana GDOS fonts?

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 11:35:11 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2q2ohf$nhl@info2.rus.uni-stuttgart.de>
Source record: 187813

Hello,

Are there any katagana and hiragana GDOS fonts out there?

Thanks,
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2110. Portfolio for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 11:51:03 UTC
From: rescuer@whitman.ccs.itd.umich.edu
Message-ID: <2q2pf7$ilh@lastactionhero.rs.itd.umich.edu>
Source record: 187811

I'm selling a Atari Portfolio, its a palmtop computer with a parrellel port for printing. It comes with a case, manuals, Ac adapter, and a few extras. I'm asking $100.

Thanks Aut Thomas
313 973-1114

rescuer@umich.edu

2111. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 11:54:38 UTC
From: Lexicor@world.std.com
Message-ID: <Cp6Br3.AKK@world.std.com>
Source record: 187812

In article <767671424.AA05464@byte.bbs.no>,
Jabran Akhtar <Jabran.Akhtar@f100.n30.z47.byte.bbs.no> wrote:
>:(ysiu@lexicor.com):

>I don't understand why people still want a new version of GfA
>BASIC. The new version running in GEM windows again won't look
>much more different than say HiSoft BASIC 2 ,and will have lost a lot
>of the good-old GfA feeling.
>

The reason why so many people want a new GFA Basic is because they are
used to it and have a lot of code they probably don't wish to port. Basic 4.0
was meant to feature many things, amongst them Multitasking Support, Falcon
Video etc. etc. the first Beta I played around with wasn't that bad IMO
but then again, I was never a GFA Progammer myself

Cheers

Yat

>
>
> __ ___ __ __ ___ _ __
> /_ / /_ / / /) /_
> jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_
> Programmers of Mnilu
> the GfA BASIC v2 Compiler
>
>...
>One Jack - the program launcher - No need to go through all the
>folders to run a program - One Jack will do it all - CominG SooN
>Fully useable with all _all_ TOS's and ALL replacement desktops
>...
>

2112. AMIGA_Musician

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 11:57:39 UTC
From: guerin_f@anion.epita.fr
Message-ID: <2q2prj$le@boson.epita.fr>
Source record: 187809

Hy all,

I'm an amiga musician but i'm going to make modules
for the Falcon soon...by making music on the amiga
first and after transfert it on the Falcon..

But the problem is that i don't know what kind
of effects you have on the principale tracker on
atari..

Could someone explain me here or by mail...which are
the effetcs you have on FALCON ?

On amiga,the principal tracker effect are:

E6x = repeat a pattern x times..
E9x = replay a note x times on the same position
EAx = pop up volume very slowly (better than a Cxx)
EBx = pop down volume...
....
...
..
.

I don't need the explanation of all the effects..just
the number of the effect (E60...)

Thanks a lot..

Also if someone need a music,not a problem i can send you and
make some music for your demos,games....and free of course!

Best regards,

FABIEN

+_$$____ BABY _$__--o @ @ o-_____Mad elks_____
guerin_f@epita.fr {} _^_/ {} | |____
+ Amiga ? (y) Music (y) +- Just In A Complete +
+ Wanna Have Free Music ? | Dream Of /\/\usic |
+ Just Mail me..... <^> | .oO Burp Oo. ____+
^+^-+-+-^+^-+-+-^+^-+-!-^+^-+-$-^+^-+-+-^+^-+-+-^|

2113. fax-software

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 12:43:25 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2q2shd$bd@turing.fwi.uva.nl>
Source record: 187814

hi,

I am looking for fax-software for my ST. I am using a 14k4 fax modem, don't know the exact fax-specifications (the manual is at home), i believe it can handle G3 (?) faxes. Is there any fax-software around on any site?
reply by mail please.

--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

2114. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 13:57:07 UTC
From: alpldbia@w353zrz.zrz.tu-berlin.de
Message-ID: <2q30rj$e42@brachio.zrz.TU-Berlin.DE>
Source record: 187815

> Close Cmd+W (note W for close...)

Most good GEM-programs use ^W for rotating/cycling windows, not to close them. The usual shortcut for closing windows is ^U.

I've got only one program which uses ^W to close a window. I was quite surprised when I checked it out the first time...

2115. Re: fax-software

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 14:09:00 UTC
From: alpldbia@w353zrz.zrz.tu-berlin.de
Message-ID: <2q31hs$e42@brachio.zrz.TU-Berlin.DE>
Source record: 187816

>I am looking for fax-software for my ST. I am using a 14k4 fax modem, don't

Try CoMa (Communication Manager). A fast and GEM based fax program (works as *.acc and *.app). Version 2.00 has recently been released.

status:
receiving: shareware (DM 99,-)
sending: crippleware (in the unregistered version you can only send 500 fax lines [approx. 5cm = 2"]).

BTW: it displays incoming faxes in realtime - even on a 8 MHz ST.

2116. Civilization on your Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 14:11:56 UTC
From: slyster@outb.wimsey.bc.ca
Message-ID: <slyster.1l3c@outb.wimsey.bc.ca>
Source record: 187901

For those interested in playing CIVILIZATION by Sid Meier on your Falcon030, to avoid problems, simply ignore the INSTALL.PRG on the master disk. Simply manually copy the files from the four master disks on to HD, and the colour settings will be fine.

This should enable CIVILIZATION to run on your Falcon with no hardware fixes!
Nope - no Backward, not FalconSX.

Stuart Lyster
s.lyster@genie.geis.com

2117. SM124 base by NCR wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 14:15:17 UTC
From: jimd@mugwump.eng.wayne.edu
Message-ID: <2q31tl$36v@oak.oakland.edu>
Source record: 187817

I caught the end of a thread concerning the fact that there was
an NCR display in the same case as a SM124, and that NCR made
a twist/tilt base for theirs. NCR (now AT&T) Parts knows
nothing about this. It is not in their repair parts list,
because they don't break, and if they do it doesn't matter.

Does anyone know the NCR part number for this SM124 base?
NCR's local office has been as helpful as it could be, and found
no information about the part number I am looking for.
AFAIK, the thread started when someone found an NCR base at a
swapmeet, still in its shipping box, found that it fit a SM124
perfectly, and posted a question about how this came to be.

What I want to know is the part number on that box.

Thank you!

2118. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 14:23:53 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994May2.142353.1545@govonca.gov.on.ca>
Source record: 187818

In <1753@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

>In article <1994Apr30.181038.22534@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:

>>I currently use TeraDesk + Gulam + GCC and am trying to
>>discover whether there's a reason I might wish to change.)

> Unless you have >4megs RAM, then Teradesk probably is only eating
>up RAM for you.
I really didn't write that very well. You're right, TeraDesk doesn't do anything for my GCC efforts; I just like it as a desktop.

If I was smart, I'd probably run some kind of boot manager that gave me a different config depending on what I was going to do...but then I'd have to think ahead. :-)

What do you use to control how your system comes up?

(BTW, I'm talking about a 4mb STe with not enough HD space at the moment.)

2119. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 15:39:11 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405021501.AA02810@ilmen.lanl.gov>
Source record: 187822

In article 0N19C5CD@canrem.com, christopher.browne@canrem.com (Christopher Browne) writes:
>Yes, I was quite aware that you can run a "PPC" as a Macintosh. Apparently
>slightly slower than the equivalent 68K-based Mac (which will probably change
>as the libraries get increasingly rewritten).
>
>That's not much value added, emulating a computer with a reduction in power.

Well, the "reduction in power" you mention is all relative, of course. If a user currently has a fast (>= 25MHz) 68040 based Mac, then he/she is likely to detect slower performance running existing 680X0 software in emulation mode on the PowerMac. If however, that person has a machine like a IIci (25MHz 68030) or slower, then those same 680X0 apps will likely seem faster. Users of these 'slower' Macs have no reason not to upgrade to the PowerPC right away while users of the faster 040 Macs might want to wait until PowerPC versions of their favorite software is available before they upgrade.

>The only faintly consumer-oriented product in the P601 family right now is the
>Power-Mac. And running Soft-Windows on it to emulate a Mac emulating a Windoze
>environment just doesn't strike me as being very sensible or efficient.

If one does a LOT of DOS/Windows work, then obviously, a low-cost PC clone seems to make more sense than emulation on a PowerMac. If you only use PC software on an occasional basis, then the SoftWindows emulator makes a lot of sense, even at only 486SX-25 speeds. Having only ONE box on your desk is quite attractive, IMHO.

-Hutch- @ Fair Dinkum Tech

2120. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 15:51:42 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405021513.AA02816@ilmen.lanl.gov>
Source record: 187823

In article ss3@mother.usf.edu, millert@ug.ec.usf.edu. (Timothy Miller) writes:
>You know, if Darek Mihoka put his mind to some good, he could write some
>really good Mac and PC emulators for the TT and Falcon. ...

Yes, I'm sure he could, but the question is, "Why?"

>I realize that the money for writing emulators for the Atari wouldn't be as
>good, ...

Bingo! :)

Unfortunately, most Atari users really have little perception of just how small (and still shrinking) the Atari market actually is in comparison to the huge PC and, comparatively speaking, Mac markets. It's extremely difficult to bring a new Atari product to market nowadays with any hopes of making a profit. Considering that development costs are relatively the same for any platform (albeit marketing costs are much higher and one's competition is fierce in the PC/Mac market), a developer's trepdiation is understandable before venturing into an Atari-only product venture today. Just food for thought...

-Hutch- @ Fair Dinkum Tech

2121. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:01:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405021523.AA02821@ilmen.lanl.gov>
Source record: 187825

In article m2t@charm.magnus.acs.ohio-state.edu, dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> The only reason that Mihochka is doing GEMulator is do get at Atari. He >has a personal vendetta against them.

Ah, c'mon, Dan. I doubt you seriously believe this is the case.

It's true that Darek has been an outspoken critic of Atari Corp in the past and certainly didn't rate #1 in many Atarian's "List of Heroes" book. But to say he developed the Gemulator solely to "get at Atari" is silly. There are a lot easier (and cheaper) ways of doing that!

>I would also bet that if Atari ever went out of business, support for the >GEMulator would dry up within a very short time.

On the contrary, I would think such an event would INCREASE demand for the Gemulator, at least in the short term. If Atari folded, many would feel an increased pressure to change platforms, many to a PC. On the other hand, they wouldn't want to totally give up their collection of Atari software right away so the Gemulator would offer them a viable, if not ideal, alternative.

Caveat... like your comments, the above is just "IMHO." ;-)

-Hutch- @ Fair Dinkum Tech

2122. Re: Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:09:08 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q38j4$otn@sognsvann.ifi.uio.no>
Source record: 187824

In article <rkildal.1kj2@outb.wimsey.bc.ca>, rkildal@outb.wimsey.bc.ca (Russell Kildal) writes:
> Wanted to let you know about a switchbox made especially for Multisync
> monitors on the Falcon, it is made by Chr-Magic in the States and is about 30
> us dollars, the thing is that you can switch between all Falcon resolutions
> without rebooting the machine and this is a great convenience.

I don't know who asked the question... but I've made one of those boxes myself
for a fraction of the price!!!!
If anyone wants to have the info, please email me.

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

2123. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:13:54 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405021535.AA02831@ilmen.lanl.gov>
Source record: 187827

In article AA05464@byte.bbs.no, Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:
>
>I my opinion HiSoft BASIC 2 is the only sensible option nowdays ,
>espacially due to multitasking systems and of course the Falcon.

The continued support HiSoft has shown for Atari is certainly an important factor and one which should not be overlooked.

>GfA has had its day ,for struched programming Pascal is much more
>better suited and isn't very different from BASIC.

Learning C isn't THAT much more difficult than Pascal and if one chooses to learn a new language anyway, C is a better choice, IMHO.

>I don't understand why people still want a new version of GfA BASIC.

Because most people would rather not have to learn a new language, if at all avoidable. To many people, GFA is like an old pair of shoes... showing a lot of wear, not very attractive, not likely to be as fast in a race, but ohhhhh so comfortable. :)

-Hutch- @ Fair Dinkum Tech

2124. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:18:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405021540.AA02837@ilmen.lanl.gov>
Source record: 187828

In article nnd@aggedor.rmit.EDU.AU, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>
>As I am forced to use macs at work, I always go looking for <alt>Q to quit.

Since most all Mac applications use Command-Q to quit, what's the problem? That certainly seems more intuitive to me than what many Windows apps use... what is it? ... ALT-F4 or something???

At any rate, I agree with the original thread that Atari software could surely benefit from making use of a publicized (and enforced) hot-key standard.

-Hutch- @ Fair Dinkum Tech

2125. Re: Status of DSP Modem?

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:24:47 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2q39gf$ekj@hpsystem1.informatik.tu-muenchen.de>
Source record: 187829

An interface to connect the Falcon to the phone-line is ready (called FalcoPHONE). It is manufactured with original parts, that are used by companies building phones, but has no certification yet. A software to use the Falcon as an answeing machine is also ready. We are working on a voice-mail system now. But we dont have the man-power to give facts on when a soft-modem could be ready, as the algorythms needed are very heavy. May be other developers are interested in cooperation with us.
--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

2126. CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:26:41 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-020594181551@128.141.55.213>
Source record: 187831
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

There have been a lot of questions and answers about CD-ROM on ATARI
Computers .
I think it's time for a "Frequently Asked Question" about it.
I make it if you send me your experience on CD-ROM for ATARI computers.

So if you installed one, send me :

- Your configuration;
- the model of CD-ROM drive you have;
- the drivers you tried (the working and the non working ones);
- the discs you tried;
- your needs or desires;
- everything that can be usefull.

I would also like to have a chapter about the programmation of the cd-rom
(How do we access SCSI bus on falcon & TT, where do we find usefull
documents about it, ...)

Thanks a lot .
Loic

P.S. : Please excuse my english.

2127. Screen???

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:32:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp6oLK.CnE@cix.compulink.co.uk>
Source record: 187849

Has anyone heard about a device called Screen something for the Falcon?
Apparently it is sold by Hard & Soft in Germany. It is a video card for
the Falcon. Any info will be useful.

TIA

Ofir ogal@cix.compulink.co.uk

2128. Re: IBM Sound Cards

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:35:57 UTC
From: eye@cs.hut.fi
Message-ID: <EYE.94May2193557@laphroaig.cs.hut.fi>
Source record: 187844

In article <Cp1Mtw.6t3@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan K. Langlois) writes:

>====================
>>against the Falcon.. The Falcon does have 50khz Stereo sound. Which I haven't
>>seen on the IBM yet...

>Open your eyes...
>You can get a 44kHz 16 channels card for about 200 US dollars...
>====================

>Open your own! The GUS card is 65Khz (or maybe it was 68Kh) .. it's over
>60Khz and has lots of documentation - I hear its cheap too.

Sampling frequencies beyond 44.1 KHz aren't so useful in normal audio
uses. A quality 16 bit stereo audio input and output is more
important. GUS has only 8 bit ADCs as default (16 bit sampling is
option). Falcon audio allows also more flexibility, because of the
programmable DSP 56001. I am almost sure that with good programming
56k can do more than 16 channels "CD-quality" music, the bandwidth
from main memory to DSP may become a problem though.

/eye (*not* a Falcon owner, soon to be PowerPC Reference Platform
developer)

--
<(O)> Petri Kuittinen, alias The Eye of Brainwash Company <(O)>
<(O)> ADDRESS: Timpurinkuja 1 C 39, SF-02600 Espoo, Finland <(O)>
<(O)> EMAIL: eye@niksula.cs.hut.fi, PHONE: 90-5102228 <(O)>
~Portable = survives system reboot.

2129. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:36:56 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2q3a78$gp@charm.magnus.acs.ohio-state.edu>
Source record: 187830

In article <1748@usdtsg.daytonoh.ncr.com>,
Robert Anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <2psal2$9uj@galaxy.ucr.edu> phruby@ucrengr.ucr.edu (paul hruby) wri
tes:
>>I just hear from a Amigahead that Commadore was bought recently by HP.
>>Is this true? I guess that means the Amiga is dead and that we should all
>>rejoice that Atari is still alive and kick'in.
>
> Or that Amiga now has a powerful backer. Dunno if that rumor is
>true or not though (you'd think it would show up in a trade magazine or
>something)...

After hearing the rumors, I did a search of my universities news service,
and discovered that Commodore is in liquidation (ie "going out of business
sale"). This doesn't preclude someone from purchasing the rights to the Amiga.
I've not heard anything either way, however.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2130. "address" program in English anywhere?

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 16:47:19 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q3aqn$qrc@sognsvann.ifi.uio.no>
Source record: 187832

I found an excellent address database on the net, somewhere, called "address".
The only problem is that it's in German only, so I was wondering if there is
a version of it somewhere in English?
The author doesn't seem to have an email address, so i can't contact him.

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

2131. Ste and hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 17:35:57 UTC
From: lambert@cse.unsw.edu.au
Message-ID: <940502173556.19161@cse.unsw.edu.au>
Source record: 187826

I recently bought a cheap secondhand Ste to replace my STf, which has some problems. Everything worked happily for a little while, and then the root directory on my hard drive (a SH204) got corrupted. The first couple of entries were OK, but after that it looked like two bytes had been lost and all the other entries were moved down by two bytes (so it looked as if the first two bytes had been removed from each name). I zeroed the partition and was able to restore most of it from backups when the same thing happened again.

There was some discussion in this group about some STes having faulty DMA chips. Is this what I have? Is it worth fixing, or should I just return it?

Also: The SH204 is partitioned into a 9Mbyte and a 10Mbyte partition, with 1Mbyte unused. The fellow who sold it to me cautioned me against repartitioning to use all of the disk. What terrible thing will happen if I do?

Tim

2132. items for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 17:38:31 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <2MAY94.13383119@cc4.crl.aecl.ca>
Source record: 187840

A friend has asked me to post the following. Please contact him directly
at 506-859-1802. Note: Prices in $CDN. $1CDN = $.000000000003US!!!!!!!

Cyrel Sunrise 24 bit colour VME board to MegaSTe or TT
2 meg video RAM, LAN port, 1994 EPROM version
includes ABCD VGA switch and two 15 pin cables $1000 (new=$1300)

InShape 3D modelling/rendering software ver 1.2 $250 (new=$400)

32 meg RAM board for TT with 4 meg RAM $400 (new=$700)

2133. Sample Playback on ST's

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 17:54:21 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <2q3eod$etk@bigboote.WPI.EDU>
Source record: 187842

I would like to use my ST as a cheap sampling unit (for fun mostly but
i would like to be able to do some real music with it)
I have a 1040ST and Stereo Replay.
Waht i want to know is what piece of softwae will allow me the maximum
number of simultaneous voices? The most I know of so far is four
which kind of sucks. I would be happy with it, don't get me wrong,
but is there software that allows more?
Thanks
rhett@wpi.wpi.edu

2134. New superb shareware mono paint program from Norway! (3rd attempt:-)

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 18:16:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dc55200@p10.secom.ct.se>
Source record: 187643

Here we go:

Hello!
I'm leader of "Atari Users Of Norway".
To help one of our members I'm hoping for a reply on the following cry for help from our member Vegard Hofsoy.
Just send the answers as a reply to me!
Here's Vegard's letter:

I am currently finishing a mono paint-program for all Ataris, called "Munch". In it, you can work on pictures much larger than the screen. Most functions work also on the whole picture, that is you can draw a circle covering most of a 2000*2000 canvas. For this, I have used a rather slow bitblit method. Is there a way I can pass a new width and height to the VDI, so that I can use GFA-basic's boxes/circles etc to draw on the large picture in one pass? The width and height must be configurable during program operation, not set "once and for all". If possible, I would like to use a method that works on all Ataris. My outline for such a routine goes like this:

1.Use XBIOS(5) to set new adress for screen output
2.Inform VDI of new width & height
3.Draw (using box/circle/ellipse/fill...etc)
4.Set VDI width & height to 640*400 again
5.Use XBIOS(5) to set screen output to XBIOS(2) again

If this is possible, I would be VERY grateful if sombody could enlighten me as to points 2 & 4 above.

Vegard also wants to include scanner support in his program - that is - to scan directly to the screen from inside the program.

He's so far been unable to obtain information on how to read data from the various scanner types (Naksha, Golden Image, Pyramid, Power etc...)

Are there anyone out there writing scanner software who can help please!

Atari Users Of Norway | InterNet: stein_arne_jensen@p10.secom.ct.se
c/o Stein Arne Jensen | NeST: 90:1102/112.10 FidoNet: 2:200/612.10
3630 R0DBERG, NORWAY | Fujinet: 7:102/102.10 ABK BBS: +47 67132659
Why not join us! | Voice: +47 32741473 Fax: +47 32741700

2135. Re: Ansiterm 1.9

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 18:37:09 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <767903829snz@filesys.demon.co.uk>
Source record: 187850

>>Is there not Terminal software that gives 16 colours and ANSI
>>on a Falcon with out the Low Res hack of ANSITERM....

You might want to have a quick look at a small program that I wrote called
ANSI-ST. This is a small system patch that allows the ST to display
ANSI codes just like it can VT52. If anyone is interested I'll put it up
on atari.archive.

Regards,

Stu...!

--
==
\\\\\\\-----------------!!!-----| Internet : scoates@filesys.demon.co.uk
-\\\------\\------------!!!-----| : scoates@eurobase.demon.co.uk
--\\\\\\--\\\\--\\-\\---!!!-----| CompuServe: 100010,2106
-------\\\--\\---\\-\\----------| NeST : 90:100/304
----\\\\\\\--\\\\-\\\\\-!!!-----| AtariNet : 51:6/204
S t u a r t C o a t e s | Chelmsford, Essex, England U.K.
==

2136. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 18:39:07 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2q3hcb$lbe@mailer.fsu.edu>
Source record: 187843

Timothy Miller (millert@ug.ec.usf.edu.) wrote:
> So, what's going to happen to Video Toaster? They won't be able to buy any
> more Amiga's to put in a new cast to stick next to the PC or Mac.

I believe NewTek has just release (or is releasing) the Screamer, which
uses several MIPs processors to perform rendering. I think it is a standard
PC card. So, it appears that NewTek is weaning itself from Amiga (just
in time).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2137. Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 18:42:37 UTC
From: hicksm@panda.lpl.arizona.edu
Message-ID: <2q3hit$fur@auggie.CCIT.Arizona.EDU>
Source record: 187846
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

Hi, does anyone know the story behind Atari's recent strong dip in stock price? Atari trades on AMEX, I believe. It was pretty steady for awhile at 7, now down to 4 7/8?

-Michael Hicks

2138. Re: Protracker 2.0s

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 18:46:06 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2q3hpe$lbe@mailer.fsu.edu>
Source record: 187845

T-Dub/SGP '93 (ter5424@ritvax.isc.rit.edu) wrote:
> I FTP'ed this software from the atari.archive.umich.edu site and have
> downloaded it at least 4 times, but each time I go to UNlzh it, I get bad CRC's
> all throught out it. Is this a bad file or is it just me? I have dowloaded
> using both C-Kermit and Gem-Kermit due to the XMODEM on the vax system I
> download off of not working with my XMODEM off of Flash 1.2. Can anyone
> confirm if this software is good? If not, anyone willing to send a copy to the
> FTP site? If it is good, any suggestions? Thanks,

I'm 99% sure the problem is on your end (I uploaded and tested the file).
Are you using the latest Lharc (3.01)? I'm not a Kermit guy, so I cannot
help you there. Do other files you download work? If all else fails,
you can try uuencoding it, downloading as text, then uudecoding on your
ST (uudecode.ttp available on atari.archive.umich.edu, I recognize the
chicken and egg problem).

BTW, this is an awesome tracker, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2139. Re: "address" program in English anywhere?

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 18:54:36 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2q3i9c$lbe@mailer.fsu.edu>
Source record: 187904

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> I found an excellent address database on the net, somewhere, called "address".
> The only problem is that it's in German only, so I was wondering if there is
> a version of it somewhere in English?
> The author doesn't seem to have an email address, so i can't contact him.

I don't know of an English version of that program, but I use one called
"Atzenta2" (or something very similar). It has all the standard bells and
whistles, and can dial phone numbers with your modem with a mouse click
(my favorite feature). It is definitely worth a look.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2140. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 19:58:20 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94May2155820@wpi.WPI.EDU>
Source record: 187847

0{{ "Greg" == Greg Bennett <gbennett@friendly.sim.es.com> writes:
Greg> Bzzzzt! Move to the end of the line! The Gemulator emulates ALL
Greg> the hardware of the ST. Yes, that means that illegal things,
Greg> such as direct hardware peeks and pokes work just fine. I run
Greg> many pieces of software that do direct screen access that not
Greg> only run, but in many cases run faster than my 1040ST.

How about demos and such which do REALLY strange things? Things that
"increase" the available colors by changing the palette every scanline
and things like that... How good is it at that?

My reason for wanting a Gemulator: I will HAVE to use a PC or SGI at
work. That means, Gemulator is the only way I'll get any of my ST
stuff running there... Sometimes I may WANT to use AtariWorks or
whatnot...

.s.
--
- lancer@wpi.wpi.edu - - such is the way of the SysOp: -
- You are a bug. I am superior to you. I can squash you anytime. -

2141. Ultima VI

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 21:02:24 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2q3pp0$46e@darkstar.UCSC.EDU>
Source record: 187848

I'm interested in obtaining Ultima VI, which no one seems to carry in the
U.S. of A. Email me info or a price or a trade!
My address: sccoe@ucscb.ucsc.edu
cya!

2142. MinixFS vs Large HD partitions..

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 21:32:00 UTC
From: martin.budsjo@vilhelmiac.ct.se
Message-ID: <ff870f7afe@vilhelmiac.ct.se>
Source record: 187607

partition!

I have manualy changed the sector size to 512 bytes. (It is mentioned in the manual as a possible way to get MinixFS on a large partition..) After that I tried to run minit with the -V, -b and -i parameters but it only returns "Unable to find sector XX..". The number "XX" changes if i try a diffrent number with the -b option.
I have used version 6.09 of MinixFS..

One other question.. Is the block number equal to the number of sectors on my partition?

Regards Martin

PS
Forgive me for the bad english..
DS

2143. Re: MiNT novice ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-05-02 23:14:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1758@usdtsg.DaytonOH.NCR.COM>
Source record: 187915

In article <1994May2.142353.1545@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:
>In <1753@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>>In article <1994Apr30.181038.22534@govonca.gov.on.ca> millsp@govonca.gov.on.ca (Phil Mills) writes:
>
>You're right, TeraDesk doesn't
>do anything for my GCC efforts; I just like it as a desktop.

Generally when compiling MiNT, etc I just use the built-in (TOS 2.06) desktop - I dunno how its memory usage compares against boot stright into an alternate desktop/shell...

>If I was smart, I'd probably run some kind of boot manager that gave
>me a different config depending on what I was going to do...but then
>I'd have to think ahead. :-)
>
>What do you use to control how your system comes up?

Well, I'm still deciding on a boot manager. I have been trying out MouseBoot lately (I think I got it off of an Atari club monthly disk). I've heard Xboot is supposed to be quite good as well (and there's always Superboot and Desk Manager)...

A boot manager is definitely something to have though if you are gonna have different setups (say a Geneva setup, a MiNT setup, etc)...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2144. again about the PC drive ..

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 00:18:12 UTC
From: ebeard@araucaria
Message-ID: <1994May03.001812.38816@dcc.uchile.cl>
Source record: 187903

I'm again, well:
Does anybody knows where can I get a file wich explains
how to connect a PC drive ?. In 1993 I got it, (as a file
ueencoded in my mailbox), but it was ersased and now I can't
get it, and as many people (already) know, I'm trying to
a PC HDens. drive.

Thanks ...

edwin

2145. Re: Falcon game developer support (was Doom for Falcon?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 00:20:24 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994May03.002024.126799@zeus.aix.calpoly.edu>
Source record: 187902

In article <CovJDp.6qq@cix.compulink.co.uk>,
Graeme Rutt <sabbath@cix.compulink.co.uk> wrote:
>>Are there shareware distributors in the US? It would seem an interesting idea
>>to be sort of a "middleman" who has latest versions & can collect money to
>>forward on to the author (minus a percentage ;) and who handles all US requests
>>Is this sort of thing done/legal?
>
>I hope it's legal - I do it for GEM-View in the UK. I don't take a
>percentage though - just material costs.

Me too! I do practically the same for Wolfgang's CoNnect ....

>---
> sabbath@cix.compulink.co.uk (Graeme Rutt)
>---

-MikeB

2146. Re: A320

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 01:24:37 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2q494l$1dp@news.dmpe.CSIRO.AU>
Source record: 187924

>but when you look up the files on the disk, you find only *.exe and *.com
>files... like on the pc.... i tried install.exe on a pc and it worked...
>i could install a320 on pc and it runned.....
>so i have now the atari version and the pc version on one disk....
>does someone have any idea about this.... is thalion software stupid or

Well, I found the same thing on Gobliiins ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2147. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 01:28:05 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2q49b5$1dq@news.dmpe.CSIRO.AU>
Source record: 187925
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

>I'm not sure if I can beat Dick Leech, but my girlfriends dentist (Dayton, Oh)
>is named Harry Hole. (Hole isn't so bad for a dentist, but Harry?!?)

And our local plumber (well, one of the 45,000 ..) is called John M. FOUNTAIN

And so the drivel goes on.

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2148. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 01:45:27 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2q4abn$1fi@news.dmpe.CSIRO.AU>
Source record: 187926

>>> If you dont like it, then shut up. My self, I have a Falcon with 16(14)
>>> mb of RAM and a stock 84mb drive. Sitting next to the Falcon, is a
>>> 486/66 with almost a gigabyte of disk, and 32mb of RAM. Which
>>> do you suppose I use most? The PC is used *exclusively* to play
>>> Doom.
>
>>Send me your PC, I'll put NEXTSTEP on it. As soon as DOOM is released
>>for the Jaguar (complete with better-than-320x200x256 graphics and real
>>sound), I'll send you a Jaguar and the cartridge.
>
>Thats OK, but what would I do with TWO Jags?

Give one to me....

;^)

(couldn't resist)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2149. Re: ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 04:25:54 UTC
From: abarbiero@delphi.com
Message-ID: <5g2uEAq.abarbiero@delphi.com>
Source record: 187917

FINLOW-BATES ERIK <u9441816@wumpus.cc.uow.edu.au> writes:

>Hey ST users does anyone know of any user groups in the Wollongong area?
>If so then please tell me !!

OK, I'll bite.... WHERE the hell is this? Got a State/country/province
or continent?

Andreas@AEO

2150. Re: Maxing out a 1040STf

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 04:54:32 UTC
From: Lexicor@world.std.com
Message-ID: <Cp7Myx.24E@world.std.com>
Source record: 187906

There is also a way to make a 1040 STf or STe run a NOVA Graphics Board,
several users use such a system, esppecially in Germany, where they
have the PAK accelerator board where it makes much more sense to run
a true color board on a say 68020 or 68030 than say on a 68000/8

Cheers

Yat

2151. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 05:02:51 UTC
From: kyle@crystal.WonderWorks.com
Message-ID: <2q4lts$6f7@crystal.WonderWorks.com>
Source record: 187905
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

hicksm@panda.lpl.arizona.edu (Mike Hicks x2692) writes:
> Hi, does anyone know the story behind Atari's recent
> strong dip in stock price? Atari trades on AMEX, I
> believe. It was pretty steady for awhile at 7, now
> down to 4 7/8?

Since there has been no news, as Dr. Moze has told us repeatedly
(and I haven't heard any news either despite being interested in
the stock), we can only assume that the number of True Believers
is declining. If it was a great buy at 7, it's better buy still
at 4 7/8. Unless...

2152. For Sale: ST Software Cheap

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 05:54:09 UTC
From: ddlee@crl.com
Message-ID: <2q4ou1$t75@crl2.crl.com>
Source record: 187923

```
For Sale:

Quantum Paint - $15

Bloodwych - $10
Chrono Quest - $10
Captain Blood - $10

Electra Spell - $5

All software come with original disk, manual, and packaging. E-mail
if interested.

-Dave Lee-
ddlee@crl.com
```

2153. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 06:53:45 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <Cp7sHL.K3L@freenet.carleton.ca>
Source record: 187927

In a previous article, ogal@cix.compulink.co.uk ("Ofir Gal") says:
+In message <Cp3KpJ.Mun@freenet.carleton.ca>, am136@FreeNet.Carleton.CA said:
+>Ofir Gal's column about the Internet (in the May issue of ST Review) is also
+>one of the few entirely factual magazine articles I have read on the subject
+>- and a delightfully positive article at that.
+Thanks you.

Don't mention it. Credit where credit's due! It certainly makes a change
from seeing the Internet take a regular pounding in poxy trade rag Computer
Weekly.

Stephen

2154. FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 07:25:32 UTC
From: alberto@terapin.com
Message-ID: <alberto.47lo@terapin.com>
Source record: 187909

Could someone please e-mail me a list of ATARI ST FTP Sites.

Thanks,

alberto@terapin.com

2155. FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 07:26:14 UTC
From: alberto@terapin.com
Message-ID: <alberto.47lq@terapin.com>
Source record: 187910

Could someone post the FAQ for this group please.

Thanks,

alberto@terapin.com

2156. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 07:26:19 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2q4uar$pp8@newshost.uni-koblenz.de>
Source record: 187908

In article <2pmskq$ghu@news.u.washington.edu>, osteele@u.washington.edu (Steve Steele) writes:
|> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:
|>
|> >It sounds much more convincing than the gemulator of which I read
|> >that it only reaches the speed of an 8 MHz ST if you have a 486 DX2/66.
|>
|>
|> >Christoph
|>
|> And where did you read this?

Sorry, I didn't remember it correctly - I've checked it out once more. The article was in issue 6/93 of the magazine "TOS". The PC which was used in that test was a 486 DX 33.

int-Benchmark fp-Benchmark
---
8 MHz ST 33s 40s

486 DX 33
/Gemulator 23s 25s

It says in the article that in practical applications, the Gemulator reached about the speed of a normal 8 MHz ST. I don't know whether the Gemulator has been significantly improved during the last year - maybe.

Another question is whether ST emulators make sense at all and if a used Mega ST/E could be a better choice (guaranteed compatibility, MIDI interface, ROM port).

I don't think that there is any software in the ST market that hasn't a comparable counterpart in the PC world - perhaps some MIDI stuff, but the Gemulator isn't able (yet) to support this. Right, the PC software is more expensive, but the Gemulator isn't for free, too. And sometimes you can get software bundles for very attractive prices (e.g. in a bundle with a new PC or as a special offer from a software company - think about MS office).

On the other hand, PC hardware is comparably cheap - especially when it comes to graphics cards. If I think about how much I would have to pay for an ET-4000 card for my TT ...

Christoph

2157. Re: Screen???

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 08:01:00 UTC
From: Christian_Huch@bm.maus.de
Message-ID: <199405031001.a33904@bm.maus.de>
Source record: 187771

Hi,

o> Has anyone heard about a device called Screen something for the Falcon?
o> Apparently it is sold by Hard & Soft in Germany. It is a video card for
o> the Falcon. Any info will be useful.

There are two video cards for the Falcon called Screen something:
a) The one by Hard & Soft is called Screen Wonder Pro
b) The Screen Blaster is sold by Overscan, Berlin

Both video cards are just a small device which is just put between the video out port of the Falcon an the Monitor. 800*600 dots are fine at >80 Hz. There are bigger resolutions, also interlaced. For more informations you better write to Hard&Soft, 44575 Castrop Rauxel and/or Overscan 12045 Berlin.

ciao, Chris.

/Die EG-Gesundheitsminister: Diese Nachricht gefï¿½hrdet ihr/
/Kind bereits in der Schwangerschaft./

2158. WANTED in UK: 1MB SIMM for STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 08:48:57 UTC
From: dan@hpwina39.uksr.hp.com
Message-ID: <Cp7xtM.Jtv@hpwin052.uksr.hp.com>
Source record: 187916

Hi STPeople,

Now I've got myself a hard drive for my 1040STe, I want more memory,
as some of that precious meg is now eaten up by the cache, not to mention
all those nice .ACC progs.

So, can someone in the UK sell me (or point me to a source for) the SIMMs
needed to upgrade from 1MB to 2MB?

Regards,
Dan.

.---.
| Dan Bennett : Uni* mail: dan@hpwina39.uksr.hp.com |
| Telephone: (+44) 344 361870 (GMT) |
| Fax : (+44) 344 361737 |
| Hewlett-Packard UK Response Centre, |
Amen Corner, Cain Road, Bracknell, Berkshire RG12 1HN, UK
"Why do you always sing in lectures?" "'Cos they told me to make notes."
`---'

2159. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 09:08:10 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2q549q$1836@info2.rus.uni-stuttgart.de>
Source record: 187920

John Hutchinson (hutch@ilmen.lanl.gov) wrote:

: >GfA has had its day ,for struched programming Pascal is much more
: >better suited and isn't very different from BASIC.

: Learning C isn't THAT much more difficult than Pascal and if one
: chooses to learn a new language anyway, C is a better choice, IMHO.

Learning C IS difficult. C is the assembler of the 90s!
I know C-programmers which don't understand their code they have written
two weeks ago!

: >I don't understand why people still want a new version of GfA BASIC.

: Because most people would rather not have to learn a new language, if
: at all avoidable. To many people, GFA is like an old pair of shoes...
: showing a lot of wear, not very attractive, not likely to be as fast
: in a race, but ohhhhh so comfortable. :)

The GFA-Compiler produces nice code which is fast enough.
I think most people want GFA-Basic because there is so little choice of
anything other than C on the Atari. Well, Pure Pascal is nice, but many
people don't like Pascal. I'm still waiting for a comfortable C++-port
on the Ataris...

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2160. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 09:29:43 UTC
From: steve-j@teleport.com
Message-ID: <2q55i7$qup@elaine.teleport.com>
Source record: 187918

In article <H.eg.NYvTNQGugLU@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:

>> I just hear from a Amigahead that Commadore was bought recently by HP.
>> Is this true? I guess that means the Amiga is dead and that we should all
>> rejoice that Atari is still alive and kick'in.
>
>Why would they bother? I mean, really... They're _very_ successful
>with their workstations and their printers, why waste some money on a
>dying personal computer company? In North America, the only personal
>computers that can survive are Macs and PCs, unfortunately.

Hewlett-Packard was going to use the AAA chipset that Commodore was
working on for set-top boxes for interactive cable. They MAY still
buy that part of Commodore during the liquidation.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2161. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 09:37:29 UTC
From: steve-j@teleport.com
Message-ID: <2q560p$r3p@elaine.teleport.com>
Source record: 187919

In article <2q3hcb$lbe@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Timothy Miller (millert@ug.ec.usf.edu.) wrote:
>> So, what's going to happen to Video Toaster? They won't be able to buy any
>> more Amiga's to put in a new cast to stick next to the PC or Mac.
>
>I believe NewTek has just release (or is releasing) the Screamer, which
>uses several MIPs processors to perform rendering. I think it is a standard
>PC card. So, it appears that NewTek is weaning itself from Amiga (just
>in time).

NewTek _never_ needed the Amiga for rendering anything (except that the
Lightwave software was written for the Amiga). You don't even need the
Video Toaster hardware for rendering via Lightwave, other than as a
really expensive dongle. The Video Toaster hardware is there for the
camera switching/video editing facilities, not CGI rendering. Also, the
Screamer is reportedly buggy as hell (NewTek GAVE one to the Babylon 5
guys for beta-testing and they stopped using it within a matter of DAYS).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2162. Re: Cannon Fodder for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 09:47:38 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2q56jq$ji@clss3.bangor.ac.uk>
Source record: 187930

Colin Campbell (Colin.Campbell@mettav.royle.org) wrote:
: D bibbled on 26 Apr 94 to All...
: Not managed to get to Phase 3 yet - I'm stuck dreadfully on Mission 8 Phase 2
: where I know I have to get to that fixed gun to blow up the soldier-spouting
: buildings but I just can't blow them all up before getting killed. And if I go
: and kill all the bazooka chaps then there are too many soldiers around for me
: to get to the gun! :(

You have to take out all the bazooka blokes before you can get into the gun
(although you can leave one bloke who's hidden behind the building half way
down on the map on the far left). After that you have to clear away as many
men as possible before you get into the turret. If while you're in the
turret and too many men gather around you they eventually grenade you....
After you've blown up the buildings (double check !) send another man down
to wipe out all the men standing around the turret.... and then the bazooka
bloke hidden behind that building (and his friend).
That's the way I do it anyway !!

: Col

Good luck !!

Dylan

2163. Re: FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 10:08:09 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2q57q9$h8s@fbi-news.informatik.uni-dortmund.de>
Source record: 187921

In article <alberto.47lo@terapin.com>, alberto@terapin.com (Alberto
Fonseca) writes:
|>
|> Could someone please e-mail me a list of ATARI ST FTP Sites.
|>
|> Thanks,
|>
|> alberto@terapin.com

Wasn't there a monthly posting of such a list here?

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

2164. Emagic Logic/SL Web Page

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 11:00:09 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767962809@Penmere>
Source record: 187928

I have now set up a Emagic (Notator) Logic users mosaic page.
There is stuff here about Logic, Notator SL and SoundDiver.

Anyone that is interested in any of these is invited to check it out.

Currently there is: A version 2.0 Logic press release
Features list of Logic
Screenshots of both Logic and SL
Features list of SoundDiver
Logic-Users mailing list digests

If you have access to xmosaic, then the address is:

http://web.city.ac.uk/~cb170/notator.page.html

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2165. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 11:35:32 UTC
From: mgolde@paju.oulu.fi
Message-ID: <1994May3.113532.13347@ousrvr.oulu.fi>
Source record: 187929
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dave Halliday (daveh@netcom.com) wrote:

: Hello,

: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
: 2.06 and have a spare set arround?)

Same request from me. If anyone has some left and is willing to sell them
please send a mail.

Greetings, Martin

--
==
Email : mgolde@phoenix.oulu.fi Martin Golde
FAX : +358-81-553-1603 Department of Chemistry
TEL : +358-81-553-1617 University Oulu (Finland)

2166. Re: Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 11:53:53 UTC
From: cadp95@ccsun.strath.ac.uk
Message-ID: <2q5e0h$dl5@rockall.cc.strath.ac.uk>
Source record: 187931

In article <Up-ED4AFDXZ@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen) writes:
>In <2dbe5c09@tnogobl.ct.se> Mikke Mattsson wrote :
>
>> > ST/STE/TT/Falcon computer, is still available and supported. However, I
>> > am unable find a store that stocks it. J & J Computers, Murray, Utah, has
>> > already discontinued all their telephone numbers. Can someone point me in
>> > the right direction? (I need a FAX number, if possible.)
>>
>>The way they are handling their new customers really SUCKS!
>
>This goes for old customers as well Mikke.
>

I get the feeling that its all down to a lack of communication.....all the
complaints about orders seem to come from Europe... I had problems with my
order,but nothing on the magnitude of you guys...

BTW Kim,I've had only one problem with RST on my Falcon,and that was the
upgrade installation program.

Cheers,

Brian.

2167. Re: Ste and hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 11:56:44 UTC
From: baars@tibm3.ruf.uni-freiburg.de
Message-ID: <2q5e5s$1q8@sun2.ruf.uni-freiburg.de>
Source record: 187935

```
|> I recently bought a cheap secondhand Ste to replace my STf, which has
|> some problems. Everything worked happily for a little while, and then
|> the root directory on my hard drive (a SH204) got corrupted. The
|> first couple of entries were OK, but after that it looked like two
|> bytes had been lost and all the other entries were moved down by two
|> bytes (so it looked as if the first two bytes had been removed from
|> each name). I zeroed the partition and was able to restore most of it
|> from backups when the same thing happened again.
|>
|> There was some discussion in this group about some STes having faulty
|> DMA chips. Is this what I have? Is it worth fixing, or should I just
|> return it?

Well, what you need to do is replace your DMA chip. I just fixed my own STE
that way - the chips are about $60. - IF YOU CAN GET ONE!!! -

I had quite some problems to get the right DMA chip as only one kind will do:

C398739-001A

Enno.
```

2168. Calamus 1.09n/S/SL Web Page

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:01:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767966460@Penmere>
Source record: 187934

I am thinking of doing a mosaic page dedicated to Calamus.
Any users out there willing to contribute?

Please mail me with suggestions/ideas etc.

I'd like screenshots, hints/tips, likes/dislikes and anything else
related to using the Atari's best DTP software.

Look forward to hearing from anyone...
--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2169. Cheap Falcon 40 Mhz upgrade !

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:11:59 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994May3.121159.13666@htsa.aha.nl>
Source record: 187933

I think that a lot of peolple (who think that the falcon is slow)
are interested in this.

ACN (from ST Nieuws) in The Netherlands are selling a Falcon 40 MHz upgrade
from the german firm Digital Data Deicke. It's called Highspeed 40 MHz.

It upgrades the 68030 and ! the DSP to 40 MHz. It also can switch the video
clock to 40 Mhz resulting in higher resolutions. The upgrade can be switched
back to 16 MHz by a hardware switch without a reset. In that way programs
(probably mostly games) which doesn't work at 16 MHz can still run.
The upgrade doesn't use the expansion slot so you can still use other hardware
in your expansion slot. Therefore the upgrade requires some soldering.

Some numbers: 100 % is a standard 32 MHz TT 030
CPU memory: 112 %
CPU register: 124 %
CPU divide: 124 %
CPU shifts: 126 %

The upgrade makes your FALCON 030 about 1.2 times as fast as a TT 030 !.
The price is very cheap. It costs f279,- dutch guilders which is about
96 U.K. pounds or $143 dollars.
It is now temponary selling for f249,- dutch guilder (85 pounds, $128 dollar)
including the software speeder WARP 9.

Is there someone who already has worked with this upgrade ??

Bye !


```
_____________________________________________
/ ------------------------------------------- /
{}_{} // ** *** ** Robert Demming //
{o o} // ** *** ** Hogeschool van Amsterdam //
{x} // ** *** ** The Netherlands //
// ** *** ** robertde@htsa.aha.nl //
// *** *** *** //
// *** *** *** I love all my ATARIs // {}_{}
// XL/ST(E) // {o o}
// T . A . B FALCON/LYNX // {x}
//_____________________________________________//
/---------------------------------------------/
```

2170. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:25:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.s9rTUJ7_veg@semprini.waterloo-rdp.on.ca>
Source record: 187941

In <2ptvr7$m23@charm.magnus.acs.ohio-state.edu>, Daniel D Ackerman writes:
>
> I know this doesn't specifically answer your question, but I know of at
> least one person on the MAC platform that uses RTF files and PERL scripts.
> They seem to think it's fairly easy. I don't know have any guess. Just making
> a suggestion.

Well _I_ find it fairly easy to "code" HTML documents by hand, but then
again, I've used LaTeX before.

I wanted to create a suite of styles/macros to make HTML development
easy; otherwise, everyone will need a klone with Word for Windows to do
it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2171. Zoom Faxmodem Troubles

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:33:37 UTC
From: bign@eskimo.com
Message-ID: <Cp8882.A8B@eskimo.com>
Source record: 187606

Yesterday I bought a Zoom Faxmodem 14400 v.32 v42bis and installed it on my Mega2 ST with TOS 1.02. I have Serfx20.prg in my auto folder as well.

Neither Uniterm or Stealth will connect at anything over 9600 without 4 bombs. Connect runs quite nicely, except after zmodem transfers where it always locks with 4 bombs. I use RCS/CTS flow control and baud set via Connect at 19200.

The init string that I have stored in the modem is AT&Q5F10. The manual is geared for MS/DOS users.

Another annoying thing is that the Carrier Detect light is always on when the ST is running. I had to configure Connect to ignore the CD before it would dial.

Any help would be appreciated,
Todd Hogarth

2172. Help... Vector problems in Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:41:09 UTC
From: martinmf@imv.aau.dk
Message-ID: <martinmf-030594134109@thor.imv.aau.dk>
Source record: 187932

I am working with maps, that I want to import into Calamus SL as CVG - or alternatively import IMG-pictures and vectorize in the line-art module. The problem is, that the maps are complex, and the line-art module has problems with a vector buffer overflow (no matter the size of the vector buffer). The maps works fine in Avant Vector, so it seems it is a SL problem. Any suggestions???

2173. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:42:16 UTC
From: <>
Message-ID: <Cp88MH.L98@ra.nrl.navy.mil>
Source record: 187936
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

In article <2q4lts$6f7@crystal.WonderWorks.com>
kyle@crystal.WonderWorks.com (Kyle Jones) writes:

> hicksm@panda.lpl.arizona.edu (Mike Hicks x2692) writes:
> > Hi, does anyone know the story behind Atari's recent
> > strong dip in stock price? Atari trades on AMEX, I
> > believe. It was pretty steady for awhile at 7, now
> > down to 4 7/8?
>
> Since there has been no news, as Dr. Moze has told us repeatedly
> (and I haven't heard any news either despite being interested in
> the stock), we can only assume that the number of True Believers
> is declining. If it was a great buy at 7, it's better buy still
> at 4 7/8. Unless...

A little news about the Jaguar release in Oct-Nov '93 surged the stock from 5 to about 12. It settled back to the 6-7 region. Now, a few delays and lack of news (along with general market sentiments) has prompted many speculators to sell, dropping ATC to about 5. That's how I see it anyway. Does anyone else have specific news about ATC?

The only thing "on the wires" in the last couple of months is that Time-Warner increased their stake in Atari by 2% (from 25% to 27%) by buying $12M worth of stock (or so) at $8.50 per share. This deal went through in late March or so, and will help Atari with cash flow to produce/advertise the Jaguar and related products. $^)

-- Dr. Moze <Steve Marsh> marsh@anvil.nrl.navy.mil

2174. PLI removable harddrive and ICD "The Link"

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:47:57 UTC
From: v892127@gomperts.si.hhs.nl
Message-ID: <Cp88vy.HKw@si.hhs.nl>
Source record: 187937

Hi,

Does anybody have a PLI (SyQuest compatible) 105 Mb. removable SCSI harddrive
too and hooked it up to the Atari ST with ICD "The Link" ? If so, how ?

C.W. Lai,
student Computer Science,
distributor of Atari PD Reaction magazine,
proud Atari ST, Apple Macintosh and PC owner,

Internet: v892127@si.hhs.nl
Fidonet : 2:280/706.12, 2:282/301.27, 2:283/705.20
NeST : 90:500/104.12
S-Mail : P.O. Box 13672, NL-2501 ER 's-Gravenhage, The Netherlands

2175. Re: Help... Vector problems in Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 12:50:45 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767969445@Penmere>
Source record: 187938

martinmf@imv.aau.dk (Martin Frederiksen) writes:

>I am working with maps, that I want to import into Calamus SL as CVG - or
>alternatively import IMG-pictures and vectorize in the line-art module. The
>problem is, that the maps are complex, and the line-art module has problems
>with a vector buffer overflow (no matter the size of the vector buffer).
>The maps works fine in Avant Vector, so it seems it is a SL problem. Any
>suggestions???

Try mailing Nathan at DMCPUBLISH@GENIE.GEIS.COM and ask him.
He is head honcho at DMC.

Failing that, what version of SL have you?
You could send me an example and I'll see if it does the same with my setup.
I could load it into a few vector packages to see if the files are corrupted
in some way.

How much memory do you have?

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2176. Re: Cheap Falcon 40 Mhz upgrade !

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 13:24:44 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94123.092444STIRRE31@MAINE.MAINE.EDU>
Source record: 187942

Will such an upgrade ever make it to the US?
-scott tirrell

2177. Amberstar pieces, have twelve, need thirteen. help, please

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 13:26:48 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <2q5jeo$snm@athos.cc.bellcore.com>
Source record: 187939

SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING
SPOILERS COMING

Hi,

The game is just about complete. Amberstar pieces have been found in

1. Firlas in Crystal 2. Chest in Paladines area
3. Kelvin 4. frog pond
5. chancelor's house in Crystal 6. realm of manyeye
7. castle of many eye 8. secret island
9. dwarf's mine 10. temple - snake island
11. eagle's nest 12. tomb of the pharoah

does anyone know where the other(s?) is? any help appreciated.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2178. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 13:49:22 UTC
From: nj1@ukc.ac.uk
Message-ID: <7677@merlin.ukc.ac.uk>
Source record: 187940

In article <Cp3KpJ.Mun@freenet.carleton.ca> am136@FreeNet.Carleton.CA (Stephen Mulrine) writes:
>
>Still, ST Review has, in my eyes, displaced ST Format as the best magazine
>available, and probably did so several months ago although I didn't really
>notice until now. (ST Format still has the best design and layout of the
>three.)
>
>Ofir Gal's column about the Internet (in the May issue of ST Review) is also
>one of the few entirely factual magazine articles I have read on the subject
>- and a delightfully positive article at that.

I agree. As a subscriber to ST Format (I have bought every issue!) I do think it is getting too simple for my liking, not giving enough detail in the right places - for instance their review of MultiTOS went into no depth at all. Anyway, my sub is due for renewal in the next few months, and to be honest I doubt I'll bother.

ST Review is much more of an informative read IMHO, much more suitable for serious users (although all those photos of reviewers armed with soldering irons do make me worry). The informal sections make a light, varied read and make a decent break from the more serious stuff.

It's a pity that ST Format still sells more than the ST Review and ST User. I have a feeling this might not be just down to the quality of the mags, apart from WH Smiths (which stock all three mags), if you can find a shop that sells any ST mags at all, you can bet it'll be ST Format.......

Ofir's article on the InterNet summed up the enthusiasm people have here - I know that over Easter when I was ordering my Falcon I desperately wanted to be able to get on the 'Net for advice! I'm gonna have to think seriously about getting a modem for over the summer hols (BTW: Does anybody use a modem as well as the Tabby? Do you switch leads all the time, or do you have a switch box? And does the Tabby driver go mad when connected to a modem?).....

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

2179. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 14:03:42 UTC
From: cf580@city.ac.uk
Message-ID: <1994May3.140342.15215@city.ac.uk>
Source record: 187948

Stuart Lyster (slyster@outb.wimsey.bc.ca) wrote:
> Re: contacting the UK office of Civilzation and MicroProse

> Great Idea, Dan. Could someone please do this? Would it be possible to post
> the fix here as a UUEncoded file?

> I would like to offer my s.lyster@genie.geis.com internet E-mail address as a
> coordinating point for this... cuz Civilization *is* such a flipping good
> game. It makes one wonder how these obvious bugs could have got past quality
> control?

> I have also opened a TOPic on the GEnie service, in the Atar Round Table
> area, about the bugs to Civilization, and will cross post any messages of
> interest. (Gad... I'd like to see this game up and running... it's a winner
> - minus the bugs that is.)

> Stuart Lyster
> s.lyster@genie.geis.com

Okay. I've been running Civ pretty much since it came out, and following these threads. The "crashing on entering the city" bug is caused by an error in the corruption calculation, whereby you can actually have more corruption than trade. Obviously, this doesn't happen under higher forms of government, but if you open a city display far from your capital under anarchy (or it builds something and opens automatically) then the game tries to draw a negative number of conventional trade arrows and bombs out. There was a patch for this posted some time ago, but regrettably it doesn't work with the newest (v3) version of Civ. Version 3 was (to my knowledge) published last July or so, and despite the fact that several bugs remain unfixed (and I've written to them detailing each one carefully) they don't seem to be prepared to continue development. Unless anyone knows otherwise, it looks like we have to grin and bear it.

BTW - To the guy who complained at getting over 100%; the percentage is simply 2,4,6,8 or 10 percent of your score depending on which level you play on; I've managed to get 180% on Emperor level.
--
Tim Wright - T.J.Wright@city.ac.uk

2180. Searching for Geniscan-ST Software / Lars-Erik Oesterud

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 14:12:06 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.53.000E340C@pz-oekosys.uni-kiel.d400.de>
Source record: 187947

Hi everybody!

Who knows whether Lars-Erik is available via email?

(I would like to ask him about a program he did for the Geniscan-ST
Scanner.)

Does anybody know if there is a programm available which uses GEM and which
will work with MTos, higher resolutions, etc. I got this scanner and
interface very cheap and it runs on my falcon. The only problem, not a
great one - but a problem... is the software. It writes directly into the
screen-ram, has a very ugly UI, etc.

Greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

2181. Looking for Marcel - Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 14:39:29 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <Cp8E1u.2yE@ztivax.zfe.siemens.de>
Source record: 187944

Where can i get the wordprocessor marcel from? FTP preffered.

Thank you, HP

+--+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE ST SN 25 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+--+
I'm for blood not for money ...
--------------- cut here 8< ----------------------

2182. Re: GFA Basic 4.0...

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 14:41:59 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBWE2JUTFM9AN8HF@SNYONEVA.CC.ONEONTA.EDU>
Source record: 187943

People (my self included) want a new version because we are most
comfortable with the language.

Also, GFA Basic is one of the most natural and easiest languages to program
in for the programming novices. It brings much of the instant gratification
of the old BASIC interpreters.

Instead of waiting several minutes for your programs to compile - you can
see the results almost instantly. Furthermore, the GFA editor has always done
a great job catching the most basic typographic and logic errors that would
cause the users of most other languages to lose their hair!

And, you can't forget how stable the GFA system is. Even on TOS 1.0 machines,
GFA handled system bombs like a champ...exceptions that would cause other
languages to die would usually be handled by GFA as if nothing occurred, etc.

On top of that, GFA has a usuable interface - no slow and obtrusive GEM
windows, a fast editor, and the ability to access just about any system
routine needed.

Finally, let's not forget the speed factor - GFA can create pretty fast
code for most purposes and the resulting executables run on all 16/32 bit
Atari TOS's and hardware.

Just a few of my thoughts on the subject....

Ari

2183. Will D2M become available in the US?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 14:46:26 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HBWEFFENE09AN8HF@SNYONEVA.CC.ONEONTA.EDU>
Source record: 187945

I recently took a look at the new French graphics package called D2M.
From what I could tell, this package seems very powerful, stable, and
supports many of the features that I not only require - but demand for
my own personal uses.

Currently, the program is only available in French...does anyone know if AND
when this program will be translated into English?

Also, what will be the price in US dollars?

I like this program and I want I want it so I'd appreciate any and all
info regarding its availability....

Thanks,

Ari

2184. Re: items for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 14:46:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405031408.AA02919@ilmen.lanl.gov>
Source record: 187946

In article 13383119@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
>A friend has asked me to post the following. Please contact him directly
>at 506-859-1802. Note: Prices in $CDN. $1CDN = $.000000000003US!!!!!!!
. ^^^^^^^^^^^^^^^^^^^^^^

Wow! With an exchange rate like that, I think I'll go shopping for
real estate up North. US$20 should buy me a good chunk of Toronto, eh? :)

-Hutch- @ Fair Dinkum Tech

2185. Re: Screen???

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 15:08:51 UTC
From: Lexicor@world.std.com
Message-ID: <Cp8FEt.6Eo@world.std.com>
Source record: 187950

In article <Cp6oLK.CnE@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>Has anyone heard about a device called Screen something for the Falcon?
>Apparently it is sold by Hard & Soft in Germany. It is a video card for
>the Falcon. Any info will be useful.

Hi Ofir :-)

You subscribe to the list ;-) it was released on th lexicor-list a while ago.
I forwarded th file to you. What it is though (for public consumption) is
an accelerator, not a video card, however it replaces the video chip such that
with a device such as BLow UP or Screen Blaster that you can infact get 1024x768 in 256
colors Non interlaced.

It's called the Speed Resolution Card and it is from H&S It speeds up your
system to a maximum of 40Mhz CPU 20Mhz memory bus so I hear, however users
have had probems setting it at 40/20

Cheers

Yat

>
>TIA
>
>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------
>
>

2186. Octalyser Support

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 15:14:31 UTC
From: di3dah@kizz.adbutb.hks.se
Message-ID: <1994May3.151431.2797@gdunix.gd.chalmers.se>
Source record: 187949

Hello world!

I'm one of the developers of the Octalyser STE. And I'd would like to get in touch with people willing to support the Octalyser (it's a shareware-music-tracker) in their contry (not England and USA, because we already has supporters there).
Please, write to me for info at:
di3dah@f_utbserv.adbutb.hks.se

--
\|/
@ @
------------------oOO-(_)-OOo---

CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST

2187. Re: PoV Editor

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 16:37:26 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994May3.163726.19536@solaris.rz.tu-clausthal.de>
Source record: 187608

Warwick Allison (warwick@cs.uq.oz.au) wrote:
: cb170@city.ac.uk (HALL B J) writes:

: The POV system of using a text file to define a 3D space is VERY powerful.
: Much more powerful than anything that could be represented visually.
Right, I also use POV without a modeller. Even the best POV modeller I have
seen so far (Moray for MSDOS) is not able to display CSG in appropriate way.

happy tracing,
Chris

--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

2188. ST as (X)Terminal?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 16:42:12 UTC
From: stephan@abmx.rz.rwth-aachen.de
Message-ID: <2q5ut5$499@urmel.informatik.rwth-aachen.de>
Source record: 187601

Hi everybody!

Is it possible using my fantastic ATARI 1040 ST as an (X) Terminal connected
to a Linux machine?

Be so kind to, to help me.

Greeting Klaus

STEPHAN@RWTH-AACHEN.DE

2189. Re: The best & Worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 16:44:25 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994May3.164425.19756@solaris.rz.tu-clausthal.de>
Source record: 187609

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
: Before I go I'll add some more to the list of the good...

: Barbarian
: Overlander
: Deluxe Asteroids
: Midi Maze I
You forgot two:

Dungeon Master
Tower Of Babel

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

2190. Re: Elite 2 speed.

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 16:44:43 UTC
From: mathew@mantis.co.uk
Message-ID: <2q5v1r$a45@sunforest.mantis.co.uk>
Source record: 187602

In article <199404292354.a19230@la.maus.de>,
Holger Haslbeck <Holger_Haslbeck@la.maus.de> wrote:
>Yes it would be better but it isn't. Enemies are EXTREMLY hard to hit, you
>can't overwrite a saved game, you have to delete it before saving! I loved
>Elite on my ST but I hate Elite 2 on the PC, I hope its better on the ST.

You can overwrite saved games on Elite II on the ST.

As for enemies being harder to hit, I'm not sure. They're about the
same difficulty on PC and ST, but the frame rate on the ST is slightly
lower, so it takes some getting used to. In space, it's not too bad,
but landing on planets it's a bit juddery. Having said that, I've
successfully landed under manual control. I just wish they'd got Paul
Woakes to do the 3D routines :-)

Graphics-wise, the PC and ST versions seem to have the same number of
colours, and definitely have the same resolution. The PC video link
pictures use more colours, but who cares? Also, the PC version has
texture mapping on the hulls of ships, the ST version doesn't.

To summarize, the PC version is prettier, but I wouldn't spend over a
grand on a PC just for that.

I wish Braben hadn't ruled out a Jaguar version, though...

mathew
--
Seeking a decent bug-tracking system for Windows, DOS, UNIX, Mac...

2191. Re: Elite Combat and other tips wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 16:53:49 UTC
From: mathew@mantis.co.uk
Message-ID: <2q5vit$a77@sunforest.mantis.co.uk>
Source record: 187603
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.games.misc

In article <767758980.1@mettav.royle>,
Colin Campbell <Colin.Campbell@mettav.royle.org> wrote:
>-Unknown- bibbled on 26 Apr 94 to All...
> > I haven't managed to land on a planet either with the autopilot.
> > Haven't even tried in manual with this damn thing. I do miss the easy
> > flight of the good old Elite I Cobra Mk III. I guess the autopilot
> > drives you into the ground because it goes straight to the target and
> > the planet surface is curved. Anybody ?
>
>There's a slight "feature" in Elite2 which causes this, Nick. What you have to
>do is to put the time control icon on nearly the maximum setting as you get
>near the planet. Of course, I am assuming that you are attempting to land at a
>base on a planet - the autopilot won't land you on a barren planet. :)

I think he just clicked on the planet rather than the base :-)

However, there does seem to be a problem, in that the turn speed of
the autopilot gets slower as the ship gets bigger and heavier (expected)
but it doesn't seem to be affected by the time control (unexpected).

Thus, if you have a ship like an Imperial Courier, which steers like a
bread van, you can get into a position where the autopilot is quite incapable
of steering quickly enough to approach a space station, and you end up
whizzing around it indefinitely until you slow down time a bit. I
haven't tried the PC version to see whether it has the same feature.

Also, sometimes at high time dilation the autopilot will accidentally
slingshot you off the planet instead of approaching the space station.
This can result in your being 250 AUs away before you realise what
happened. (And travelling at a hundred thousand kps in the wrong
direction to boot. So save the game often!)

>One thing that you might be doing wrong is attempting to land on a ship instead
>of the base. This is done easily at an orbiting station where you _think_ you
>clicked on the station itself but in fact clicked on one of the approach
>markers or a stationary cruiser.

It's worth hitting the communications icon to check what you've got
the autopilot set to home in on.

> > Any other hints ?
>
>I started by trading illegal animal skins from Ross 154 (Merlin) to Barnard's
>Star (Birmingham World), and returning to Ross 154 with at first Computers and
>then Robots.

I did the milk run between Barnard's Star and Sol. Robots and Computers one way, Luxury Goods the other (or Fruit and Veg if you can't afford Luxury Goods.)

Sell all your lasers, shielding and missiles for more cargo space. Barnard's Star and Sol are both so safe you don't need them. (Honest!)

Also, don't go to Alpha Centauri. It sucks. Try it if you don't believe me. There's an even worse star system in the Imperium, but I forget its name...

mathew
--
Seeking a decent bug-tracking system for Windows, DOS, UNIX, Mac...

2192. Re: PLI removable harddrive and ICD "The Link"

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 16:57:42 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cp8KG9.1vv@cbnewse.cb.att.com>
Source record: 187604

In article <Cp88vy.HKw@si.hhs.nl> v892127@gomperts.si.hhs.nl (Lai) writes:
>
>Does anybody have a PLI (SyQuest compatible) 105 Mb. removable SCSI harddrive
>too and hooked it up to the Atari ST with ICD "The Link" ? If so, how ?

I haven't tried a PLI 105M removable but don't see why it would be any
different than the other 4 44M removables I have hooked up variously
to Megas, Falcons, and a 520ST. All were SCSI devices. They have been
hooked up via the ICD Link and the SCSI Pro Utilities, via the scsi
connectors on a FaST drive using ICD Utilities (6.something - I'd have
to check) and using a scsi-scsi2 cable, to the Falcon.

I have had various manufacturers devices - the ones I remember were
Ehman (Mac world), PLI, and a TOAD supplied one with a second drive
mounted inside.

Only thing you may need to do is remove or add scsi termination, depending
where you put the drive in the chain or change the parity setting.
Wayne

2193. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 17:02:43 UTC
From: g051@cpcw3.uea.ac.uk
Message-ID: <2q603j$l96@cpca3.uea.ac.uk>
Source record: 187605
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
: 2.06 and have a spare set arround?)

Surely it would be just as cheap nowadays to go stright to 2.06?

Espiecally if you wait a while until version 5.0 comes out. Mind you that
will probably be a year or so and may not work on ST's.

g051@uea.ac.uk

Ian B.

2194. SoftLogik (PageStream) Address?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 17:07:16 UTC
From: rickhall@alumni.cs.Colorado.EDU
Message-ID: <2q60c4$cdo@lace.Colorado.EDU>
Source record: 187503

I bought a new EPson printer and none of the supplied drivers
work correctly with it, I would like to contact SoftLogik, but
I seemed to have lost their phone number. Any pointers on how
to contact them would be appreciated.

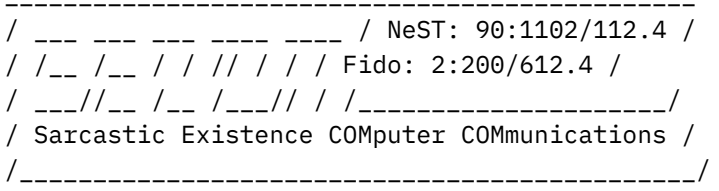
THanks,

Richard Hall

2195. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 17:19:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2dc6962c@p4.secom.ct.se>
Source record: 187642

```
CG> Install RUNTOS.PRG as the TOS running application, and run
CG> TOSWIN.APP (Warwick's version) from the GEM.CNF file - this cuts
CG> memory overhead quite a lot.

And where can I find this RUNTOS.PRG???

Greetz, magnus_thylander@p4.secom.ct.se...
```



2196. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 17:29:57 UTC
From: hicksm@panda.lpl.arizona.edu
Message-ID: <2q61ml$21p@news.CCIT.Arizona.EDU>
Source record: 187381
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

```
-- Dr. Moze <Steve Marsh> marsh@anvil.nrl.navy.mil writes:
>A little news about the Jaguar release in Oct-Nov '93 surged the stock
>from 5 to about 12. It settled back to the 6-7 region. Now, a few
>delays and lack of news (along with general market sentiments) has
>prompted many speculators to sell, dropping ATC to about 5. That's how
>I see it anyway. Does anyone else have specific news about ATC?
>
>The only thing "on the wires" in the last couple of months is that
>Time-Warner increased their stake in Atari by 2% (from 25% to 27%) by
>buying $12M worth of stock (or so) at $8.50 per share. This deal went
>through in late March or so, and will help Atari with cash flow to
>produce/advertise the Jaguar and related products. $^)

I see the little 'dd' under the PE column by the stock price, informing
us that the company has posted a loss for the four most recent quarters.

Is there any reason to think that atari might be heading in Commodore's
direction? If not, why not?

Personally, I just bought 150 spectulative shares of Atari. Let's see
what happens!
-Michael
```

2197. Re: "address" program in English a

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 17:49:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199405031949.a704@sl.maus.de>
Source record: 187770

In article hallvart@ifi.uio.no - Hallvard Tangerï¿½s writes:

HT>I found an excellent address database on the net, somewhere,
HT>called "address". The only problem is that it's in German only, so I
HT>was wondering if there is a version of it somewhere in English?
I guess you mean Adresse/Address by Carsten Setje-Eilers?

The Version 1.8 will be out soon. Included will be an Englisch resource (not the only new feature - let yourself be surprised). It's shareware and the shareware version has a limited number of addresses.

The author should be available at the following email-address:

carsten_setje-eilers@ki.maus.de

But remember: Don't send him anything bigger than 16kB!!!!

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

2198. Re: Looking for Marcel - Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 17:51:22 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94123.135122STIRRE31@MAINE.MAINE.EDU>
Source record: 187612

```
It is available on atari.archive.umich.edu. It should also
be available on FTP sites closer to you but I am not sure.
-scott tirrell
```

2199. Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 18:52:16 UTC
From: csterpin@vub.ac.be
Message-ID: <2q66h0$bcd@rc1.vub.ac.be>
Source record: 187611

hello Falcon coders :)

About the transfer rate to the memory, I think that 70kb/vbl is
the maximum we can reach(for the dsiplay...), but if you use
the dsp and the DMA canal, you can add 20kb/vbl to the display,
then about 90kb/vbl=4.5 Mb/s.
I think that this trick may be useful but I don't try it .
If someone try this, I will be happy to have some comments..

Sterpin Christian
(Cster on irc)
Csterpin@is1.vub.ac.be

2200. Re: discrimination in the workplace...

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 18:58:05 UTC
From: kevinb@central.susx.ac.uk
Message-ID: <2q66rt$mts@infa.central.susx.ac.uk>
Source record: 187613

```
Never mind about that, what about covert IBMism in the workplace?

Follow-ups to comp.sys.pc
```

2201. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 19:19:30 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cp8r0I.n4n@cix.compulink.co.uk>
Source record: 187616

>serious users (although all those photos of reviewers armed with soldering
>irons do make me worry). The informal sections make a light, varied read

Especially as they get the photo's the wrong way around!

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

2202. Hard drive controller for old STf

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 19:24:55 UTC
From: bounds@gulaam.cen.encompass.com
Message-ID: <1994May3.192455.13226@glv.cen.encompass.com>
Source record: 187565

I recently acquired an older Quantum Pro Drive (SCSI) and would like to
hook it up to my ST. What is a good choice for controller? (ICD??)
Also, this is an older (bought in 1987 ,TOS 1.?) ST.

--

+------------------+--+--------------+
Frank Bounds	Inet: bounds@gulaam.cen.encompass.com	NeXTmail
ENCOMPASS	Phone: 919-460-3267	accepted
Cary, NC		
+------------------+--+--------------+

2203. Re: UPLOAD: GEM AmiGo (Go Player)

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 19:41:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2q69de$4rk@golem.wcc.govt.nz>
Source record: 187614

On an ST set the piece size to 'small' and the game works brilliantly!

very difficult game! Good though!

2204. Re: fax-software

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 19:43:14 UTC
From: veneman@tv99ad.hacktic.nl
Message-ID: <Up-EEDUBHUV@tv99ad.hacktic.nl>
Source record: 187610

In <2q2shd$bd@turing.fwi.uva.nl> Martijn Dekker wrote :

>hi,
>
>I am looking for fax-software for my ST. I am using a 14k4 fax modem, don't
>know the exact fax-specifications (the manual is at home), i believe it can
>handle G3 (?) faxes. Is there any fax-software around on any site?
>reply by mail please.
>
You may try Junior Office. It's a nice shareware program.

Greets.
--

+-----------------------------------+
| Hans Veneman |
| E-mail: veneman@tv99ad.hacktic.nl |
| phone: +31(0)3200-35266 |
+-----------------------------------+

2205. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 19:54:03 UTC
From: amytys@tiamat.umd.umich.edu
Message-ID: <amytys.767994772@tiamat.umd.umich.edu>
Source record: 187570
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

What the hell?????

ATARI just jumped in volume....sold 400K+ in shares today, and
currently is +9/16.

Was there some kind of announcement that I missed????

2206. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 20:13:48 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2q6b9s$avd@cnn.sim.ES.COM>
Source record: 187617

In article <2pu0j2$m2t@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> The only reason that Mihochka is doing GEMulator is do get at Atari. He
> has a personal vendetta against them. I would also bet that if Atari ever
> went out of business, support for the GEMulator would dry up within a very
> short time.
>

Darek has been making emulators for a long time. If you recall, he made
ST XFormer (Atari 8-bit) emulator several years ago. Recently he even
introduce the PC version of XFormer. The Gemulator is a logical step in
the evolution of Atari emulators.

BTW, IF he does have a personal vendetta against Atari, he really can't
be blamed. Atari mismanaged their whol company, and left many developers
in the cold. Most Atari developers (as Atari dealers) have simply
vanished because of Atari's mismanagement.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

2207. Re: Screen???

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 21:06:18 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEDVDAWM@dksoft.ping.dk>
Source record: 187620

In <Cp6oLK.CnE@cix.compulink.co.uk> "Ofir Gal" wrote :

>Has anyone heard about a device called Screen something for the Falcon?
>Apparently it is sold by Hard & Soft in Germany. It is a video card for
>the Falcon. Any info will be useful.
>

It's called ScreenWonder, and it's pretty cheap, (available as a hardware upgrade). It's an little box you put on the monitor port, and connect your monitor to this device. After this you'll be able to reach high performance in screen size. I can't give you any more exact detail, but a few of my friends have such an thing, so if you can't get any details from another here at this newsgroup, i'll dig out some more info for you.

Greets
Kim

Ps. The price here in Denmark is about 900. (Thats ï¿½90)

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2208. Re: Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 21:19:28 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEDVDAWP@dksoft.ping.dk>
Source record: 187621

In <2dc2f3d7@tnogobl.ct.se> Mikke Mattsson wrote :

> > This goes for old customers as well Mikke.
>
>I'm beguinning to realize that. And it is a real shame, as it could become a
>great piece of software if the author cared about his customers.
>

Maybe if you told him in NeST. I guess that's the only possible connection
you have to him, (and it would probably please Rickard).

Greets
kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2209. Re: Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 21:28:52 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEDVDAWS@dksoft.ping.dk>
Source record: 187622

In <2q5e0h$dl5@rockall.cc.strath.ac.uk> "B.A.Baird" wrote :

>>This goes for old customers as well Mikke.
>>
>
>I get the feeling that its all down to a lack of communication.....all the
>complaints about orders seem to come from Europe... I had problems with my
>order,but nothing on the magnitude of you guys...

Could be that you'r an American. Steve only seems concerned about you guys.

>
>BTW Kim,I've had only one problem with RST on my Falcon,and that was the
>upgrade installation program.
>

Did you read my last mail i wrote to Tod in the NeST/AtariNet area where i'd post alot of stuff i had problems with ?. Like i said, it's just a part of my problems.

Also, i'm willing to accept, that many of the problems are caused by myself, but as i told Tod, i didn't get any help at all. I had Rickard and Mark to talk to, and Rickard only gave even more problems, (ran into a major discussion with him, and now we hardly can't speak to eachother), and Mark didn't know much, (which i didn't blame him, cause he have had RatSoft the same time i had). Unlike Rickard, Mark admitted he couldn't help!

But whats really bothers me, is seeing the way Steve behaves. This guy's should not be allowed to release any programs, unless they'r freeware. Maybe Steve have had problems, but this doesn't allow him to speak like that to his customers.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2210. Lynex Sampler ... Software wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 22:08:59 UTC
From: an95271@anon.penet.fi
Message-ID: <221317Z03051994@anon.penet.fi>
Source record: 187615

Hi,

I've recently been *given* a Lynex sampler for the Atari ST, on
the grounds that `If I can get it working, I can have it...'.

It plugs into the Atari cartridge port, and requires some software for the
Atari in order for it to work. One snag: No software! I would really like
to know where I can obtain the software for this, so if anyone has any
experience of this thing, and/or the software necessary for it to work,
I'd be *most* interested.

Thanks in advance!

john..

Please E-mail me, as I don't have News access....

jat5@unix.york.ac.uk, OR

jat@ohm.york.ac.uk.

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2211. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 22:30:13 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cp8zuD.9nz@cix.compulink.co.uk>
Source record: 187623

>it does - IMHO MiNT/MultiTos is really like a mini UNIX implementation !!

It sure is!

:-)

>loop which wastes loads of CPU time - apparently version 4.1 doesn't do this,
> but
>Atari haven't got round to officially releasing it yet :-(

I've heard that MTOS 4.1 doesn't work on plain 68000s, only 68030s and the
like. Anybody with a beta version like to confirm or deny this?

Thanks

Roland.

2212. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 23:01:43 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp91Ax.DAy@sdf.lonestar.org>
Source record: 187766

==========
The reason why so many people want a new GFA Basic is because they are used to it and have a lot of code they probably don't wish to port. Basic 4.0 was meant to feature many things, amongst them Multitasking Support, Falcon Video etc. etc. the first Beta I played around with wasn't that bad IMO
==========

If GFA Basic was written correctly in the first place you wouldn't even need to recompile the old programs!! Don't say that programers can't be expected to look into the future, because properly written apps that use REAL OS calls instead of GFA act-alikes would work just fine. I'm not saying to use C - I'm saying that for compatibility reasons, I HATE GFA Basic. I haven't been able to use GFA compiled programs since I was using TOS 1.0

I suggest we find another BASIC .. or do GFA right this time! Personally, for the interpretted monster within me, I'm thinking of looking at Smalltalk, just for fun.

Does anyone know if GNU Smalltalk comes with MVC or any GUI? Or would it be possible to add it? I'd like to play with Smalltalk someday.

0

2213. prizes needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 23:35:05 UTC
From: mvera@inf.utfsm.cl
Message-ID: <Cp92ux.165@inf.utfsm.cl>
Source record: 187618

Hi, I have a problem, may some could give a hand with it.
I'd like to get new atari computer (falcon of course) and some
other perifericals (hard disk, good monitor). But here in Chile all of
this aren't here yet.
So, I'd like to know the prize to all those things and
the exactly models with some especial especification, because a friend
of mine could get one for me, but I must to give him the informaction
that I told above.
Is there some atari shop at Miami ?
Thank you very much for your help.

--
mvera@inf.utfsm.cl | "Gracias a la vida que me ha dado tanto..." |
Marcos Vera Yanez | (Violeta Parra) |
Universidad Tecnica ==========
Federico Santa Maria (Valparaiso, Chile) **********

2214. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-03 23:41:05 UTC
From: daveh@netcom.com
Message-ID: <davehCp934H.2Lx@netcom.com>
Source record: 187619
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

g051@cpcw3.uea.ac.uk (Ian Brown#) writes:

>: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
>: 2.06 and have a spare set arround?)

>Surely it would be just as cheap nowadays to go stright to 2.06?

Yes, but you need the TEC board and that takes time to install. I will
go for 2.06 if it ends up being the same price however.

Dave.

2215. Re: UPLOAD: GEM AmiGo (Go Player)

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 00:31:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2q6qd4$lh5@uqcspe.cs.uq.oz.au>
Source record: 187624

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>On an ST set the piece size to 'small' and the game works brilliantly!

Yes - I gave up trying to make a default configuration that would look
passable on any system, hence the "YUCK!" dialog at the start telling
you to use the View dialog. A default configuration would have to be
for a 320x200 monochrome screen (cringe).

>_very_ difficult game!

Go players (I'm not one) will disagree with you.

>Good though!

Thanks...

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2216. Storm

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 01:57:48 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.94May3195748@solitude.math.utah.edu>
Source record: 187568

Hello,

My name is Jeff Healey and it has been about six months since the last time I used my atari. Just today I booted it up once again. About the time that I stopped using my computer a new telecommunications program had just come out named "Storm". At the time that I stopped the finished product had not yet been released and had a possible release date of sometime in January. I would like to know how to get ahold of the finished product, I remember liking the unfinished product very much.

Thanks in advance,

Jeff

2217. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 02:04:53 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1llm@outb.wimsey.bc.ca>
Source record: 187763

Any programmer who doesn't understand the C code (or any other language) he wrote 2 weeks ago would get fired on the spot if working for professional software developers. This is a reflection on the disorganized state of the programmers thought patterns, not the language! C programming is NOT difficult if you learn it systematically and from a teacher/professor who knows what they are doing. Any programmer who can't understand 2 week old code is guilty of one or more of the following: Poor documentation and commenting, writing "spaghetti code", and poor logic.

2218. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 02:09:23 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1llo@outb.wimsey.bc.ca>
Source record: 187764

Neil:you wondered about the possibility of using the Tabby and modem from the same serial port? I don't know for sure, but couldn't you use a serial printer switch box? Either an A/B box or an A/B/Y box. Does anyone know for sure?

2219. UPLOAD: TOSWIN 1.4 + Extensions, version 1.2

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 02:21:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2q70r0$qcg@uqcspe.cs.uq.oz.au>
Source record: 187626

Uploaded to atari.archive.umich.edu:

tw14w12b.zoo - binaries for TOSWIN 1.4 + WWA extensions version 1.2
tw14w12s.zoo - sources

Assuming you already know that TOSWIN is a program to allow TOS/TTP programs
to run in windows under MiNT/MultiTOS, my extensions are documented below.

Major changes since version 1.1 is the enhanced TOSRUN protocol.

This makes an excellent TOS/TTP runner for MultiTOS.

TOSWIN WWA Extension
----
by Warwick Allison (warwick@cs.uq.oz.au)
(TOSWIN v1.4, extensions v1.2)

Summary:

1. GEM RUN = Run 1 GEM program from within TOSWIN.
2. X SELECT = X Window System Xterm-style cut & paste.
3. AUTO RAISE = Windows are optionally TOPPED when point-to-type.
4. INITIAL REDRAW = Screen redraw done at start-up (not with MultiTOS).
5. BETTER TOSRUN = Open text windows from commandline with any
font, position, and size; use TOSWIN for
TOS and TTP programs run from the Desktop.

---

1. GEM RUN

The RUNTOS and TOSWIN programs are modified so that 1 GEM program
may be invoked from within TOSWIN when running as an application.

This is only useful to users running MiNT from the desktop with
TOSWIN as the INIT program.

To invoke a GEM program from within a TOSWIN window, use:

runtos -g someprog.prg arg1 arg2 arg3 ...

To invoke a TOS program in a window from within a TOSWIN window, use:

runtos someprog.tos arg1 arg2 arg3 ...

...as before.

This is often useful, for example if you are developing a GEM program
and want to run it, or if you use a GEM program for displaying or

manipulating the TOS files you are developing (eg. DVI_WIND for
viewing LaTeX DVI output, running a RSC editor).

2. X SELECT

The XTerm cut & paste technique is very quick to use:

- Click and drag to highlight a region (as normal TOSWIN).
- Double-click to select a whole "word" of text.
- Triple-click to select a whole line of text.
- Right-click to paste last selected text.

Currently, a "word" is hard-wired to mean:

Any sequence of alphanumeric characters or the
characters "/", ".", "_", or "@".

or Any sequence of whitespace.

or Any sequence of all the same character.

So for example, "warwick@cs.uq.oz.au" could be highlighted with
a double-click, as could " ", "========", "/mint/lib".

To change the hard-wired definition of "word", edit the
CharClass function in "util.c" of the source code.

3. AUTO RAISE

Windows are automatically raised to the top when the mouse
enters them (provided Point to Type is also enabled).

This is another feature that can often be configured on the
X Window System.

Personally, I find it a pain in the neck under X, however, it
is very useful in TOSWIN because under GEM, you cannot drag
or double-click on a window (ie. do all that cut&paste stuff)
unless it is the TOP window.

4. INITIAL REDRAW

When running TOSWIN from the desktop, the MiNT copyright message
and eXtended File System messages mess up the screen. This
extension merely does a screen redraw when TOSWIN initializes.

5. BETTER TOSRUN

In addition to the original feature of being able to open test
windows from the command line via:

runtos someprog.tos arg1 arg2 arg3 ...

You can now set the initial position and size:

runtos -w x y w h someprog.tos arg1 arg2 arg3 ...

and/or the initial font:

runtos -f fontname fontsize someprog.tos arg1 arg2 arg3 ...

-w and -f can be used at same time, but no use with the -g option
described under "GEM RUN" above.

Finally, if RUNTOS cannot find the pipe through which it talks
to TOSWIN, it attempts to execute TOSWIN_W.PRG or TOSWIN.PRG on
the $PATH variable.

To use this feature under MultiTOS, edit your GEM.CNF file so that
the directory containing TOSWIN_W.PRG is on the PATH, and so that
RUNTOS.PRG is used to run TOS and TTP programs, thus:

setenv PATH=.,F:\MULTITOS,F:\MULTITOS\TOSWIN
setenv TOSEXT=TOS,TTP
setenv TOSRUN=F:\MULTITOS\TOSWIN\RUNTOS.PRG

ALSO...

These extensions contain a number of bug fixes from the Net and
found during the extension implementation.

_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2220. Re: Atari Ispell uploaded (including german.med)

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 02:37:50 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2q71pu$77k@news.ysu.edu>
Source record: 187625

I see a lot of Germans using ZOO... where can I find a program that does ZOO?

I didn't find one on GEnie.

Try the umich atari archives. They have an stzoo.ttp and a neat shell to go with it.

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu)

2221. TEDINFO & template

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 03:50:25 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2q7621$3br@news.u.washington.edu>
Source record: 187628

OK, if I have a text field within a dialog, and I wish to retreive the contents of the field, I'd do the following:

```
char temp[80];

sprintf(temp, "%s", ((TEDINFO *)tree[TXTFIELD].ob_spec)->te_ptext);
```

where, tree is the adress of the dialog, and TXTFIELD is the object number of the text field (duuu....).

I have a particular situation, where I wish to retrieve the TEMPLATE of the text string.

I've tried

```
sprintf(temp, "%s", ((TEDINFO *)tree[TXTFIELD].ob_spec)->te_pvalid);
```

but this doesn't work (all I get is the first character of the validation field).

Any suggestions?

BTW I'm using GCC.

2222. Re: Questions about Atari XFormer

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 04:24:55 UTC
From: diehl@io.org
Message-ID: <2q782n$45g@ionews.io.org>
Source record: 187647

The latest version is v2.55, and it's okay if all you want to run is basic stuff and some executable binary utilities ... but games that load under DOS don't fare so well ... in fact, very, very little of what I tried to run would run very well under DOS 2.5. Basic games had very few problems. And don't even try running any demos ... they won't work at all.

In addition, it's not any faster. It still runs at what looks like 1800 baud and is still as slow as a dog. Derek hasn't updated Xformer since he left the Atari platform to work at Microsoft...

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

2223. Re: AMIGA_Musician

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 04:36:24 UTC
From: diehl@io.org
Message-ID: <2q78o8$48l@ionews.io.org>
Source record: 187650

Most trackers on the ST, STE and Falcon have the full, complete command set, with the only exception being ProTracker's Extended Tempo settings (F80-FFF) which _only_ ProTracker supports; the rest of the commands are all supported, including the full E command set.

CYOTFS!
...D.L.
...Underground

(incidentally, said MODs should work perfectly on ANY Atari machine, not just the Falcon, provided you stay within the 8-bit, 4 track MOD standard. And just FYI, MOD editors on the ST, STE and Falcon030 are compatible with the Amiga/Mac/DOS machines, and vice-versa, in said standard 8-bit/4 track format)

2224. Re: Sample Playback on ST's

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 04:40:11 UTC
From: diehl@io.org
Message-ID: <2q78vb$4bs@ionews.io.org>
Source record: 187551

The only way you'll be able to get more voices is if you have an STE. Then
you can use a program called Oktalyzer, which allows 8 simultaneous voices.
THe problem is, its 8 track format isn't compatible with anything else -- not
even Amiga Oktalyzer...

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

2225. Re: Cheap Falcon 40 Mhz upgrade !

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 05:59:13 UTC
From: Lexicor@world.std.com
Message-ID: <Cp9KMq.Fzr@world.std.com>
Source record: 187639

Compared to a stock TT in pure CPU power a 68030/40 is naturally faster
than a 68030/32 however the Falcon doesn't have TTFastram and I doubt
that the "overall" performance is faster than a stock TT with Fastram...

I would like to see some gembench results if possible

Cheers

Yat

2226. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 07:15:49 UTC
From: error@stack.urc.tue.nl
Message-ID: <2q7i35$m8s@tuegate.tue.nl>
Source record: 187641

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>Could someone post these here? And what then? How do we enforce these?

We enforce them by:

a) not buying software that does not conform.
b) complaining to developers that do not conform.
c) give the correct example by using the standards ourselves.
d) making them freely available (the guidelines)

Erlend.

--

2227. Re: TEDINFO & template

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 07:21:41 UTC
From: <>
Message-ID: <2q7ie5$o9h@mother.usf.edu>
Source record: 187640

In article <2q7621$3br@news.u.washington.edu> jbeeghly@u.washington.edu (Jeff Beeghly) writes:
>OK, if I have a text field within a dialog, and I wish to retreive the
>contents of the field, I'd do the following:
>
>char temp[80];
>
>sprintf(temp, "%s", ((TEDINFO *)tree[TXTFIELD].ob_spec)->te_ptext);

Do you have a reason why you're not using something straightforward like
strcpy(temp, ((TEDINFO *).....) ?

>
>where, tree is the adress of the dialog, and TXTFIELD is the object
>number of the text field (duuu....).
>
>
>I have a particular situation, where I wish to retrieve the TEMPLATE of
>the text string.
>
>I've tried
>sprintf(temp, "%s", ((TEDINFO *)tree[TXTFIELD].ob_spec)->te_pvalid);
>
>but this doesn't work (all I get is the first character of the validation
>field).
>
>Any suggestions?
>
>BTW I'm using GCC.
>
>

It is not documented, but it's possible to only put in the first character of
your validation string in a resource editor and all of the rest of the
following characters will use the same validation character. Maybe that is
your problem. Maybe you should also start using more normal ways of copying
strings.

Also, I have found that doing something like this is desirable:

```
char text[80];
...
text[0] = '\0';
((TEDINFO *)tree[TXTFIELD].ob_spec)->te_ptext = text;
```

Then do your form_do, etc, and the text variable automatically contains the string typed in. The text[0] ='\0' is just to clear the string initially.

2228. ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 07:51:47 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994May4.075147.14666@midway.uchicago.edu>
Source record: 187633

Hi,
Does anyone know if ST BASIC is available from some Gopher or
anonymous FTP site? I bought my ST second-hand, and I did not get the
language disk. I'd appreciate any help.

Gustavo

2229. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 08:30:48 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2q7mfo$m5r@percy.cs.bham.ac.uk>
Source record: 187634

error@stack.urc.tue.nl (Erlend Nagel) writes:
>ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>Could someone post these here? And what then? How do we enforce these?
>

They (Macintosh style manual including shortcuts et al) are documented
by Apple. Apple also do an 'Internationalizing Software' book (the
title's wrong, but it is one of the Inside Mac series). I consider
that everything we want to do and enforce is inside these two books.

Can anyone provide the correct titles and ISBNs?

Erlend also mailed me the Dutch version of the resource file not found
alert, which we could add to the list:
"Resource file niet gevonden. Einde"

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2230. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 08:42:40 UTC
From: doucet@ripolin.laas.fr
Message-ID: <2q7n60$32f@hal.cerfacs.fr>
Source record: 187636

In article 15215@city.ac.uk, cf580@city.ac.uk (WRIGHT T J) writes:
|| [... some deletions...]
|| out. There was a patch for this posted some time ago, but regrettably
|| it doesn't work with the newest (v3) version of Civ. Version 3 was (to
|| my knowledge) published last July or so, and despite the fact that
|| [... some more deletions...]
|| --
|| Tim Wright - T.J.Wright@city.ac.uk

How can you know what Civ version you've got ? It doesn't seem to be
written anywhere in the book, on the disks or inside the program itself...
TIA.

__ _____ _____
__| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
| | | ___| | |
_____|_____|_____/ LAAS-CNRS / Toulouse / France

2231. ST Games for Sale!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 08:56:16 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2q7nvh$cqa@usenet.INS.CWRU.Edu>
Source record: 187635

```
I have the following original disks + docs for sale- $10 each program
unless otherwise noted.

ACCOLADE
--------
Day of the Viper (2 disks)
HardBall

EPYX
----
Dive Bomber (2 disks)
Rogue

FTL
---
SunDog : Frozen Legacy

IMPRESSIONS
-----------
BrickBusta
HellBent
Ring Side

MICROPROSE
----------
F-15 Strike Eagle
Pirates (2 disks)
Silent Service

MINDSCAPE
---------
Captain Blood (2 disks)
Gold Runner

PSYGNOSIS
---------
Barbarian (2 disks)
Obliterator (2 disks)

RAINBIRD
--------
Black Lamp
Carrier Command
Elite
Space Cutter
Star Glider
```

SIERRA

King's Quest II (2 disks)
*Man Hunter -$20 (5 disks)
*Space Quest II -$15 (3 disks)
Ultima II

STRATEGIC SIMULATIONS INC (SSI)
----
*Advanced Dungeons and Dragons: Heroes of the Lance -$15 (3 disks)
Demon's Winter (2 disks)
Phantasie II (2 disks)
Phantasie III : Wrath of Nikademus (2 disks)
Questron II (2 disks)
*Rings of Zilfin -$15 (3 disks)
Roadwar 2000
Stellar Crusade (2 disks)

MISCELLANEOUS TITLES

APB - Tengen Software
Alternate Reality - Datasoft (2 disks)
Artura - Arcadia, Inc.
Hard Drivin Toobin - TNT
Last Duel - Capcom
Leviathan - Thunder Mountain
Monty Python's Flying Circus - Virgin
*Paladin - Omnitrend $15 (3 disks)
President Elect 1988 - Logical Design
Rambo III - Taito
Road Raider - Mindscape (2 disks)
Renegade - Taito (2 disks)
SDI - Mindscape (2 disks)
Shadowgate - Icom (2 disks)
Side Arms - Capcom
Sorcerer Lord - PSS
Spectrum Holobyte Falcon - Sphere (2 disks)
Star Ray - Logotron
Star Trek - Paramount
Tau Ceti : Lost Star Colony - Thunder Mountain
Universe III - Omnitrend
Vampire's Empire - Digitek
Wanderer - ?
Xybots - Tengen (2 disks)

UTILITIES
----
*Degas (orig disk, no docs) - $15
*Neodesk - $20 (2 disks)

As I said, all the above (unless otherwise noted) is $10. We'll decide
the shipping cost together. I really am into MIDI software, so I don't

need these 'toys' (although fun) anymore.
MIDI trades welcome!!!! If you have any questions, or are looking for a specific type of game, please feel free to email me.

Thank you for your time . . .

2232. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 09:19:34 UTC
From: unrzd6@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2q7pb6EejI@uni-erlangen.de>
Source record: 187649

cf580@city.ac.uk (WRIGHT T J) writes:

>out. There was a patch for this posted some time ago, but regrettably
>it doesn't work with the newest (v3) version of Civ. Version 3 was (to
Is there any way of getting the updates from microprose???

>BTW - To the guy who complained at getting over 100%; the percentage is
>simply 2,4,6,8 or 10 percent of your score depending on which level
>you play on; I've managed to get 180% on Emperor level.
SO I have still a goal to reach \:)))

KOnstantin

Snail: Konstantinos Agouros, Erlanger Str. 11, 91080 Spardorf, Germany
Email: unrzd6@cd4680fs.rrze.uni-erlangen.de
Phone:+49 9131 59427 or +49 9131 501103 or +49 2175 3353
IRC: Elwood_G

"Not the apple story again!" Prof Stephen Hawking

2233. Re: GFA Basic 4.0...

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 09:37:58 UTC
From: fraserc@dcs.gla.ac.uk
Message-ID: <Cp9urA.ru@dcs.gla.ac.uk>
Source record: 187637

FELDAK79@SNYONEVA.CC.ONEONTA.EDU writes:

>People (my self included) want a new version because we are most
>comfortable with the language.

...

>Instead of waiting several minutes for your programs to compile - you can
>see the results almost instantly. Furthermore, the GFA editor has always done
>a great job catching the most basic typographic and logic errors that would
>cause the users of most other languages to lose their hair!

...

>Ari

One serious problem: If you miss a % at the end of an integer variable name
then a new (real) variable is created with value 0. A bitch to debug.

Very good on the whole however.

Campbell

--
Campbell Fraser <fraserc@dcs.gla.ac.uk>

2234. Game Updates, Civ & Elite II

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 09:47:42 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <Cp9v7L.EAu@festival.ed.ac.uk>
Source record: 187638

Hi, on the subject of game updates, what are the most recent versions of EliteII and Civalisation. Also, do I have the hassle of sending the disks back to the manufacturers for update?

Alan Swanson Email: emdu02@castle.ed.ac.uk
swanson@festival.ed.ac.uk

"Under the most rigorously controlled conditions of pressure,
temperature, volume, humidity and other variables, the computer
will do as it damn well pleases."

2235. Re: Cheap Falcon 40 Mhz upgrade !

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 09:51:06 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.55.0009DA53@pz-oekosys.uni-kiel.d400.de>
Source record: 187554

In article <1994May3.121159.13666@htsa.aha.nl> you write:
>I think that a lot of peolple (who think that the falcon is slow)
>are interested in this.

>Some numbers: 100 % is a standard 32 MHz TT 030
>CPU memory: 112 %
>CPU register: 124 %
>CPU divide: 124 %
>CPU shifts: 126 %
(It's just the CPU-Speed! So perhaps on heavy calculations running in the
CPU and the cache will be that fast.)

>The upgrade makes your FALCON 030 about 1.2 times as fast as a TT 030 !.
^^^
Do you really believe this?

German ST-Magazin did a test on different upgrades which speed up the
Falcon. And the only upgrade which could reach the TT was the Mighty Sonic.
And only if it uses Fast-Ram! IMHO is the bus-speed still the break in your
computer and without speeding up the ram your maximum speed is limited!

Greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

2236. Re: "address" program in English anywhere?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 10:46:16 UTC
From: alpldbia@w355zrz.zrz.tu-berlin.de
Message-ID: <2q7udo$5uf@brachio.zrz.TU-Berlin.DE>
Source record: 187644

>I found an excellent address database on the net, somewhere, called "address".
>The only problem is that it's in German only, so I was wondering if there is
>a version of it somewhere in English?

I don't know ADDRESS but I know DACAPO which is an excellent address database, too. Originally written in German recent releases contain an English resource file which can replace the German one in order to get an English version. This program is shareware (30.- DM); the unregistered version can handle only 40 addresses.

2237. BlowUp Hard II Help?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 10:54:57 UTC
From: pagan@meiko.co.uk
Message-ID: <2q7uu1$gb9@bart.meiko.com>
Source record: 187645
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Just got my BUH II and I was trying to install it this
morn but just got "File could not be written" errors. This
left a 2Mb file on my disk also. Any thoughts?

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2238. Re: Ste and hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 11:29:01 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.768050941@Paddington>
Source record: 187646

lambert@cse.unsw.edu.au (Tim Lambert) writes:

>I recently bought a cheap secondhand Ste to replace my STf, which has
>some problems. Everything worked happily for a little while, and then
>the root directory on my hard drive (a SH204) got corrupted. The
>first couple of entries were OK, but after that it looked like two
>bytes had been lost and all the other entries were moved down by two
>bytes (so it looked as if the first two bytes had been removed from
>each name). I zeroed the partition and was able to restore most of it
>from backups when the same thing happened again.

>There was some discussion in this group about some STes having faulty
>DMA chips. Is this what I have? Is it worth fixing, or should I just
>return it?

Call Atari, quote the serial number of the machine and they can tell you what to do.

>Also: The SH204 is partitioned into a 9Mbyte and a 10Mbyte partition,
>with 1Mbyte unused. The fellow who sold it to me cautioned me against
>repartitioning to use all of the disk. What terrible thing will
>happen if I do?

I can't see any problem with using the whole drive, but I have never used a SH204.
--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

2239. Re: Jaguar PC Card

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 11:31:36 UTC
From: osantiag@hemlock.gesd
Message-ID: <2q812o$6fj@cnn.MOTOWN.GE.COM>
Source record: 187735

From aeo.mag@genie.geis.com Tue May 3 22:28:07 1994
Received: from crdns.crd.ge.com (crdns.crd.ge.com [3.1.7.107]) by serling.MOTOWN.GE.COM (8.6.8.1/8.6.6) with SMTP id WAA27424 for <osantiag@motown.ge.com>; Tue, 3 May 1994 22:28:01 -0400
From: aeo.mag@genie.geis.com
Received: from crdems.crd.ge.com by crdns.crd.ge.com (5.65/sendmail.ease_1.79(3/22/94))id AA15978(crdns.crd.ge.com); Tue, 3 May 94 22:25:22 -0400
Received: from [192.238.17.2] by crdems.ge.com (5.65/GE 1.76) id AA27618; Tue, 3 May 94 22:21:06 -0400
Received: from ctrc.fs.saci.org by cobalt.idde.saci.org (4.1/SMI-4.1)id AA02891; Tue, 3 May 94 18:44:15 CDT
Errors-To: <tony@vtplace.idde.saci.org>
Received: from CTRC/MAILQUEUE by ctrc.fs.saci.org (Mercury 1.11); Tue, 3 May 94 18:41:36 CST
Received: from MAILQUEUE by CTRC (Mercury 1.11); Tue, 3 May 94 18:41:28 CST
To: "Atari Jaguar List" <jaguar-l@ctrc.fs.saci.org>
Subject: -->> JAGUAR ON PC <<--
Date: Tue, 3 May 94 22:24:00 UTC
Errors-To: <tony@vtplace.idde.saci.org>
Reply-To: jaguar-l@ctrc.fs.saci.org
Sender: listserv@ctrc.fs.saci.org
X-Listname: <jaguar-l@ctrc.fs.saci.org>
X-Mailer: Mercury MTA v1.11.
Message-Id: <807255216E@ctrc.fs.saci.org>
Content-Length: 3540
X-Lines: 68
Status: RO

SAN JOSE, Calif., May 3 /PRNewswire/ -- Atari Corp. (AMEX: ATC) today announced that it has exclusively licensed Jaguar technology to Sigma Designs (NASDAQ: SIGM) to deliver PC cards incorporating the award-winning Jaguar 64-bit technology with Sigma's Reel-Magic(TM) full-motion video capabilities. This deal will expand Jaguar's market reach by allowing more than 10 million users to play Jaguar software titles on their IBM-compatible personal computers by year's end.

"Atari will once again jump ahead of the market by bringing the world's most advanced game technology to a new group of consumers in record time," said Sam Tramiel, president of Atari. "Knowing there would be great demand for Jaguar on personal computers -- we designed the system to talk easily to the leading computer architectures. This has allowed us to move quickly to partner with Sigma Designs to make this happen before Christmas."

"We are pleased to join Atari in its mission to expand the industry standards for video game play," said Julien Nguyen, vice president of engineering and chief technical officer of Sigma Designs. "Jaguar's 64-bit technology will be extremely attractive to the MPC customer base of more than 10 million users. By combining Sigma's Moving Picture Experts Group (MPEG) technology with Atari's 3D animation, we look forward to bringing the hottest video game technology and software titles to the desktops of users worldwide."

Sigma Designs, headquartered in Fremont, Calif., is a leading manufacturer of high-performance multimedia computer products and document imaging display solutions. With the the release of its ReelMagic MPEG controller in October 1993, Sigma Designs redefined affordable video playback for the PC. ReelMagic allows users to experience a new generation of realistic entertainment, education, training, and business presentation software titles with full-screen, full-motion video and CD-quality sound. All Sigma Designs products are sold worldwide through a network of dealers, distributors and system integrators.

Atari Jaguar is the world's first 64-bit interactive multimedia home entertainment system and is the only video game system manufactured in the United States. Jaguar, the most powerful multimedia system available, was recently named the industry's "Best New Game System" (Video Games Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan). Jaguar also recently was given the European Computer Trade Show Award for "Best Hardware of the Year."

Atari Corp., based in Sunnyvale, Calif., manufactures and markets 64- bit interactive multimedia entertainment systems, video games and personal computers for the home, office and educational marketplaces.

NOTE: All trademarks are the property of their respective owners.

-0-

5/3/94 /CONTACT: Lynn Thompson, 408-764-0740, or Karen Magill, 617-494-8202, both of Cunningham Communication for Atari; or Bill Rehbock of Atari, 408-745-2000

(ATC SIGM)
CO: Atari Corporation; Sigma Designs ST: California IN: CPR SU: PDT

--

Travis Guy - Editor - Atari Explorer Online Magazine + Mulder--"Could you help
Please EMail me at: aeo.mag@genie.geis.com | me find my dog? He's a
AEO subscriptions: stzmagazine-request@virginia.edu | Norwegian Elkhound. His
FTP AEO Volume 3 from rahul.net:pub/wilsont/AEO | name is Heinrich. I use
(The weather's stormy in - FLORIDA!) 1001100x02 + him to hunt moose."

2240. Re: ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 11:49:52 UTC
From: cgra@se.alcbel.be
Message-ID: <4505@btmwj1.se.bel.alcatel.be>
Source record: 187648

In article <5g2uEAq.abarbiero@delphi.com>, abarbiero@delphi.com writes:

| FINLOW-BATES ERIK <u9441816@wumpus.cc.uow.edu.au> writes:
|
| >Hey ST users does anyone know of any user groups in the Wollongong area?
| >If so then please tell me !!
|
|
| OK, I'll bite.... WHERE the hell is this? Got a State/country/province
| or continent?
|
| Andreas@AEO

Australia, stupid. It's even in Erik's email address.

Duh.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2241. Re: The best & Worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 12:08:38 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <5113@beacon.rain.com>
Source record: 187442

> Tower Of Babel
>
Never heard of this one, what's it like?

2242. f030 mpeg player on ftp

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 12:10:49 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994May4.121049.16567@solaris.rz.tu-clausthal.de>
Source record: 187553

Hi!
I have just put an mpeg player for Falcon030 on the ftp site:
ftp.tu-clausthal.de:/pub/atari/falcon/graphics/viewer/mpegplay.zip
It's runs on both VGA and RGB and it's rather slow -- 1 frame/second on
160x100 mpegs -- the DSP isn't used by the player.

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

2243. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 12:27:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.47478.4514.0N19D0AA@canrem.com>
Source record: 187558

Hi Graeme,

do you know of anyone handling CoNnect here in North-America?

Ralf.

2244. Re: ST as (X)Terminal?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 12:28:27 UTC
From: cgra@se.alcbel.be
Message-ID: <4508@btmwj1.se.bel.alcatel.be>
Source record: 187552

In article <2q5ut5$499@urmel.informatik.rwth-aachen.de>, stephan@abmx.rz.rwth-aachen.de writes:

>Is it possible using my fantastic ATARI 1040 ST as an (X) Terminal connected
>to a Linux machine?

To use your ST as a terminal, run <InsertYourFavouriteCommsPackage> or the
Atari-supplied VT52 emulator 8-0.

If (X) is as in X Windowing System then I doubt this would run on an ST.
It has a hard time running on a VAXstation, if it comes to that. ;(

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2245. Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 13:54:18 UTC
From: rimfax@acs4.bu.edu
Message-ID: <2q89ea$miv@news.bu.edu>
Source record: 187555

My mouse is deathly ill. It works fine when I turn on
my computer for about ten minutes then, its verticle movement
gets seizures, followed by either only upward or downward
movement.
Is there a doctor in the house??? Can my mouse be
saved or do I have to call Dr. Kevorkian???

Please, don't let my mouse die! I can't afford the
burial or a replacement mouse.

Thanks in advance for any hints or tips you all may have.

Wayne T. Schultz
rimfax@acs.bu.edu

2246. Re: Bare SCSI Hard-Drive to Falcon - How?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 13:58:01 UTC
From: matija@sirius.ijs.si
Message-ID: <1994May4.135802.1062@cathy.ijs.si>
Source record: 187562

In article <TU7NBJBE@math.fu-berlin.de>, Rob! <u9019448@qub.ac.uk> wrote:
> My Uncle recently upgraded from an STE to a Falcon and now has a SCSI
>hard drive and an external disc drive that he can no longer connect up.
>
> He's wondering that since he has a SCSI II port and specifically a
>Power ICD SCSI hard-drive (ADSCSI-ST ICD interface) how would he re-connect
>this drive to his falcon.

If I understand his problem correctly, he needs to buy a SCSI-2 to SCSI cable
(around 100DEM), unplug the ICD interface from the disk, plug the SCSI side
of his new cable to the same connector on the disk where the ICD was connected,
and boot up.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2247. Re: ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 14:24:09 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405041346.AA03013@ilmen.lanl.gov>
Source record: 187556

In article abarbiero@delphi.com, abarbiero@delphi.com () writes:
>FINLOW-BATES ERIK <u9441816@wumpus.cc.uow.edu.au> writes:
>
>>Hey ST users does anyone know of any user groups in the Wollongong area?
>>If so then please tell me !!
>
>
>OK, I'll bite.... WHERE the hell is this? Got a State/country/province
>or continent?

Try Australia, mate. Not a bad spot on the map as I recall. But I doubt there are any ST user groups there now. When I left Oz 3 years ago it was tough enough to find groups in Sydney, Melbourne, Adelaide and Perth.

BTW, Andreas... the 'au' in the original posters email address should have tipped you off as to where Wollongong was. :)

-Hutch- @ Fair Dinkum Tech

2248. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 14:54:09 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405041416.AA03035@ilmen.lanl.gov>
Source record: 187557

In article 1836@info2.rus.uni-stuttgart.de, higgi@news.uni-stuttgart.de (Heiko Hartmann) writes:
>
>Learning C IS difficult. C is the assembler of the 90s!

I agree that there IS a steeper learning curve associated with C than with BASIC but that's not what I was getting at. My point was only that learning C is not THAT much more difficult than learning Pascal. And my generic recommendation to anyone trying to decide which of the two (C or Pascal) to learn is to go with C for reasons enumerated before.

>I know C-programmers which don't understand their code they have written
>two weeks ago!

Ha! That little problem is not the exclusive territory of C programmers by a long shot. I have plenty of GFA code I've written in a hurry that I haven't the foggiest notion what I had in mind at the time. Quite simply, there is NO such thing as self-documenting code. That's a task which must be done by the programmer... or you pay the price later on. ;-)

-Hutch- @ Fair Dinkum Tech

2249. Re: Looking for Marcel - Wordprocessor

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 15:35:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <CpAB8v.1z3@westminster.ac.uk>
Source record: 187559

Hans-Peter Huth (huth@stack.zfe.siemens.de) wrote:
: Where can i get the wordprocessor marcel from? FTP preffered.

It is available from micros.hensa.ac.uk, under
micros/atari/tos/n/n094 and n095

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2250. Gemulator...

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 16:27:38 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405041627.MAA21101@beauty.magnus.acs.ohio-state.edu>
Source record: 187560

I wasn't commenting on the quality of his product just his motivation, which he has been heard to state to many people. I believe the reason he quit posting to c.s.a.st was due to his constant sticking his foot in his mouth.

And if Atari went bye bye, I'm certain you could kiss GEMulator from Brasoft goodbye. He did the same thing with QuickST. He publicly stated he was only producing it to put TurboST out of business. He even went to the point of declaring TurboST dead, just days before an upgrade to it. Once he felt satisfied in his contest with TurboST he sold off QuickST to the Codeheads. It didn't interest him any more.

He is an interesting character. I love the hype about PCXformer, sorry darek it isn't the first Atari 8bit emulator for the DOS world. And what has happened to his Mac Emulation that no one else could do, hmmm maybe he looked around and saw that there were already several on the market.

I just wouldn't count on his supporting GEMulator long term no matter what the market for it might be. Maybe he'd sell it off like QuickST... but who would buy it.

The deal he made with atari developers was cool. But his marketing is misleading and walks the legal line in many states.

just my $1.12 worth ;)

Dan Ackerman
ackerman.29@osu.edu

2251. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 16:42:21 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2q8j9d$aig@charm.magnus.acs.ohio-state.edu>
Source record: 187561

>only 486SX-25 speeds. Having only ONE box on your desk is quite attractive,
>IMHO
>.

>-Hutch- @ Fair Dinkum Tech

Also a good hope of running your ST stuff. Personally I believe a much
better route than a GEMulator. Just need them to expand JET out and you could
be up and running in no time.

(JET stands for Just Enough Tos and is part of the MacMiNT kit)

I think I'll stay with my Falcon though, I really prefer it.

Dan Ackerman
ackerman.29@osu.edu

2252. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 16:55:10 UTC
From: cf580@city.ac.uk
Message-ID: <1994May4.165510.28612@city.ac.uk>
Source record: 187564

Konstantinos Agouros (unrzd6@cd4680fs.rrze.uni-erlangen.de) wrote:
> cf580@city.ac.uk (WRIGHT T J) writes:

> >out. There was a patch for this posted some time ago, but regrettably
> >it doesn't work with the newest (v3) version of Civ. Version 3 was (to
> Is there any way of getting the updates from microprose???

Yeah; just phone microprose. They usually ask for your disks to be sent
in so they can confirm you have an original (you can continue to play
off backups or a hard drive, of course) but if you beg sufficiently
they might just send them straight out.

> >BTW - To the guy who complained at getting over 100%; the percentage is
> >simply 2,4,6,8 or 10 percent of your score depending on which level
> >you play on; I've managed to get 180% on Emperor level.
> SO I have still a goal to reach \:)))

I don't play it as much as I used to; even Emperor level is too easy
after enough practise. Apparently someone hacked the PC version to
provide two levels harder than Emperor... anyone fancy doing the same
to the ST?

> KOnstantin

> ---
> Snail: Konstantinos Agouros, Erlanger Str. 11, 91080 Spardorf, Germany
> Email: unrzd6@cd4680fs.rrze.uni-erlangen.de
> Phone:+49 9131 59427 or +49 9131 501103 or +49 2175 3353
> IRC: Elwood_G
> ---
> "Not the apple story again!" Prof Stephen Hawking

--
Tim Wright - T.J.Wright@city.ac.uk

2253. Re: Cheap Falcon 40 Mhz upgrade !

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 17:05:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpAFGy.r6@cix.compulink.co.uk>
Source record: 187575

In message <chris-m.55.0009DA53@pz-oekosys.uni-kiel.d400.de>,
chris-m@pz-oekosys.uni-kiel.d400.de said:
>
>In article <1994May3.121159.13666@htsa.aha.nl> you write:
>>I think that a lot of peolple (who think that the falcon is slow)
>>are interested in this.
>
>>Some numbers: 100 % is a standard 32 MHz TT 030
>>CPU memory: 112 %
>>CPU register: 124 %
>>CPU divide: 124 %
>>CPU shifts: 126 %
>(It's just the CPU-Speed! So perhaps on heavy calculations running in the
>CPU and the cache will be that fast.)
>
>>The upgrade makes your FALCON 030 about 1.2 times as fast as a TT 030 !.
> ^^^
> Do you really believe this?
>
>German ST-Magazin did a test on different upgrades which speed up the
>Falcon. And the only upgrade which could reach the TT was the Mighty Sonic.
>And only if it uses Fast-Ram! IMHO is the bus-speed still the break in your
>computer and without speeding up the ram your maximum speed is limited!

You are correct, even if the Falcon was running at 66MHz, without
modification to allow FastRAM you will not get more than a 50% increase in
speed. I suugest running GEMBench on this mod and looking closely at the
RAM access result.

Ofir ogal@cix.compulink.co.uk

2254. Re: Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 17:09:37 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2q8ksh$amn@charm.magnus.acs.ohio-state.edu>
Source record: 187563

Do you have another mouse you can check on your machine? Sounds more
likely that you are having problems with either your keyboard chip or serial
chip.

Does the 'ALT + arrow' trick still work or is that flakey as well?

Dan Ackerman
ackerman.29@osu.edu

2255. Re: How do I write a cookie?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 17:34:54 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CpAGu6.2BB@cix.compulink.co.uk>
Source record: 187576
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>What I would specifically like to know, is how to write a High Density
>Disk Drive cookie.
TOSes after 1.6 will write a _FDC cookie automatically (this is installed by
TOS and is an official Atari cookie) for tyhe type of disk drive installed.
All cookie values are longs and the high byte here indicates the highest
dewnsity floppy
0 = 360/720K DD
1 = 1.44Mb HD
2 = 2.88Mb ED

The low 3 bytes give an indication of where the drive came from. 'ATC' means
Atari line fitted.

So, on TOS 2.06 the cookie will already be there.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2256. ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 17:51:53 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2q8nbp$hi4@news.u.washington.edu>
Source record: 187566

Does ST Format or ST Users have an e-mail address? If so, what is it? I have a couple of questions for them.

2257. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 18:11:33 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994May4.181133.2672@unix.brighton.ac.uk>
Source record: 187783

In article <Cp1nru.6y8@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan K. Langlois) writes:

<stuff deleted>

>>3) Gemulator supports up to 8Mb RAM, and is capable of partitioning
>> down to 512Kb. Think of the RAMdisks!
>
>GOOD! You'll need it! You need 8MB to emulate a 4MB ST! RAMDISKS?
>Show me a RAM Disk as flexible as RAMFS for MiNT. And a TT supports LOTS
>of RAM.
>
Well this means you can emulate an 8MB ST. You could have a 4MB ram disk and
still have lots of ST memory left etc...

>>
>>4) Under SVGA, you can access screen resolution of 800x600x16 colours
>> (apparently VERY nice for Geneva).
>
>Under a TT you can get 1280x960 and if you get a VME card, even higher.
>
TT's cost a lot of money - so do the cards.
>>
>>5) All Atari-format disks supported.
>
>Not MINIX! And while overformat may be supported, I bet I could do a
>Twister format that would screw it up. And copy protected games are NOT
>supported.
>
MINIX isn't Atari format - it's MINIX format. Don't know what Twister would
do - but re: games, would you really buy an ST emulator to play games on?

<stuff deleted>

>>
>>7) Sound support via Soundblaster card.
>
>Only the Yamaha sound, which is FM modulated square wave with effects
>oscillators. Show me STe DMA sound .. or better yet, Falcon sound.
>
I don't think you would really worry about sound. My ST setup doesn't
even have a speaker, the only sound I would get would be the keyclick
and bell.

<a bit more stuff deleted>

I think the Gemulator is interesting - some say it's good, other's say it's
a load of rubbish. I would like to have a look at one myself to really
judge, but so far I think I like the idea - esp if it can be fitted
to a laptop PC.
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

2258. Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 18:22:41 UTC
From: rimfax@bu.edu
Message-ID: <2q8p5h$rpa@news.bu.edu>
Source record: 187567

[No readable article body recovered]

2259. Falcon Cases....

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 18:47:46 UTC
From: nj1@ukc.ac.uk
Message-ID: <7715@merlin.ukc.ac.uk>
Source record: 187569

Has anybody any details about two-peice cases for the Falcon??

I know about the System Solutions Tower case....

Any others??

Ta,

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

2260. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 19:37:50 UTC
From: bsbyun@uswnvg.com
Message-ID: <31365@uswnvg.uswnvg.com>
Source record: 187574
Cross-posted to: comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

There was this insurance guy back in Tampa named Dick Shaver...

Also, back in grade school in my Sunday school class there was this
Vietnamese kid, a recent immigrant, with the unfortunate name of....

Phoc Yu

No kidding. I am pretty sure he changed it after he started American
school, and teachers began asking what his name was...

Bryan

2261. Re: ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 20:06:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May4.200609.1622@bradford.ac.uk>
Source record: 187571

Jeff Beeghly writes:
: Does ST Format or ST Users have an e-mail address? If so, what is it? I
: have a couple of questions for them.

Well ST Review are at streview@cix.compulink.co.uk, and ST User might also
be on CIX (Both are Europress).

The nearest you will get to ST Format is via their publishers, Future
(future@cix.compulink.co.uk). They also have their own BBS (+44) 225 465977.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2262. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 20:14:46 UTC
From: darekm@microsoft.com
Message-ID: <CpAo91.2A7@microsoft.com>
Source record: 187658

In article <2pmg8n$m42@sentinel.mdd.comm.mot.com> richards@mdd.comm.mot.com (Chris Richardson) writes:
>I have in my hands a review of Gemulator 3 in ST Applications. It is
>very favourable and has given me hope, at least, that if I do hold my
>breath and go PC, I can still use my current software base.
>
>Some of the things this article mentions:
>
>1) The software emulation carried out by the Intel chip is
> capable of processing one 68K instruction in 5 cycles
> for a 386 and in 3 cycles for a 486. This means a 486/66
> should give roughly 22MHz 68000 speed.
>
> The GEM Bench stats supplied were for a 486DX33 and none of
> benchmarks was worse than 108% of a standard, non-blitter ST.
>
> If NVDI can run on top of that, then the speed should be
> pretty hot.`
>
>2) Parallel printing is available from the PC port.
>
>3) Gemulator supports up to 8Mb RAM, and is capable of partitioning
> down to 512Kb. Think of the RAMdisks!
>
>4) Under SVGA, you can access screen resolution of 800x600x16 colours
> (apparently VERY nice for Geneva).
>
>5) All Atari-format disks supported.
>
>6) PC serial port supported with the usual TOS-based problems.
>
>7) Sound support via Soundblaster card.
>
>8) Will run under WOndows 3.1 or OS/2 2.1 or MS-DOS or DR-DOS.
>
>9) No cartridge port or mose plug, therefore no place for dongles.
>
>10) No MIDI support (yet, maybe).
>
>My own mutant ST is on its most recent set of last legs and I don't think
>I'll be upgrading to a Falcon because of Atari's apparent lack of interest
>and my desire to finally be compatible with my workplace. This Gemulator
>thingy is encouraging to say the least. I am no longer faced with the
>onerous task of replacing my cheap-and-friendly ST software with hugely

>overpriced Windows packages.
>
>The only thing I didn't get from this article is a price. I gather it's
>somewhere around the 200-Pound mark in the UK. What is the Canadian price
>and does anyone have a North American address for Branch Always??
>
>
>
>

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007 U.S.A.

Gemulator currently sells for between $129 and $229 here in the U.S.
depending on which dealer you purchase it from and which set of
TOS ROMs you ask for. The list price is $229 complete with TOS 2.06 ROMs
but again, you can go much lower if you supply your own ROMs.

All major Atari dealers in the U.S. carry it:

Toad Computers
Rising Star
Xanth Computers
Purple Mountain
Mid Cities Computers

and of course directly from Branch Always.

The U.K. distributor is ST Club. Not sure what price they charge
due to fluxuations in exchange rates and taxes, etc.

- Darek @ BraSoft

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

2263. Microprose UFO - For Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 20:24:04 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CpAoo5.6Iz@arc.ab.ca>
Source record: 187579

I have been playing this on a friends PC and it's quite an entertaining game.
Does anyone know if this will be released for the Atari?

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2264. Anyone have Fostex Midi-Remote (atari)?

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 20:35:27 UTC
From: ad869@FreeNet.Carleton.CA
Message-ID: <CpAp73.DDC@freenet.carleton.ca>
Source record: 187572

I'm trying to locate a copy of Fostex's MIDI-Remote software for the Atari.
They dont make it anymore, and I was originally shipped the Mac version,
which I never used. Now I am getting a 1040 ST, and would like to be able
to use this software to controll my Fostex R8 multi-trak.

IF anyone has a copy, I would like to get a copy of it, or I can trade my
Mac version for the Atari version.

--
****
*** Often I fear eating a boiled egg because there might ***
*** be a cooked chick embryo inside when I open it, again. ***
*********** R.Prasad: ad869@freenet.carleton.ca *************

2265. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 20:41:13 UTC
From: darekm@microsoft.com
Message-ID: <CpApGu.3KD@microsoft.com>
Source record: 187361

In article <2pu0j2$m2t@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> The only reason that Mihochka is doing GEMulator is do get at Atari. He
>has a personal vendetta against them. I would also bet that if Atari ever
>went out of business, support for the GEMulator would dry up within a very
>short time.
>
>
> Dan

Excuse me goober, I don't recall hiring you as my pr person. The name is Mihocka by the way.

First of all, if you haven't noticed lately, Atari HAS stopped supporting its entire computer line. The only hardware still left are the few machines that dealers still have and can't get rid of. Whereas two years ago I found it virtually impossible to get any Atari dealers to even seriously consider selling Gemulator, today there are several dozen Atari dealers in Canada, the U.S., France, Germany, Holland, the U.K., and Australia who carry Gemulator. Some of them still sell STs, which others now simply sell you a 486 machine with a Gemulator for less than what the ST would cost. So by your silly logic, I should at this point have already abandoned Gemulator (as many ST developers have abandonded their ST products) but instead I'm stil around selling the thing. Sorry to spoil your day. Just last weekend I was down in Portland at a user group swap meet and picked up 5 more customers who won't be wasting their time on Atari equipment any more. Overall, there are now over 1000 Gemulators users with about 150 more being added every month.

With the increased number of dealers, the fantastic reviews of Gemulator like the one last month in ST Applications and the ones last year in Current Notes, what you can expect to see is more Atari dealers phasing out Atari hardware and phasing in PCs with Gemulator, more price competition between dealers, and thus cheaper PCs and cheaper Gemulator boards. Street price now for a board (without ROMs) is about $129. Expect that to drop down to under $100 in the next few months. With the higher sales volumes, I've been able to reduce the manufacturing costs of the boards by quite a bit compared to two years ago, so that lower cost will be reflected in lower street prices. That in turn totally blows away these silly arguments about how you can buy a used ST for $100.

By the time you take your $100 used ST and upgrade it to TOS 1.4, to 16 Mhz, to 4 meg of RAM, to a 1.44 meg disk drive, add color and mono monitors, and add a hard disk, guess what? You've spent between $1000 and $1500 to make that used ST usable, which is about the same as you

would pay for a fully loaded 486 system. Plus the 486 system adds 800x600 color graphics support and obviously full 486 support.

Short of stealing an ST system, you aren't going to find a real ST as cheap as what you can get on a PC and Gemulator. Therefore I don't expect the demand for Gemulator to dry up any time soon and so I won't be dropping support for Gemulator any time soon. If you have noticed I'm releasing a brand new Atari emulator next month. And Atari 8-bit computers haven't been supported by Atari for years, so your argument is total BS.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

2266. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 20:50:47 UTC
From: darekm@microsoft.com
Message-ID: <CpApwr.41D@microsoft.com>
Source record: 187380

In article <2ptsmr$ss3@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
>You know, if Darek Mihoka put his mind to some good, he could write some
>really good Mac and PC emulators for the TT and Falcon. They're much faster
>than the ST's, so, they could do a decent job of emulating the other machines.
>I'm sure that Darek has rewritten some of the ST's OS in 386/486 native code
>to speed things up, so he could do the same with the BIOS for the PC emulator.
>And then the Mac emulator would get a decent screen mode on the TT and Falcon
>(even more on the Falcon... and, of course, he should support screenblaster).
>I realize that the money for writing emulators for the Atari wouldn't be as
>good, unless they were majorly kick-ass, but at least he's be writing a truly
>respectable product. If there were a decent PC software emulator for the
>Falcon that used whatever 68030 optimizations were necessary, I'm sure one
>could get decent speed, especially if the BIOS and Windows drivers were
>written in native 030 code, where they'd be faster than on the PC anyway.
>

You make some good points. And you're right, part of the ST's screen
graphics routines I did rewrite in 386/486 code in Gemulator. That's what
the "QUICK" option in Gemulator activates, and it's very much like a
Quick ST for the 486.

Now I haven't had a TT in 3 years and never had a Falcon, so you're right,
it's a fat chance I'll ever write a PC emulator for the 68030, although
it could certinaly be done and made pretty kick ass ("kick ass" being
about as well as a 68030 Mac can emulate the PC using SoftPC or other
emulators.) But for as long as I've been hearing about the Falcon I've
been hearing about this mythical 486 emulator that someone was going
to make for the Falcon. What ever happened to that? Did Atari do it? Did
someone else do it? Or was it just yet another vaporware Atari product?

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

2267. FORSALE Mega 2 ST TOS 1.02, Color & Monochrome Monitors

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 20:54:09 UTC
From: mclinton@csulb.edu
Message-ID: <2q921h$pqi@garuda.csulb.edu>
Source record: 187573

I have an original Mega 2 ST with the original TOS 1.02 forsale and
both type of monitors.

Asking:
Mega 2 St : $400 or obo
Samsung Color monitor: $150 or obo
Monochrome 1424 monitor: $100 or obo

Also:
External double sided disk drive: $50 or obo

OR: total package $500 with a bunch of software. :)

Michael J. Clinton Internet address: mclinton@csulb.edu
aka NET RUNNER == o Home Phone # : 310-434-0265
--========< \ Work Phone # : 310-985-1783
--========_/\ Pager # : 310-501-0304
---==== /

2268. Re: IBM Sound Cards

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 21:09:03 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2q92tf$l1b@freenet.hut.fi>
Source record: 187577

Edellisess&#65533; artikkelissa ekl@sdf.lonestar.org (Evan K. Langlois) sanoo:

>Open your own! The GUS card is 65Khz (or maybe it was 68Kh) .. it's over
>60Khz and has lots of documentation - I hear its cheap too.

Erm, according to the specs it is 44.1 KHz, 8-bit. It is probably possible
to play 65 KHz with the card, but that means using the main processor to
process part of the sounds, which of course uses processor time.
It is advertised to have 16 channels, but each channel has to be seperately
mixed by the main processor, at least a little bit. This mixing thing was,
if I remember correctly, contained in a document with Ultra Tracker.
btw. this Ultra Tracker beats any normal tracker, so come on Falcon
programmers, we need better Falcon trackers that are even better than the PC
equivilents!
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2269. Re: ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 21:13:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpAqy4.Cu0@cix.compulink.co.uk>
Source record: 187590

>Does ST Format or ST Users have an e-mail address? If so, what is it? I
>have a couple of questions for them.

ST User is stuser@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

2270. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 21:21:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1759@usdtsg.DaytonOH.NCR.COM>
Source record: 187600
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2q603j$l96@cpca3.uea.ac.uk> g051@cpcw3.uea.ac.uk (Ian Brown#) writes:
>: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
>: 2.06 and have a spare set arround?)
>
>Surely it would be just as cheap nowadays to go stright to 2.06?

Well, considering you'd need a TEC (or similar) board to use TOS 2.06
on a standard ST, it might be cheaper for him to simply get the TOS 1.4's and
simply swap in the new for the old chips...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2271. Re: Protracker 2.0s

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 21:22:45 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2q93n5$mu8@freenet.hut.fi>
Source record: 187581

Edellisess&#65533; artikkelissa boyd@sonya.math.fsu.edu (Mickey Boyd) sanoo:

>BTW, this is an awesome tracker, IMHO.

It's good, but not as good as the Amiga version :(
(where is EDy, and other similar effects???)
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2272. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 21:29:21 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2q943h$osg@freenet.hut.fi>
Source record: 187582

Edellisess&#65533; artikkelissa anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) sanoo:

> Or that Amiga now has a powerful backer. Dunno if that rumor is
>true or not though (you'd think it would show up in a trade magazine or
>something)...
>

Commodore is dead anyway, unless somebody decides to buy it in the last
moment. It is more probable that the Amiga will be bought, but even
this is not terribly probable, there are quite a few interested in the
chips though. HP will hardly buy Commodore, it allready has the chips
licensed, so it doesn't gain anything from buying Commodore. If HP would
REALLY have wanted commodore, they would have bought it already.
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2273. What happened to jr_office

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 21:32:32 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405042132.RAA17529@top.magnus.acs.ohio-state.edu>
Source record: 187578

Anyone know what happened to jr_office? I saw it last week, but today when I went to go get it. I couldn't find it anywhere. Anyone know where to find it? Or is there some problem with it?

Dan Ackerman
ackerman.29@osu.edu

2274. Atari & Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 21:51:33 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2q95d5$ste@freenet.hut.fi>
Source record: 187580

Now that Commodore fell to the ground (it looks that way at the moment),
what is the situation of Atari. Is Atari loosing lots of money, or is it
actually making profit??? Has atari ever been near the same situation as
commodore? how have these commodore happenings affected atari, or will
atari continue the same as ever? and how is the falcon doing at the moment?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2275. Re: CD-ROM on a Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 22:06:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CpAtFH.FGE@cix.compulink.co.uk>
Source record: 187591

>need a driver. You could use MetaDOS 2.3 (free), Extendos or CD Tools
>(commercial), or if you use MiNT you could try the CDROM.XFS driver.

As for software, I believe the ICD Link comes with a suitable .XFS driver (the ICD Pro utilities do). As for MetaDOS, the free one doesn't seem to be able to cope with an ICD host adaptor (though thats probably not the whole story). Also I haven't yet found a free .XFS driver that works with my MSTE + ICD + CD-ROm drive setup yet.

Roland.

@CiX

2276. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 23:15:49 UTC
From: collise@eng.auburn.edu
Message-ID: <collise.940504181548@hellcat.eng.auburn.edu>
Source record: 187585
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.nintendo,rec.games.video.sega,comp.sys.mac.games

In article <2q49b5$1dq@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>And our local plumber (well, one of the 45,000 ..) is called John M. FOUNTAIN
>
>And so the drivel goes on.
>
>Karl.

Well, what would you say about a Professor here at my University
by the name of Harden Raugh?

Pronounced Hard 'n Raw by those of the Southern toungue.

-Steve

2277. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 23:26:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CpAx3n.JDL@cix.compulink.co.uk>
Source record: 187592

> Also a good hope of running your ST stuff. Personally I believe a much
>better route than a GEMulator. Just need them to expand JET out and you coul

just out of interest is the GEMulator likely to work in the IBM PowerPC?

From the Byte article its seems the IBM PPC will have ISA slots. Surely
a GEMulator would fit nicely in one of those. It then remains to been seen
if any of the DOS/windows emulators on the PPC can cope the the GEMulator
driver.

Sure it would be a bit slow with a PPC emulating a 486 (hopefully),
emulating a 68000, but if it worked it could be worthwhile.

The main gain would come if the excellent Apple 68040 PPC emulator engine
was made available on the IBM PPC. This would provide an excellent base
for an Atari emulator, and of course the TOS ROMs would be sitting on the
GEMulator card, which neatly gets arround any non GEMulator based Atari
emulator copyright problems.

:-)

Roland.

@CiX

2278. Problems installing MASTERBROWSE 4.1

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 23:33:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q9bbn$pin@yrsa.ifi.uio.no>
Source record: 187583

Hi,
I've downloaded "masterbrowse 4.1" document displayer, but I have had big problems installing it. I always get the message "can't find destination directory" or something. I'm using a RAM disk to decompress/install it, and I've redefined the directories. I don't have a hard disk- but is this the problem. Will it only install on a drive D system? I've also tried version 4.0 and with a disk, but I always get the same problem, and the message "fatal error.....restart install procedure.."
The funny thing is that when I exit from it, there's a "doc" folder and the "mbrowse" program and resource files. And it even works!!!!
But I sometimes get the characters on the screen totally blank !!?!?!?!!!
I can see the text if I highlight it, but not otherwise. I think this is after I've tried to configure it, inside the program and save the file or something.
Anybody got a clue to what's going on, and how to do this right?
Any help and/or tips appreciated.
Thanks!

Hallvard, Oslo, Norway

2279. Hard & Soft address (Germany)

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 23:38:07 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q9bkv$q4e@yrsa.ifi.uio.no>
Source record: 187584

In a mailing last week or something, someone asked for the address to Hard and Soft
in Germany. Can't remember what the mailing was about though...
Well, here's their address:

Hard & Soft
A. Herberg
Obere Mu"nsterstraBe 33-35 <- the 'u"' is the accented 'u' and the 'B' is a double-s)
D-4620 Castrop-Rauxel
GERMANY

tel. 02305/18014
fax. 02305/32463 (sorry, I don't know the country telephone-code for Germany)

Hallvard, Oslo, Norway

2280. Re: Cheap Falcon 40 Mhz upgrade !

Newsgroup: comp.sys.atari.st
Date: 1994-05-04 23:53:16 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEFAEJUQ@ttgk.textlitho.nl>
Source record: 187753

In <chris-m.55.0009DA53@pz-oekosys.uni-kiel.d400.de> chris-m@pz-oekosys.uni-kiel.d400.de wrote :

>German ST-Magazin did a test on different upgrades which speed up the
>Falcon. And the only upgrade which could reach the TT was the Mighty Sonic.
>And only if it uses Fast-Ram! IMHO is the bus-speed still the break in your
>computer and without speeding up the ram your maximum speed is limited!

Well, it doesn't speed up the processor only, but it also upgrades the
videochip clock and DSP clock... I wonder if a standard 16 MHz 68030 can
handle 40 MHz, or do you have to install a CPU cooler like the Intel CPU's....
(has to be a very, very small fan...)

Gert

--

-- --
Atari TT-Point
-- --

2281. Re: How do I write a cookie?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 00:43:40 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q9ffs$fat@yrsa.ifi.uio.no>
Source record: 187587
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <Cp564J.CKy@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
> Hi friends
>
> Suppose the subject above says it all.
>
> What I would specifically like to know, is how to write a High Density
> Disk Drive cookie. I would like to write a program that would bring up
> the extra format option for HD drives under the formart menu in tos
> 2.06. Hopefully, this will be in C.
.......(snip).........

I don't know if this would help, but there's a program that I use in my auto folder called "hd_fdc.prg" which changes the steprate of the drive (I use it because when I changed over to TOS 2.06, my drive started to be really noisy!), anyway it adds a "High density" option in the format menu on the desktop.
Hmmmm.... maybe I'm way off subject here....

Hallvard, Oslo, Norway

2282. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 00:47:13 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2q9fmh$a34@news.dmpe.CSIRO.AU>
Source record: 187379

>Learning C isn't THAT much more difficult than Pascal and if one
>chooses to learn a new language anyway, C is a better choice, IMHO.

Here at Uni we first had to learn Pascal. I'll agree, that C isn't that much more harder to learn, but I really appreciated the fact that Pascal teaches you very good stucture. So, do a short course in Pascal to learn good programming stucture, and then learn C as it's more powerful ...

Just my opinion ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

2283. Re: ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 01:40:21 UTC
From: abarbiero@delphi.com
Message-ID: <JC0MEbN.abarbiero@delphi.com>
Source record: 187588

Gee, literal are we... Autralia is a big place, I was trying to make
a point that it was not precise enough for me to tell him wether or
not I had a group near him.

THanks for the depreciation.

Andreas@AEO

2284. Re: ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 01:43:15 UTC
From: abarbiero@delphi.com
Message-ID: <Bi8M0xL.abarbiero@delphi.com>
Source record: 187589

Oh Wollongong! I know where that is... near Mahwah!

Yes, but Ozz is big... I know, I have flown over it in a P3C... :-)

PS Mahwah is in NJ...

Andreas@AEO

2285. Re: Ste and hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 01:59:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2q9ju7$gtg@golem.wcc.govt.nz>
Source record: 187593

In article <940502173556.19161@cse.unsw.edu.au>, lambert@cse.unsw.edu.au (Tim Lambert) writes:
>I recently bought a cheap secondhand Ste to replace my STf, which has
>
>There was some discussion in this group about some STes having faulty
>DMA chips. Is this what I have? Is it worth fixing, or should I just
>return it?
>

It sond like you have the Problem with the DMA chip, you will have to open the unite and find what chip is in there....

The problem chip is C025913-38..

I don't know were you can get this chip, Atari parts are now very hard to get..

or cost far more than they should...

>Also: The SH204 is partitioned into a 9Mbyte and a 10Mbyte partition,
>with 1Mbyte unused. The fellow who sold it to me cautioned me against
>repartitioning to use all of the disk. What terrible thing will
>happen if I do?

Ataries some times trash the 'C' partition, Even ICD recommend that you format it to 5 megs because of this...

My drive a 240 meg one has Patition 'C' formated to 5 megs...

>Tim

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2286. 520st tos 1.0 wysiwyg word processor? ss->ds drive conversion?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 02:00:02 UTC
From: ccammack@jabba.cybernetics.net
Message-ID: <2q9jv2$bbg@jabba.cybernetics.net>
Source record: 187752

Hello all,

I've been away from the Atari world for quite a while and haven't kept up with the news since about 1989, so I'm hoping some of you could help me out. Things have changed so much that this is like starting all over again...

I have a 520st with tos 1.0 on rom, 2 single sided drives, and one double sided drive. Could I get your recommendations on mouse driven wysiwyg word processing software for this old machine? I have always used stwriter without complaint, but now i'm trying to teach my grandmother about wp, and it occasionally(!) gets complicated with all the control codes & such.

Also, I have taken apart all three disk drives and noticed that the card in one of the ss drives seems to match the card in the ds drive. Do any of you know if this is actually correct? Could I replace the ss mechanism with a ds pc-type drive and actually get it working?

Thanks for any help,
chris
ccammack@Cybernetics.NET

2287. Re: Good ST developer found

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 02:56:09 UTC
From: diehl@io.org
Message-ID: <2q9n89$cnj@ionews.io.org>
Source record: 187383

There is something I'd like to know about the MAGE kit, and that is, does it provide any hard-line includable code besides it game design engines? (i.e. anything besides the sprite/map/etc. designer?) What I'm getting at is if there is anything in the package that could be used for something _other_ than (or related in some way to) games. I do like designing games, but I also design other things as well, and am just wondering if there are any provisions in this package where I could use some of the code for other purposes.

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

2288. HSMODA02 -- is it useful to me?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 03:06:07 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <768107166@amazon.cs.duke.edu>
Source record: 187599

Okay. I've diligently followed every thread on this subject, hoping to see my question answered. I've tried three times to figure out the partially translated documentation, to no avail. Permit me, therefore, to be blunt:

I'm running Uniterm 2.0e on a MSTe via the MODEM1 port. Will this package do me any good? What magic do I have to perform to use the higher baud rates in Uniterm?

[Oh, and lest someone suggest I switch comm programs: if I ever get NVDI and a screen resolution higher than 640x200, I'll look into CoNnect. Until then, I'm sticking with what I've got.]

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2289. Re: ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 03:47:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2q9q8t$hk9@golem.wcc.govt.nz>
Source record: 187751

```
] FINLOW-BATES ERIK <u9441816@wumpus.cc.uow.edu.au> writes:
]
] >Hey ST users does anyone know of any user groups in the Wollongong area?
] >If so then please tell me !!
]
]
] OK, I'll bite.... WHERE the hell is this? Got a State/country/province
] or continent?

Try Australia! :)
```

2290. Re: SALE: Atari Transputer Workstation & Farmcard

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 03:48:00 UTC
From: fsjwb3@acad3.alaska.edu
Message-ID: <4MAY199419482622@acad3.alaska.edu>
Source record: 187754

In article bo.leuf@daggskim.ct.se writes...
> [...]
> I have two Atari Transputer Workstation computer ATW800 and one
> Quad transputer Farmcard for sale.

What exactly is an "Atari Transputer Workstation"?

-Particle Man (FSJWB3@ALASKA)

2291. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 05:16:41 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994May05.051641.103983@zeus.aix.calpoly.edu>
Source record: 187758

In article <2pi38p$l7u@auggie.ccit.arizona.edu>,
0000-Admin(0000) <jeff@jupiter.ame.arizona.edu> wrote:
>
>In article t49@news.delphi.com, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM)
writes:
>I find this very surprising. From what I heard there was a crash for
>any Mac program in which the machine language had been hand optimized,
>as the emulator was essentially a "Mac-C" emulator, as opposed to a
>Mac-Assembler editor. The emulator was so rushed, and so under-manned
>(1 person did it), that the approach he took was to emulate code generated
>by one of the only two official c-compilers used by developers.

I find it hard to believe that it is a "Mac-C" emulator - commercial
code is never released in a "c" form (for the Mac anyway), and it would be
impractical to implement some sort of "search for c-compiled-code" since there
are several compilers that probably give different C-to-Assembly translations,
not to mention the things that optimisors will do to code.

>But this is hearsay. The FACT is that Apple has brought in nothing to
>emulate FPU calls, nor due they plan to. This meant that right out of the
>box, NONE of the cad programs, modelers, or rendering packages I tried
>would work. (This was of the program's choosing, of course.)

>ALL of them said they would NOT run without an FPU, and of course, the PPC
>doesn't use one. So here's a very significant problem as it effects most
>68K power user applications! And this info is first hand, NOT hearsay.

Thats true as far as it goes, so long as you realize that PPC _does_
have a FPU (a VERY fast one) and that Apple has simply chosen not to emulate
it (or interface it rather). I guess they figured since there was a public
domain version of SoftwareFPU, they didn't need to. Not to mention it would
encourage people to upgrade to the native-mode software as it comes out.

>After a long discussion on the topic with Apple representatives, the best
>advice they had was that they had heard of a software patch that was many years
>old, used specifically for fooling programs into running on Macs without an
>FPU. They recommended emulating that program first. Unfortunately, my chances
>of finding such a hacker tool are nil.

Actually, SoftwareFPU is available on all mac archives - its even on
the apple gopher server in their apple.support.area./etc/etc . Heck, I just
downloaded it into my account so we can distribute it at our computer service
deptartment, so if you want/need it, I can email you a copy (its binhexed).

>BUT this is not about MACS, other than to point out that the emulation is by
>no means complete.

Unfortunately, it is as complete as apple wants to make it. I wonder if they will release the '040 emulator? It sure would be nice to use if someone should be become brave enough to make an atari PPC board...until native apps came out. In fact, I was wondering - is the PPC compiler simply a 680x0 assembly to PPC machine code compiler, or did they require an intermediate 680x0->PPC assy->PPC machine code? In either case, from the sounds of it, the conversion to PPC code is supposed to be rather painless. Of course, knowing Apple's propensity for obfuscating jargon, they may simply have been referring to the fact that if the native-mode compiles _don't_ compile, then it will still run fine under emulation. <shrug> Anyone care to throw out an informed opinion?

-MikeB

2292. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 05:34:53 UTC
From: laramary@er5.rutgers.edu
Message-ID: <May.5.01.34.53.1994.19565@er5.rutgers.edu>
Source record: 187773
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

hicksm@panda.lpl.arizona.edu (Mike Hicks x2692) writes:

> Hi, does anyone know the story behind Atari's recent
> strong dip in stock price? Atari trades on AMEX, I
> believe. It was pretty steady for awhile at 7, now
> down to 4 7/8?

Rumors and panicy people. 6 is a healthy price, always was. The jump to 12 was a fluke, and was because a buch of people bought in late. Those of us smart folks that bought a 1/2 and sold at 11 thank them greatly!

Like I said, 6 is healthy. The drop below is expected, because so many overvalued it. Then, there are some who haven't seen what they were told woul happen, even though nothing big has supposed to happen yet. People are sooo stupid.

I expect Atari stock to be above 9 by the forth quarter. It'll fluctuate here an there. If it nears 4, BUY! It won't slide under 3 1/2. I doubt it'll go anywher over 14, but then again, by the forth quater, people may think that Atari's the mother load again, and it could go as high as 17... but it'll settle around 9 again.

Mark my words!

2293. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 06:15:40 UTC
From: spfarrel@midway.uchicago.edu
Message-ID: <1994May5.061540.11589@midway.uchicago.edu>
Source record: 187586
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,rec.arts.startrek.misc,rec.games.chess,rec.games.video.ninten

In article <collise.940504181548@hellcat.eng.auburn.edu>, collise@eng.auburn.edu (Stephen E. Collins) says:
>
>In article <2q49b5$1dq@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>And our local plumber (well, one of the 45,000 ..) is called John M. FOUNTAIN
>>
>>And so the drivel goes on.
>>
>>Karl.
>
>Well, what would you say about a Professor here at my University
>by the name of Harden Raugh?

"stop"

2294. Ergo!-Pro info wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 06:33:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dc8a1f4@p10.secom.ct.se>
Source record: 187708

From what I can understand this program will increase Gfa basic's MultiTOS and Mag!X compatability, speed up the program.

Anyone who can geve me more info about the product?

Stein Arne Jensen
"Atari Users Of Norway"

2295. Trans-Atlantic postal rates

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 08:44:01 UTC
From: murdo@imperial.demon.co.uk
Message-ID: <CpBMxE.D7p@imperial.demon.co.uk>
Source record: 187384

I live in the UK, as you can see from my address.

I need to purchase something by post from the States. Though the price seems reasonable I don't want to get stung on the postage across the Pond, as has happened to me before. Does anyone over there reading this have easy access to postal rates to Europe ? If you could e-mail me details I would be grateful. No need to clutter up the newsgroup with it.

Alternatively a number or e-mail address I can try to get them would help. (Can I e-mail the Post Office ? :-)

Thanks in advance

Murdo

2296. All Computer, Game Machine & Electronics Swap Meet!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 09:03:19 UTC
From: bensmith@teleport.com
Message-ID: <2qacon$7ov@elaine.teleport.com>
Source record: 187768

YOU are welcome to come to an All Computer and Electronics Swap Meet. ALL Computers are welcome such as Atari, Apple, Macintosh, IBM, Commodore, Amiga and all other Computer Types! Also welcome are all types of peripherals, such as Printers, Modems, Monitors, Hard Drives and any kind of Peripherals, Game Machines such as Nintendo, Super Nintendo, Sega Genesis, Jaguar, and Lynx.

All Computers, Game Machines and Electronics are Welcome!!!

The Swap Meet will be held at the NW Service Center at NW 18th and Everrett in NW Portland. From 7PM - 10PM on June 6th, 1994.

FREE ADMISSION!!!

Call Ben for Tables and more info (503)256-9974 This Swap Meet sponsored by ACE of America

Also Darek Mihocka of Branch Always Software Fame will be their With his GEMulator, an Emulator that runs Atari ST Software on IBM compatibles & coming soon from Darek, an Emulator that runs Atari 8-Bit Software on IBM Compatibles.

Ben

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (1200/2400, N81)

2297. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 09:56:19 UTC
From: steve-j@teleport.com
Message-ID: <2qafs3$827@elaine.teleport.com>
Source record: 187772
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

In article <amytys.767994772@tiamat.umd.umich.edu>,
Andrzej Mytys <amytys@tiamat.umd.umich.edu> wrote:
>What the hell?????
>
>
>ATARI just jumped in volume....sold 400K+ in shares today, and
>currently is +9/16.
>
>Was there some kind of announcement that I missed????

Sigma Designs (NASDAQ: SIGM) has licensed the Jaguar technology
to make a Jaguar PC card for multimedia PCs and will release
their card before Xmas '94. It will run Jaguar CD-ROM titles,
but other possible uses aren't clear yet (except that the card
also has the MPEG playback hardware built-in). Atari and Sigma
just announced it on Tuesday.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2298. Re: Atari & Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 10:08:39 UTC
From: steve-j@teleport.com
Message-ID: <2qagj7$84e@elaine.teleport.com>
Source record: 187594

In article <2q95d5$ste@freenet.hut.fi>,
Kris Lawson <krlawson@freenet.hut.fi> wrote:
>
>
>Now that Commodore fell to the ground (it looks that way at the moment),
>what is the situation of Atari. Is Atari loosing lots of money, or is it
>actually making profit??? Has atari ever been near the same situation as
>commodore? how have these commodore happenings affected atari, or will
>atari continue the same as ever? and how is the falcon doing at the moment?

Commodore has been in deep for quite a while. Atari, while not
thriving, is a company that's still worth a pretty penny. They
haven't posted profits for a few years now, but with the Jaguar
now expect to be posting quarterly profits as soon as 3rd Qtr.
'94. Also, most of the losses they've reported the past several
quarters have been 'paper' losses (writing off existing
inventories/etc.). Commodore doesn't really affect Atari in the
U.S., but in Europe it could certainly mean more Jaguar purchases
if the CD32 dies off, plus POSSIBLY very slightly higher Falcon030
purchases. Since around Xmas '93, Falcon030 purchases have
reportedly increased significantly, but it is still by no means
selling terrifically.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2299. Re: SALE: Atari Transputer Workstation & Farmcard

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 10:22:10 UTC
From: steve-j@teleport.com
Message-ID: <2qahci$86u@elaine.teleport.com>
Source record: 187595

In article <4MAY199419482622@acad3.alaska.edu>,
BREESE JUSTIN W <fsjwb3@acad3.alaska.edu> wrote:
>In article bo.leuf@daggskim.ct.se writes...
> > [...]
>> I have two Atari Transputer Workstation computer ATW800 and one
>> Quad transputer Farmcard for sale.
>
>What exactly is an "Atari Transputer Workstation"?

It's really F-ing cool, that's what! <grin> Several years
ago, Atari U.K. sold the ATW, which is a parallel-processing,
RISC-based workstation. A transputer is a complete RISC-based
computer on a single chip and the ATW could have up to 13 of
them running simultaneously (1 built-in + up to 3 'Farmcards'
with 4 transputers on each). A fully decked-out system w/
13 transputers cost around $35,000-$40,000. It used the
(modified) guts of a MEGA 4 ST as the system 'housekeeper'
had a UNIX-like OS that was written specifically for the
parallel-processing transputers called HeliOS (there's even
books on HeliOS!), plus has enhanced graphics (high-rez,
24-bit display with an enhanced blitter chip called the
'Blossom' chip). Fully decked out, it delivered about 1/5th
the power of a basic Cray supercomputer. Not all that
many were sold, but most of the ones that did ended up in
universities and research labs (and mostly in Europe). I'd
LOVE to see one in person!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2300. Re: Where can I purchase

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 10:55:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <c8dff400@straight.ct.se>
Source record: 187718

"b> I get the feeling that its all down to a lack of communication.....all
"b> the complaints about orders seem to come from Europe... I had problems
"b> with my order,but nothing on the magnitude of you guys...

Yep!.. And thats a shame because if we can't get our orders in resonable
time we can't rekommend others to buy it.. There is soon a upgrade on QBBS
and there is also two new BBS program one called ProBBS from UK and Octopus
from Holland. So if he can't get the orders to work i think he would loose
some customers here in Europe.

Regards Bertil Jagard.
```
=====================================================================
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
=====================================================================
```

2301. Best Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 11:07:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <CpBtHv.95y@westminster.ac.uk>
Source record: 187597
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi

Anyone know how I can get in touch with Best Electronics, regarding a catalogue or something? Here in Briatain, they are regarded as one of the best people to buy Atari spares/sundries from.

e-mail address preferred, but not necessarry

Thanx

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2302. DBase

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 11:11:25 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-050594131346@128.141.55.213>
Source record: 187596

Is there an atari program (PD or commercial) that can read DBase databases
?

--
BRARDA@VXCLIA.CERN.CH Falcon 4/130 & 1040 STF 4/30

2303. Re: Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 11:23:28 UTC
From: whitema@rtsg.mot.com
Message-ID: <2qakvg$h7q@delphinium.cig.mot.com>
Source record: 187382

In article <2q89ea$miv@news.bu.edu>, Wayne Schultz <rimfax@acs4.bu.edu> wrote:
> My mouse is deathly ill. It works fine when I turn on
>my computer for about ten minutes then, its verticle movement
>gets seizures, followed by either only upward or downward
>movement.

Have you done a check for viruses? If I recall, there were a few
ST virsuses that affected mouse movement.

Michael
whitema@rtsg.mot.com

2304. Re: Hard & Soft address (Germany)

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 11:51:53 UTC
From: KUERSCH@rog1.rog.rwth-aachen.de
Message-ID: <KUERSCH.135.768138713@rog1.rog.rwth-aachen.de>
Source record: 187598

In article <2q9bkv$q4e@yrsa.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>From: hallvart@ifi.uio.no (Hallvard Tanger&#65533;s)
>Hard & Soft
>A. Herberg
>Obere Mu"nsterstraBe 33-35 <- the 'u"' is the accented 'u' and the 'B' is a double-s)
>D-4620 Castrop-Rauxel
>GERMANY
>
>tel. 02305/18014
>fax. 02305/32463 (sorry, I don't know the country telephone-code for Germany)
>

```
The country code for Germany is ++49. Accented 'u' and the Eszet can be
replaced by 'ue' and 'ss'. To avoid delays of delivery, one should use the
new five-digit zip-codes. The address now reads

Obere Muensterstrasse 33-35
D-44575 Castrop-Rauxel

GRTX Juergen

------------------------------------------------------------------------
Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de
------------------------------------------------------------------------
```

2305. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 12:03:45 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.768139425@Golant>
Source record: 187756

May I comment that May edition of ST Format was utter Bol**cks, the reviews were very condeming, saying things that the "printer resolution is not that good, and there are no drivers for the printer", isnt that why the printer has got very good resolution!

--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

2306. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 12:07:08 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.768139628@Golant>
Source record: 187757

I forget to add their comments about Calamus SL:
"Calamus SL is a more menu driven than icon driven"
Surely they got that round the wrong way!!!!!!

--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

2307. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 12:11:09 UTC
From: syntech@access1.digex.net
Message-ID: <2qanot$r7b@access1.digex.net>
Source record: 187755
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

How can people bitch about wasting bandwidth? DON'T THEY REALIZE THAT
MOST OF THESE GROUPS ARE A WASTE OF BANDWIDTH?! But the bandwidth is
there...and it's fun to B.S. with people who have the same interests.

So get a life!
Matt Campbell
Syntech

My views may be supported by Syntech, but I can't say for sure.

2308. The Book

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 12:23:42 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994May5.122342.21732@unix.brighton.ac.uk>
Source record: 187782

What happened to the Atari Book - ST laptop. I only ever saw it
being advertised when it first came out at some silly price.

Are they still being made/sold - if so, how much etc.. etc..

Many thanks
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

2309. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 13:16:26 UTC
From: whitema@rtsg.mot.com
Message-ID: <2qarja$idf@delphinium.cig.mot.com>
Source record: 187790
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

In article <amytys.767994772@tiamat.umd.umich.edu>,
Andrzej Mytys <amytys@tiamat.umd.umich.edu> wrote:
>ATARI just jumped in volume....sold 400K+ in shares today, and
>currently is +9/16.
>
>Was there some kind of announcement that I missed????
>

A company is going to make a PC card using Jaguar technology
(details found in EE times or rec.games.video.atari).

Michael
whitema@rtsg.mot.com

2310. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 13:17:22 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CpBzKy.IpA@cix.compulink.co.uk>
Source record: 187776

>Hi Graeme,
>
>do you know of anyone handling CoNnect here in North-America?

'Fraid not, Ralf.

Tho you could try mailing 'ssolutions@cix.compulink.co.uk' to ask if anyone does. And if not, I'm sure they'd be happy to take your registration fee from you. They even have some English manuals in - there one of the best reads I've has in a long time - very funny [g].

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2311. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 13:17:24 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CpBzL0.Ipv@cix.compulink.co.uk>
Source record: 187777
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

>ATARI just jumped in volume....sold 400K+ in shares today, and
>currently is +9/16.
>
>Was there some kind of announcement that I missed????

I dunno if it's linked but I believe they just sold Time Warner a
significant part of their operation.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2312. Re: ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 13:17:27 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CpBzL3.IqJ@cix.compulink.co.uk>
Source record: 187778

```
>>Does ST Format or ST Users have an e-mail address? If so, what is it? I
>>have a couple of questions for them.
>
>ST User is stuser@cix.compulink.co.uk

And you might like to try 'parkerc@cix.compulink.co.uk' - he's the guy who
writes 90% of STF but he's a very rude man.

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

2313. Re: Ste and hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 14:04:07 UTC
From: cgra@se.alcbel.be
Message-ID: <4512@btmwj1.se.bel.alcatel.be>
Source record: 187765

Originally GEM disc partitions were limited to 16 MB. Therefore if the TOS? or HDdriver? is very old it may not be possible to use a 20 MB disc as one partition.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2314. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 14:08:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405051330.AA03117@ilmen.lanl.gov>
Source record: 187759

In article 14666@midway.uchicago.edu, gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
> Does anyone know if ST BASIC is available from some Gopher or
>anonymous FTP site? I bought my ST second-hand, and I did not get the
>language disk. I'd appreciate any help.

I don't believe that Atari ever placed ST BASIC in the public domain. Even
though they don't support it anymore it's still not free.

Besides, ST BASIC was so bug-ridden and archaic I can't imagine why anyone
would want it. GFA _did_ place GFA BASIC 2.0 in the public domain and it is
much more powerful than the old ST BASIC. You should be able to find the GFA
BASIC interpreter at most any ftp site or bulletin board.

Cheers,

-Hutch- @ Fair Dinkum Tech

2315. Re: Civilization Bugs and Civilization on a RAM

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 14:08:45 UTC
From: cf580@city.ac.uk
Message-ID: <1994May5.140845.8629@city.ac.uk>
Source record: 187761

Jean-Etienne Doucet,149,6323 (doucet@ripolin.laas.fr) wrote:
> In article 15215@city.ac.uk, cf580@city.ac.uk (WRIGHT T J) writes:
> || [... some deletions...]
> || out. There was a patch for this posted some time ago, but regrettably
> || it doesn't work with the newest (v3) version of Civ. Version 3 was (to
> || my knowledge) published last July or so, and despite the fact that
> || [... some more deletions...]
> || --
> || Tim Wright - T.J.Wright@city.ac.uk

> How can you know what Civ version you've got ? It doesn't seem to be
> written anywhere in the book, on the disks or inside the program itself...
> TIA.

You can't tell. The newest version I know of (v3) has fixed the bugs
which corrupt the screen upon completing the game by reaching Alpha
Centauri, and also the "faces" of your fallen enemies. Of course, they
didn't bother to fix the too much corruption bug, or the powergraph
bug (whereby you can overload the powergraph causing the game to
bomb out).

> __ _____ _____
> __| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
> | | | ___| | |
> _____|_____|_____/ LAAS-CNRS / Toulouse / France

--
Tim Wright - T.J.Wright@city.ac.uk

2316. Re: GFA Basic 4.0...

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 14:13:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405051335.AA03122@ilmen.lanl.gov>
Source record: 187760

In article ru@dcs.gla.ac.uk, fraserc@dcs.gla.ac.uk (Campbell Fraser) writes:
>
>One serious problem: If you miss a % at the end of an integer variable name
>then a new (real) variable is created with value 0. A bitch to debug.

That's why you should define your variables up front with a DEFxxx statement.
DEFINT "a-z" defines all variables that begin with an alpha character as an
integer. When you need a string, boolean, byte, etc, variable just overide
the DEF statement by appending the appropriate suffix ($, !, |, etc).

-Hutch- @ Fair Dinkum Tech

2317. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 14:13:13 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2qautp$1kj@cnn.sim.ES.COM>
Source record: 187651

In article <Cp1nru.6y8@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
[stuff deleted]....
> >8) Will run under WOndows 3.1 or OS/2 2.1 or MS-DOS or DR-DOS.
>
> No .. its a DOS program and uses MS-DOS. Its the worst OS in the worls.
> Windows and OS/2 run it in a DOS box.

Excuse me, but he said it would run UNDER Windows, DOS, or OS/2, NOT that
it was a native application to the operating systems (actually Windows is a shell,
but that's another argument :))

>
[more stuff deleted].......
>
> When you buy a computer, first find the software you want, then buy the
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> computer that runs it. Don't buy a computer that everyone else has and then
> emulate the computer you really wanted. You'll hate yourself for it.
>
Good advice! Unfortunately, it that was always the case, pretty much
everyone would be buying PCs or MACs instead of Atari machines. Software
for the ST is as hard to find as a needle in a haystack, and your choices
are extremely limited (assuming you can 'find' the software first).

[even more stuff deleted].......
>
> Software is supposedly shareware, although the hardware needed to use it is
> commercial. I wish I had the software .. I'd like to play around with it.

The original version of the software was shareware, all other versions are
commercial.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

2318. Re: ANY ST USER GROUPS?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 14:30:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405051351.AA03143@ilmen.lanl.gov>
Source record: 187762

In article 4505@btmwj1.se.bel.alcatel.be, cgra@se.alcbel.be (Chris Gray) writes:
>
>In article <5g2uEAq.abarbiero@delphi.com>, abarbiero@delphi.com writes:
>
>| FINLOW-BATES ERIK <u9441816@wumpus.cc.uow.edu.au> writes:
>|
>| >Hey ST users does anyone know of any user groups in the Wollongong area?
>| >If so then please tell me !!
>|
>| OK, I'll bite.... WHERE the hell is this? Got a State/country/province
>| or continent?
>
>Australia, stupid. It's even in Erik's email address.
>
>Duh.

Oh, C'mon, Chris. It was an honest question. The original sender should have included the country name in the first place, which I'm sure is what Andreas was getting at. Besides, not everyone knows how to read an email address.

Calling someone 'stupid' on the net for something silly like this does not speak much for your _own_ mental ability. As in your own words... "Duh."

-Hutch- @ Fair Dinkum Tech

2319. Re: Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 14:43:14 UTC
From: u3n98@cc.keele.ac.uk
Message-ID: <2qb0m2$afi@gabriel.keele.ac.uk>
Source record: 187767

storm@fwi.uva.nl wrote:
<text Deleted>

: I must say That I find it a bit buggy and obscure game (saving in
: a non-existing directory crashes the game *yuck*) The manual is
: VERY bad and not exhaustive (a feature again ?:), but the gane
: has great potential . So please tell me ALL your advices and I'll
: try to keep you up to date of mine.

Ok after reading this I have a few bugs I have discovered so here they are..

1.. Pressing the tab key locks up hte game. (Very annoying)
2.. Using the Hyperspace Analyser on your own cloud bombs the game. (Also annoying but easier to avoid..)

Also in my opinion the best way to kill things is to pause the game when the ship is on your screen (by pressing escape. This is how I found out about the tab bug) and targetting the ship. Then just auto towards it shooting lots. It works for me against most ships. Sometimes it helps to run away a bit and then re-attack from a greater range. This is advisable against small fast ships that can trun faster than your autopilot.
Apart from the bugs the one gripe I have with the game is the fact that the only practical way of killing a ship is to use the autopilot. In my opinion this takes a lot of the fun out of the game...

Any comments or bugs other people have would be greatly appreciated..

Dave.

: Richard *harmless* Storm
: --
: Richard Storm, storm@fwi.uva.nl ||
: University of Amsterdam.

2320. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 16:06:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199405051806.a20449@la.maus.de>
Source record: 187712

RA>Or that Amiga now has a powerful backer. Dunno if that rumor is true
RA>or not though (you'd think it would show up in a trade magazine or
RA>something)...

I just read that in a mail which had a quoted text from the "Handelsblatt"
which is the most serious daily trade magazin in Germany. So I don't know if it
was really in there but if it was then good night Commodore...

Holger

2321. Re: SALE: Atari Transputer Workstation & Farmcard

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 16:09:02 UTC
From: woodford@esca.com
Message-ID: <1994May5.160902.13139@esca.com>
Source record: 187775

steve-j@teleport.com (Steve Johnson) writes:
>BREESE JUSTIN W <fsjwb3@acad3.alaska.edu> wrote:
>>What exactly is an "Atari Transputer Workstation"?

[Lots of drooling, praise & specs of the afore-mentioned beast!]

>the power of a basic Cray supercomputer. Not all that
>many were sold, but most of the ones that did ended up in
>universities and research labs (and mostly in Europe). I'd
>LOVE to see one in person!

I saw one "in the flesh" at an Atari show in London a good few
years ago. I think it was the same show where they unveiled the
TT in the UK. Anyway, if I recall, when I saw the thing it
wasn't doing much of anything, just a couple of windows on a
19" VDU. The windows were just running a Helios shell which
looked pretty much like a Unix shell. I messed about with such
complex commands as 'ls' and 'pwd' before being shoo-ed away
to make room for someone else. :)

I remember being absolutely awstruck by the specs. mind you.
I didn't believe a word of them at the time, but with hindsight
they were probably mostly true!

Cheers, Steve

2322. Re: ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 16:12:10 UTC
From: Lexicor@world.std.com
Message-ID: <CpC7oB.FzM@world.std.com>
Source record: 187769

In article <2q8nbp$hi4@news.u.washington.edu>,
Jeff Beeghly <jbeeghly@u.washington.edu> wrote:
>Does ST Format or ST Users have an e-mail address? If so, what is it? I
>have a couple of questions for them.
>
>

STFormat is on compuserve as well, if you like I can dig it out for you...

Cheers

Yat

2323. Re: Searching for Geniscan-ST Software / Lars-Erik Oesterud

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 17:22:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2dc939bc@p4.secom.ct.se>
Source record: 187694

```
c> From chris-m@pz-oekosys.uni-kiel.d400.de
c>
c> Does anybody know if there is a programm available which uses GEM and
c> which will work with MTos, higher resolutions, etc. I got this scanner
c> and interface very cheap and it runs on my falcon. The only problem,
c> not a great one - but a problem... is the software. It writes directly
c> into the screen-ram, has a very ugly UI, etc.

If you get any info please let me know, I have exactly the same problem...

Greetz, magnus_thylander@p4.secom.ct.se...
_____________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1102/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

2324. Re: TEDINFO & template

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 17:38:36 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2qbaus$het@news.u.washington.edu>
Source record: 187774

millert@ug.ec.usf.edu. (Timothy Miller) writes:

```
>>char temp[80];
>>
>>sprintf(temp, "%s", ((TEDINFO *)tree[TXTFIELD].ob_spec)->te_ptext);
```

```
>Do you have a reason why you're not using something straightforward like
>strcpy(temp, ((TEDINFO *)..... ) ?
```

"To - MAAA - to" or "To - MAHH - to".... Different strokes for different folks..... Should be the same, no?

Anyway, I just tried it out and the same thing happened....

my validation set is aaa999 (three letters and three numbers), and the only thing that spits out is a single 'a' character.

I was told (by someone else) that it may be an undocumented feature that the returned value will only yield the first value. That's great if my template is the same character in every field, but what if it's mixed (like what I am doing?)

2325. WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 19:05:24 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2qbg1k$met@lily.csv.warwick.ac.uk>
Source record: 187362

Is it possible to make Winx install when you are running Mulitos?

Winx seems to run on boot-up, but is not installed when the desktop
appears. I am using Winx 2.2 and mint 1.10.

I realise that Winx is designed for normal Tos, but I would like
some of the features it provides.

Thanks,

Paul

2326. Re: ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 19:11:56 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CpCFzw.DD6@cix.compulink.co.uk>
Source record: 187366

```
>: Does ST Format or ST Users have an e-mail address? If so, what is it? I
>: have a couple of questions for them.
>Well ST Review are at streview@cix.compulink.co.uk, and ST User might also
>be on CIX (Both are Europress).
stuser@cix.compulink.co.uk but don't hold your breath. they have an
account, whether they use it or not is another matter....

--------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---------------------------+---------------+-------------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user
```

2327. Re: DBase

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 19:11:58 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CpCFzy.DDs@cix.compulink.co.uk>
Source record: 187390

In message <BRARDA-050594131346@128.141.55.213>, BRARDA@VXCLIA.CERN.CH said:
>Is there an atari program (PD or commercial) that can read DBase databases
Superbase 2 and Pro definitely can. There used to be an Atari program that
ran Dbase programs ie it was Dbase compatible for code as well as data
files. i doubt it's still available though. I can't remember tha damned
name though! If you just want the data, stick to Superbase.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

2328. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 19:19:13 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May5.191913.5697@bradford.ac.uk>
Source record: 187385

```
: Is it possible to make Winx install when you are running Mulitos?
: Winx seems to run on boot-up, but is not installed when the desktop
: appears. I am using Winx 2.2 and mint 1.10.
: I realise that Winx is designed for normal Tos, but I would like
: some of the features it provides.

I thought that the purpose of WinX was to give TOS the features which are
already in MultiTOS (except Multitasking obviously), such as dragging
windows off the left-hand side of the screen.

But as I use neither, I am only going on hearsay.
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==
```

2329. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 19:23:24 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94125.152324STIRRE31@MAINE.MAINE.EDU>
Source record: 187388

I know Atari has released some of their stuff into the PD such
as Logo.... I thought Basic, too. There was an article about
it in ST Format, but I don't have the issue at college with
me. Hmmmmm.... I haven't seen it on any FTP sites, though.
-scott tirrell

2330. Re: TEDINFO & template

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 19:23:39 UTC
From: <>
Message-ID: <2qbh3s$5s8@mother.usf.edu>
Source record: 187363

In article <2qbaus$het@news.u.washington.edu> jbeeghly@u.washington.edu (Jeff Beeghly) writes:
>millert@ug.ec.usf.edu. (Timothy Miller) writes:
>
>>>char temp[80];
>>>
>>>sprintf(temp, "%s", ((TEDINFO *)tree[TXTFIELD].ob_spec)->te_ptext);
>
>>Do you have a reason why you're not using something straightforward like
>>strcpy(temp, ((TEDINFO *).....) ?
>
>"To - MAAA - to" or "To - MAHH - to".... Different strokes for different
>folks..... Should be the same, no?

The difference is that strcpy will be MUCH faster than using sprintf. I can't fathom why you'd want to use sprintf for copying a string.

>
>Anyway, I just tried it out and the same thing happened....
>
>my validation set is aaa999 (three letters and three numbers), and the
>only thing that spits out is a single 'a' character.
>
>
>I was told (by someone else) that it may be an undocumented feature that
>the returned value will only yield the first value. That's great if my
>template is the same character in every field, but what if it's mixed
>(like what I am doing?)
>

With mixed frields, you have to specify all of them except for the last ones. That is to say that, "9999aaaa" and "9999a" work the same. Aside from that, I don't know what your problem is.

2331. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 19:25:35 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2qbh7f$pjn@vixen.cso.uiuc.edu>
Source record: 187370

mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:

>In fact, I was wondering - is the PPC compiler simply a
>680x0 assembly to PPC machine code compiler, or did they require an
>intermediate 680x0->PPC assy->PPC machine code? In either case, from the
>sounds of it, the conversion to PPC code is supposed to be rather painless.
>Of course, knowing Apple's propensity for obfuscating jargon, they may simply
>have been referring to the fact that if the native-mode compiles _don't_
>compile, then it will still run fine under emulation. <shrug> Anyone care to
>throw out an informed opinion?

Well, not that this whole thread has any place in c.s.atari.st, but...

Apple's PPC 680x0 emulator doesn't compile at all; it's interpretive.
The interpreter takes each 680x0 call and makes the equivalent
PPC call(s). System calls are sent to the system, which may or may not
make any 680x0 calls depending on wether or not that part of the system
was ported to native PPC code.

Interestingly, Softlogic's SoftWindows 80286 emulator does dynamic
recompilation - it takes a chunk of 80286 code, converts it to PPC code,
and runs that code as if it were any native PPC app. Then it does another
chunk. That means that, especially for loops small enough to be recompiled
as one "chunk", (don't ask me how big a "chunk" is) the windows emulation
can (sometimes) be considerably faster than the old mac emulation.

Disclaimer: I'm not an expert in the subject area, I've just been
following comp.sys.powerpc.
--
Adam Aulick ||Oh, if you're a bird, be an early bird
a-aulick@uiuc.edu ||And catch the worm for your breakfast plate.
http://www.cen.uiuc.edu/~a-aulick||If you're a bird, be an early early bird--
-Shel Silverstein ->>But if you're a worm, sleep late.

2332. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 20:01:36 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CpCIAo.Ay1@sdf.lonestar.org>
Source record: 187664
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
==========================================================================
iYes, but you need the TEC board and that takes time to install. I will
go for 2.06 if it ends up being the same price however.
==========================================================================

You could getthe TAB board. It's only about $25 and does the same thing.
I forget how the installation is, but it remaps a whole MB so you can
install up to 1MB of ROM. It is sold by Newell Industries, but I don't
know if he is still in business.
```

2333. Freebase

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 20:03:29 UTC
From: winnipeg@sys6626.bison.mb.ca
Message-ID: <ig0uLc4w165w@sys6626.bison.mb.ca>
Source record: 187367

Does anyone have the program FREEBASE? It was a database program put out probably 7 years ago.

2334. Re: MinixFS vs Large HD partitions..

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 20:04:45 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994May5.200445.3654@mnemosyne.cs.du.edu>
Source record: 187364

In article <ff870f7afe@vilhelmiac.ct.se>,
Martin Budsjo <martin.budsjo@vilhelmiac.ct.se> wrote:
>partition!
>
>I have manualy changed the sector size to 512 bytes. (It is mentioned in the
>manual as a possible way to get MinixFS on a large partition..) After that I
>tried to run minit with the -V, -b and -i parameters but it only returns
>"Unable to find sector XX..". The number "XX" changes if i try a diffrent
>number with the -b option.
>I have used version 6.09 of MinixFS..
>
>One other question.. Is the block number equal to the number of sectors on my
>partition?
>
>Regards Martin
>
>PS
> Forgive me for the bad english..
>DS
>

Well you only needed to edit the sector size with very old versions of
Minixfs. This usually didn't work due to bugs in the driver software.
Later versions (i.e later than 0.55) should automatically take steps
to access larger partitions properly. I would sugest you edit the
size back to the original and try minit (without the -b option).
A block is always 1K irrespective of the sector size of the disk.
Please mail me if you have any more problems.
Regards, Steve.

2335. Re: Atari Ispell uploaded (including german.med)

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 22:16:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1760@usdtsg.DaytonOH.NCR.COM>
Source record: 187376

In article <2q71pu$77k@news.ysu.edu> ab164@yfn.ysu.edu (tom lamparty) writes:
>
>I see a lot of Germans using ZOO... where can I find a program that does ZOO?

FTP site atari.archive.umich.edu in the atari/Archivers directory,
wuarchive.wustl.edu, and others...

>I didn't find one on GEnie.

Oops, I was gonna upload a copy there. Well, it'll be there tonight
(verfied probably tomorrow or so)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2336. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 22:27:55 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1762@usdtsg.DaytonOH.NCR.COM>
Source record: 187386

In article <60.47478.4514.0N19D0AA@canrem.com> cybercube.research@canrem.com (Cybercube Research, Ralf) writes:
>
>do you know of anyone handling CoNnect here in North-America?

Michael Baffoni (hope I spelled that right) should be the U.S. (N.A.)
contect for CoNnect. Check the HELP menus - there should be an
entry for the various international contacts...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2337. ZOO on GEnie

Newsgroup: comp.sys.atari.st
Date: 1994-05-05 23:56:37 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1764@usdtsg.DaytonOH.NCR.COM>
Source record: 187368

To the person who was asking about ZOO not being on GEnie, apparently
it is. Here's the file listings (and file numbers):

20950 ZOOSHL06.ARC X S.YELVINGTO2 910915 14848 313 40
Desc: GEM shell for ZOO archiver (0.6)
25388 ZOO214.LZH X W.PIKE 920822 81408 540 40
Desc: Version 2.1.4 of ZOO File Compressor
20461 ZOO21BIN.ZOO X ALEX.F 910810 112128 349 40
Desc: Create & extract w/version 21 of Zoo

Don't even ask me why ZOO21BIN is compressed in ZOO format, since
it's, uh, kinda difficult to uncompress a ZOO file without it's binary :-)
However, the ZOO214 can be handled with LHArc...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2338. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 00:54:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2qc4fb$k4q@uqcspe.cs.uq.oz.au>
Source record: 187372

csulw@csv.warwick.ac.uk (Paul Donovan) writes:

>Is it possible to make Winx install when you are running Mulitos?

>Winx seems to run on boot-up, but is not installed when the desktop
>appears. I am using Winx 2.2 and mint 1.10.

Are you sure? Check its existence with the WINX.CPX. It's there... it
just doesn't do much to MultiTOS's AES. Perhaps a later version will,
but since Atari wasn't interested in applying the patches to their std
sources, I doubt the WINX author is quite so enthusiastic now.

A shame... WINX is almost worth using TOS for ;)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2339. Symantec (SYMC) anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 00:58:03 UTC
From: rymon@linc.cis.upenn.edu
Message-ID: <2qc4mr$72j@netnews.upenn.edu>
Source record: 187377
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

Anyone knows anything about what's expected out of Symantec anytime soon, if at all?

It came up on my model yesterday (was pretty strong the day before too). I told the people on my e-mail list, and then bought some. A few hours later, the stock jumped 3/4 before giving back 3/8. There was one announcement today, but it was technical (I believe), and I am pretty sure it was well before the jump.

I am pretty sure about this one. My model has been right on it 6 out of 6 times in the past 6 months or so (this triple 6 not intended; that's the truth :)). In the last 2 times, I actually bought and sold at a profit (people on my list will vouch for me).

-Ron

* of course, this is not a recommendation or anything. I just wonder if

---

New address:
5600 Munhall Rd. #207, or Modeling Labs, POBox 81553, Pittsburgh PA 15217
Intelligent Systems Program, 901CL U of Pittsburgh, Pittsburgh PA 15260

2340. Looking for new Maxidisk

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 01:11:28 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CpCwn5.3s6@oucsace.cs.ohiou.edu>
Source record: 187389

I've been using maxidisk, the ram disk that also compresses files. The archive file on a.a.u.e. is v1.5, which worked fine with TOS 1.4. Now that I've got a TOS 1.6 machine, it doesn't work well, corrupting files fairly often. Given that it's dated 1987, this is not surprising.

Anyways, I remember leafing through a PD disk catalog a while back and seeing that maxidisk 2.0 existed, and was compatible with new TOS versions. If anyone has this program, I'd appreciate it if you'd upload it to a.a.u.e.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2341. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 02:36:36 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qcafk$g8n@holmenkollen.ifi.uio.no>
Source record: 187371

In article <199404282152.a12269@m4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
> >>The Problems with STZIP 2.5 is not to do with extracting files >into
> >directories..
> > Funny, I get this bug:
> > When extracting and only the FIRST file from a ZIP archive is selected
> >the extraction process starts but then returns to the main screen
> >without extracting the file!!!!!
> > Anyone else got this problem?
>
> Me!
>
> >>But there is a button to let you create a Folder/Directory >in the Zip
> >or Disk, the disk one does not work, it comes up with a dialog >box
> >stating unable to find folder....
> > Yes, I've got the same error on my copy too. I've mailed the author
> >about it but have had no reply.
>
> Me too. This one really sucks.

YES! Me too. It's always like that- at first I though I had only clicked once on the mouse, but it's like this every time. Pretty irritating if you ask me.

Hallvard, Oslo, Norway

2342. Re: FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 02:45:19 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qcavv$gti@holmenkollen.ifi.uio.no>
Source record: 187374

In article <2q57q9$h8s@fbi-news.informatik.uni-dortmund.de>,
koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) writes:
> In article <alberto.47lo@terapin.com>, alberto@terapin.com (Alberto
> Fonseca) writes:
> |>
> |> Could someone please e-mail me a list of ATARI ST FTP Sites.
> |>
> |> Thanks,
> |>
> |> alberto@terapin.com
>
> Wasn't there a monthly posting of such a list here?
>

Yup! I just emailed it to him. If anyone else want one I'll email it to ya!
I am posting it now and then though, to the newsgroup, but there haven't
been too many updates/changes recently so I haven't felt the need for that yet.

Hallvard, Oslo, Norway

2343. Re: Ste and hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 02:56:41 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qcbl9$hrj@holmenkollen.ifi.uio.no>
Source record: 187373

In article <cc103.768050941@Paddington>, cc103@city.ac.uk (NORMAN S L) writes:

> >There was some discussion in this group about some STes having faulty
> >DMA chips. Is this what I have? Is it worth fixing, or should I just
> >return it?
>
> Call Atari, quote the serial number of the machine and they can tell you what to do.

I bought my STE from the UK, so they (Atari UK) should be able to tell me if I have a faulty one. Having an address to write to sure would help a lot, and an email address would definitely be best. Anyone?

Hallvard, Oslo, Norway

2344. Re: Where can I purchase RATSoft/ST?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 03:37:53 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <CpD3F6.Ju7@mach1.wlu.ca>
Source record: 187375

Hmm...reading this thread makes me wonder if I should bother upgrading to RatSoft. I currently run an Express (v1.84) BBS, but I like what I've seen of Ratsoft in terms of the open-ended flexibility it offers in comparison to Express. Things aren't so great on this end, either!

Pascal Calarco

2345. Re: ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 04:08:34 UTC
From: Lexicor@world.std.com
Message-ID: <CpD4uB.L2p@world.std.com>
Source record: 187360

In article <CpBzL3.IqJ@cix.compulink.co.uk>,
Graeme Rutt <sabbath@cix.compulink.co.uk> wrote:
>>>Does ST Format or ST Users have an e-mail address? If so, what is it? I
>>>have a couple of questions for them.
>>
>>ST User is stuser@cix.compulink.co.uk
>
>And you might like to try 'parkerc@cix.compulink.co.uk' - he's the guy who
>writes 90% of STF but he's a very rude man.

Do you mean Clive Parker from STFormat?

I have to disagree strongly with that last statement, I do not know what
your experience is with Clive, but he is a very polite person and one of the
best people in STformat, if you do not mean Clive Parker then please
disregard this question.

Yat Siu

>
>
>---
> sabbath@cix.compulink.co.uk (Graeme Rutt)
>---
>
>
>

2346. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 04:48:20 UTC
From: joelau@panix.com
Message-ID: <2qci6k$kk6@panix.com>
Source record: 187387
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

>I see the little 'dd' under the PE column by the stock price, informing
>us that the company has posted a loss for the four most recent quarters.

>Is there any reason to think that atari might be heading in Commodore's
>direction? If not, why not?

correct. Atari had losses for their last few quarters. However, this
was not a surprise to financial analysts. Atari has practically dropped
their computer line (unoffically) and is now favoring the Jaguar system.
By doing this, they had to overhaul their operations. Since last year it
was well know that Atari won't be in the black until 4th quarter of 94 at
the earliest.
I do not think they will follow Commodore because there is more interest
and hype for Atari. Commodore's attempt at the interactive CD industry
failed. commodore really did not have the resource or any serious backing
to their product. At the very least ATari has Time Warner.
With ATari and Sigma Reel's latest annoucement, I think ATari's profit
potential can be fairly large.

2347. Test-please ignore

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 05:57:42 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2qcm8m$2td@u.cc.utah.edu>
Source record: 187726

```
Test.
--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu \
\ Film Studies Major, U. of U. \ \
\ For PGP Public Key, finger ewj8218@u.cc.utah.edu \
\ Selrich Hats (c) 1994 \
```

2348. Re: Trans-Atlantic postal rates

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 06:06:20 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qcmos$qa9@holmenkollen.ifi.uio.no>
Source record: 187378

In article <CpBMxE.D7p@imperial.demon.co.uk>, murdo@imperial.demon.co.uk (Murdo) writes:
> I live in the UK, as you can see from my address.
>
> I need to purchase something by post from the States. Though the price seems
> reasonable I don't want to get stung on the postage across the Pond, as has
> happened to me before. Does anyone over there reading this have easy access
> to postal rates to Europe ? If you could e-mail me details I would be grateful.
> No need to clutter up the newsgroup with it.
>
> Alternatively a number or e-mail address I can try to get them would help. (Can
> I e-mail the Post Office ? :-)
>
> Thanks in advance
>
> Murdo

There's a newsgroup called "snailmail" something.... Can't remember quite what it was.
I asked for exactly the same info, but to Norway, and a very helpful guy photocopied
some info for me and sent it.
Try to look for that newsgroup.
Good luck.

Hallvard, Oslo, Norway

2349. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 06:52:47 UTC
From: <>
Message-ID: <2qcpfv$2uq@mother.usf.edu>
Source record: 187369

In article <CpApwr.41D@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>In article <2ptsmr$ss3@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:
>>You know, if Darek Mihoka put his mind to some good, he could write some
>>really good Mac and PC emulators for the TT and Falcon. They're much faster
>>than the ST's, so, they could do a decent job of emulating the other machines.
>>I'm sure that Darek has rewritten some of the ST's OS in 386/486 native code
>>to speed things up, so he could do the same with the BIOS for the PC emulator.
>>And then the Mac emulator would get a decent screen mode on the TT and Falcon
>>(even more on the Falcon... and, of course, he should support screenblaster).
>>I realize that the money for writing emulators for the Atari wouldn't be as
>>good, unless they were majorly kick-ass, but at least he's be writing a truly
>>respectable product. If there were a decent PC software emulator for the
>>Falcon that used whatever 68030 optimizations were necessary, I'm sure one
>>could get decent speed, especially if the BIOS and Windows drivers were
>>written in native 030 code, where they'd be faster than on the PC anyway.
>>
>
>
>You make some good points. And you're right, part of the ST's screen
>graphics routines I did rewrite in 386/486 code in Gemulator. That's what
>the "QUICK" option in Gemulator activates, and it's very much like a
>Quick ST for the 486.
>
>Now I haven't had a TT in 3 years and never had a Falcon, so you're right,
>it's a fat chance I'll ever write a PC emulator for the 68030, although
>it could certinaly be done and made pretty kick ass ("kick ass" being
>about as well as a 68030 Mac can emulate the PC using SoftPC or other
>emulators.) But for as long as I've been hearing about the Falcon I've
>been hearing about this mythical 486 emulator that someone was going
>to make for the Falcon. What ever happened to that? Did Atari do it? Did
>someone else do it? Or was it just yet another vaporware Atari product?

What would it take for us to get you to write a 486/Windows software emulator
for the Falcon? Begging? Groveling? Secured deposits for purchases?
Considering the innovations you made with QuickST, and the progressive speed
improvements that you made from version to version of Xformer, I'm sure that
you could make a PC emulator for the Atari that was much better than SoftPC.
I'd buy one in a heart-beat, especially if it emulated a 486 and had parts of
the BIOS and the Windows graphics driver written in native 68030 code.

I recall in another message in this newsgroup mention that the 80286 emulator
for PPC compiles code in 'chunks' and runs it in PPC native mode, which can
speed up loops dramatically, etc. Is that really true? Do you do that with
GEMulator? Would it help with that and the 486 emulator for the Falcon?

We would honor you profusely if you were to do us the great service of writing
a good 486 PC/Windows emulator for the Falcon and TT.

>
>- Darek
>
>--
>/--------------------------------------\
>| Darek Mihocka. net: darekm@microsoft |
>| Views expressed are always my own. |
>\--------------------------------------/

2350. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 07:02:09 UTC
From: steve-j@teleport.com
Message-ID: <2qcq1h$f65@kelly.teleport.com>
Source record: 187365

In article <2qbh7f$pjn@vixen.cso.uiuc.edu>,
Schizoid <a-aulick@ux4.cso.uiuc.edu> wrote:
>
>Well, not that this whole thread has any place in c.s.atari.st, but...
>
>Apple's PPC 680x0 emulator doesn't compile at all; it's interpretive.
>The interpreter takes each 680x0 call and makes the equivalent
>PPC call(s). System calls are sent to the system, which may or may not
>make any 680x0 calls depending on wether or not that part of the system
>was ported to native PPC code.
>
>Interestingly, Softlogic's SoftWindows 80286 emulator does dynamic
>recompilation - it takes a chunk of 80286 code, converts it to PPC code,
>and runs that code as if it were any native PPC app. Then it does another
>chunk. That means that, especially for loops small enough to be recompiled
>as one "chunk", (don't ask me how big a "chunk" is) the windows emulation
>can (sometimes) be considerably faster than the old mac emulation.

I just went out today and played around with the Power Macs today and
was QUITE impressed! SoftWindows was running on the big one (8100/80???)
and ran at a VERY respectable speed (generally AT LEAST as fast as your
average 486 machine). And some of the native PPC applciations were just
INCREDIBLE! Too bad the Power Macs don't have the built-in digital
recording capabilities of the Falcon030, or I'd drop mine in a second!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2351. Falcon screen display

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 07:37:36 UTC
From: csterpin@vub.ac.be
Message-ID: <2qcs40$2f8@rc1.vub.ac.be>
Source record: 187779

hello Falcon coders

Some people talk about the max transfer rate we can reach
with the Falcon in graphics display (about 70 kb/vbl).
What do you think about using dsp-DMA for display some
graphics, it can add 20 kb/vbl ...
But maybe the use of the dma will slow down the 70 kb/vbl
display reach by the 030...
If some people have comments, I will be happy to hear...

Cster
csterpin@is1.vub.ac.be

2352. ** TG500 MIDI SAMPLE DUMP *

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 07:50:37 UTC
From: symondsk@topper.enet.dec.com
Message-ID: <CpDF4E.3xG@ryn.mro.dec.com>
Source record: 187780

Dear All,

Does anyone have a MIDI SAMPLE DUMP package that will dump samples from
an ATARI ST to a TG500.

Thanks In Advance,
K.Symonds

2353. Installing MinixFS on a >16MB logical drive

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 08:04:42 UTC
From: marbud@u14001.rsv.svskt.se
Message-ID: <1994May6.080442.14472@rsv.svskt.se>
Source record: 187785

I have problems when installing MinixFS on a large logical drive..

I can't get it to use the upper 500MB.. :-/

In the manual for MiniFS ther is some info about how to install it on a
large logical drive. You should change the sector size to 512, use a harddisk
driver that supports zeroed bootblocks etc..
I have changed my 8kb/sector to 512bytes. I have ICD as driver.
Then figured out the number of blocks on the drive. (is 8k/512*nb_clusters_on_drive the
right way to calculate this?)

Now i run

minit -V -z -b num_blocks -i65534 e

but it only replied:"Can't find sector 8".

There is no problem installing a small MinixFS on my e: drive, but
it't not as much fun with a 16MB filesystem on a 530MB logical drive.. :-/

Any ideas?

Thanks in advance Martin

2354. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 08:50:56 UTC
From: alpldbia@w350zrz.zrz.tu-berlin.de
Message-ID: <2qd0dg$gds@brachio.zrz.TU-Berlin.DE>
Source record: 187781

>but since Atari wasn't interested in applying the patches to their std
>sources, I doubt the WINX author is quite so enthusiastic now.

Currently he is working on version 2.3 which is expected to provide something like window shading.

Unfortunately I don't know what that is. Some of the most popular shareware programs in Germany already support the new features of winx 2.3

2355. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 09:25:29 UTC
From: djs@jet.uk
Message-ID: <1994May6.092529.1123@jet.uk>
Source record: 187784

In <CpApGu.3KD@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:

>...
>With the increased number of dealers, the fantastic reviews of Gemulator
>like the one last month in ST Applications...
Well, you wouldn't expect a bad review from the magazine produced by
one of your distributors. Stuff sold by the ST Club always gets good
reviews, funnily enough. Even things like ImageCopy, which has always
lagged well behind the cheaper and better GemView.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"We were lucky to get nil" - Tommy Docherty.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2356. CD-ROM now working!

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 09:37:38 UTC
From: djs@jet.uk
Message-ID: <1994May6.093738.1230@jet.uk>
Source record: 187786

Last week I posted a tale of woes about getting my CD-ROM going; none
of the drivers I had would talk to it (MetaDOS, ICD Pro, Atari CDROM 0.6).

Yesterday I got ExtendDOS, and it worked straight away! The manual says
no PhotoCD support, though :-(I would have thought that PhotoCD would
be the main application for Atari + CDROM, given that we won't get much
Atari-specific stuff.

In case it helps anyone else, this is the setup: Falcon030 + NEC 2xi CDROM.
The SCSI-II bus also carries a hard-drive and streamer. The driver is
ExtenDOS 1.11. The NEC 2xi is an internal drive, double speed, and costs
160 quid + VAT (ie about the same as an Apple CD300).

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"We were lucky to get nil" - Tommy Docherty.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2357. Re: ST Format & ST User e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 10:02:56 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CpDL8x.JH7@cix.compulink.co.uk>
Source record: 187789

```
>Do you mean Clive Parker from STFormat?
>
>I have to disagree strongly with that last statement, I do not know what
>your experience is with Clive, but he is a very polite person and one of the
>best people in STformat, if you do not mean Clive Parker then please
>disregard this question.
The same. There has been a slight ermm, clash of personalities on CIX in
the STreview conference. The editor of STR raised some IMHO valid comments
about the quality of editorial on STF ie it's very inacurate which is often
true. Clive came back with a line to the effect 'I don't give a f**k about
STR'.

--------------------------------------------------------------------------
I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---------------------------+---------------+-------------------------
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user
```

2358. Ambermoon available?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 10:14:49 UTC
From: nproest@et.tudelft.nl
Message-ID: <1994May6.121449.3316@tudedv.et.tudelft.nl>
Source record: 187788

About a half year ago I saw a review of Ambermoon in PowerPlay.
They did mention the program would come out for PC and Amiga (so No ST).
Just a while ago I coincedently saw an add in which the offered Ambermoon
for ST! Not really, you could reserve a copy for yourself already.
Whom am I to believe? PowerPlay, or the add? Is Ambermoon ever to be
released for the ST, and if so when?

Thanks in advance,
Niels Roest

2359. PhotoCD production in UK: Where?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 10:21:33 UTC
From: djs@jet.uk
Message-ID: <1994May6.102133.1394@jet.uk>
Source record: 187787
Cross-posted to: uk.misc,rec.photo,comp.sys.atari.st

I want to get some film transferred to PhotoCD, and I've tried several places without real success. The small, local photo shops, and bigger shops like Boots all send off to get them done (Boots send to their own place, the others send to Kodak). Either way, it's a 2 week or more turnaround.

Anyone know of a UK place that does a quicker turnaround? Especially in the Thames Valley or London? Before I went in to ask, I assumed that Boots would have PhotoCD equipment in the shop, for immediate turnaround...

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
Woking 1, Yeo 2. Staying up!
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2360. Re: fax-software

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 10:38:12 UTC
From: S_LEIBL@rzmain.rz.uni-ulm.de
Message-ID: <2qd6mk$qrs@wega.rz.uni-ulm.de>
Source record: 187791

In <2q2shd$bd@turing.fwi.uva.nl> mdekker@fwi.uva.nl writes:

> hi,
>
> I am looking for fax-software for my ST. I am using a 14k4 fax modem, don't
> know the exact fax-specifications (the manual is at home), i believe it can
> handle G3 (?) faxes. Is there any fax-software around on any site?

Try TeleOffice, a nice Programm (cost 59 DM), I use it myself.
It also allows sending a fax directly from Calamus, TWrite, ...

> reply by mail please.

Nope. Such topics are of general interest, IMHO. :-)

c u ..... Andy

Andreas Leibl * mail replys to: s_leibl@lyra.rz.uni-ulm.de
student at the * or: atl@thales.mathematik.uni-ulm.de
University of Ulm *
Dept. of Physics * irc: croc (see you later, alligator :-))
Germany * Ulm: Wilder Sueden, erste Reihe

2361. Re: Quantum ELS ID Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 11:32:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qd9sf$6d0@golem.wcc.govt.nz>
Source record: 187743

ICD's FAQ on Quantum ELS Drives....

Quantum ELS with The Link: Problem and Solutions for drives made in 1992.

The following information is for owners of "The Link", a SCSI host adapter for Atari ST computers, and Quantum ELS series hard drives with firmware older than version 4.05. ELS drives with the newer firmware have not been shipped by Quantum as of this writing and probably won't be until sometime in 1993. Firmware version 4.05 or higher is required to disable parity on an ELS drive. Parity is not supported with The Link. Unfortunately a TT, a Falcon, or an ICD host adapter which does support parity is also required in order to disable it so be sure to have one of these available. The following ICD host adapters do support parity: Advantage ST, Advantage Plus ST, AdSCSI ST, AdSCSI Plus ST. The other models do not.

Included with this file are a special version of BOOTFIX.TOS from ICD and two other files from Quantum which will allow those with the knowledge and proper equipment to make their own 4.05 ROMs. ELS_S405.HEX is the 4.05 firmware code in Intel Hex format. ELS_S405.BIN is a binary image of the firmware ROM (binary format). These should have a checksum of $2E00 and be programmed in to 27C512 32 pin PLCC EPROMs or OTP EPROMs. Quantum has used Atmel AT27C512R-15JC OTP EPROMs so 150ns is probably more than sufficient.

An alternative is to call Quantum, explain that you need parity disabled on your ELS drive, and tell them that you need new firmware of version 4.05 or greater to support this. In the USA you can call 900-740-4433 to request new ROMs. Warning! You will be automatically charged for this call and I am not sure of the rate. If you are "blocked" from 900 numbers, try 408-944-0410.

Once you have the new ROM, carefully replace the old ROM, which is the only IC in a socket on the ELS drive PCB. Then connect the drive to a SCSI port which does support parity, boot the computer and run the new BOOTFIX.TOS. After that, the drive will permanently have parity disabled and work with The Link. Our hopes are that dealers or distributors will offer this service to their customers since they will have better access to the required equipment.

Thanks for supporting our products and good luck!

Taken from the ELS.LZH that is provided by ICD on GENIE...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2362. High capasity media - best prices?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 11:41:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dca3b72@p10.secom.ct.se>
Source record: 187720

I'm running the PD library for "Atari Users Of Norway".
Since I'm offering file-copying to all members (instead of just dupplicating the whole disk) - I'm looking for another, faster media to transfer the collection to. I'll propably need apx. 2-2.5 gigabyte diskspace to fit in the whole collection.
I've listed the alternatives I know below, feel free to add more alternatives.
Could someone please add a little more info for me. What is the most cost-effective media (incl. hardware) - and how about reliability?
I would not mind a discussion on this topic!

Syquest 44 mB 5,25" removable
Syquest 88 mB 5,25" removable
Syquest 105 mb 3.5" removable
Flopticals (21mb?)
650 mB optical drives
650 mB WORM disks
Harddrives - 2.5gB or more

BTW - I'll run it from a Falcon030.

Thanks!
Stein Arne Jensen
"Atari Users Of Norway"
stein_arne_jensen@p10.secom.ct.se

2363. Re: Searching for Geniscan-ST Software / Lars-Erik Oesterud

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 11:43:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dca3bbf@p10.secom.ct.se>
Source record: 187721

```
c> Who knows whether Lars-Erik is available via email?
c> (I would like to ask him about a program he did for the Geniscan-ST
c> Scanner.)

I don't know how frequently he is on - but he's a member of our usergroup, and
I will forward mail to him - whenever necessary, including your query.

BTW - the number of his BBS (ABK-BBS) is (+47) 6713 2659, if you prefer to try
directly.

Stein Arne Jensen
"Atari Users Of Norway"

stein_arne_jensen@p10.secom.ct.se
```

2364. Extracting selfextracting MS-DOS SFX

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 12:21:49 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994May6.122149.1451@ibr.cs.tu-bs.de>
Source record: 187797

Extracting an selfextracting archive is an easy thing, if
you have the right computer.

I've got some MS-DOS exe which contain ATM-Fonts (GhostScript!:-).
The readme said:

Extract this files by typing filename.

Optimistic as i am i looked at the header, saw a SFX and
extracted the files with lharc-shell (Atari).

Why do i post this?

Well, maybe someone has the same problem and hadn't thought about
this. (I wouldn't believe it myself if i hadn't seen it)

Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

2365. Re: Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 12:45:49 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May6.124549.23026@bradford.ac.uk>
Source record: 187793

Michael A. White writes:
: In article <2q89ea$miv@news.bu.edu>, Wayne Schultz <rimfax@acs4.bu.edu> wrote:
: > My mouse is deathly ill. It works fine when I turn on
: >my computer for about ten minutes then, its verticle movement
: >gets seizures, followed by either only upward or downward
: >movement.

: Have you done a check for viruses? If I recall, there were a few
: ST virsuses that affected mouse movement.

Yes, it sounds very similar to the Ghost virus B. Which is incidentally,
the only one I have ever suffered from! Don't worry though, its not
serious unless its a hybrid...

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2366. S: MIDI-PROGRAMS...

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 13:39:09 UTC
From: gl511@uni-siegen.de
Message-ID: <2qdh9u$p7k@si-nic.hrz.uni-siegen.de>
Source record: 187792

HI,

a friend of mine with an ST is looking for some good MIDI-programs...
Are there any PD/Shareware-programs available via FTP???

If you have any ideas, please mail them to me...
(Please use private-mail, 'cause I normaly don't frequent this group. :)

Thanks in advance.

ciao...
Lars
--
. .
|\ /| <--->
| ~~ | <----------------------------------> Lars Eilebrecht <------------->
(<><>) <->> SHADOWFOX <<-------> email: gl511@appl1.hrz.uni-siegen.de <--->
\ / <----->> SFX <<--------------------> irc: Shadowfox <-------------->
\/ <----------------->"RESISTANCE IS FUTILE, YOU WILL BE ASSIMILATED!"<->
<--->

2367. Atari UUCP software???

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 13:43:15 UTC
From: check@ixgch.uucp
Message-ID: <4640@ixgch.uucp>
Source record: 187713
Cross-posted to: comp.sys.atari.st,de.comm.uucp

hi all! / hallo zusammen!

i'm looking for a UUCP software package for Atari computers.
if you can help, send your answer to: schmid@haggis.spn.com.
(please, don't send binaries!)
/
ich suche ein UUCP-software-paket fuer Atari-computer. wer rat
weiss, schickt seine antwort an: schmid@haggis.spn.com.
(bitte keine binaries schicken!)

thanks a lot / besten dank:
--
Chris Eckert, XGP Switzerland, SPN
Internet Mail: check@spn.com (problems:chris@imp.ch), InterNIC: CE13
Phone: +41-61 8115635 (voice/MET), +41-61 8115492 (ixgch)
@ Ixgate Switzerland (ixgch.xgp.spn.com) / XGP Switzerland / SPN
"You play with My World, like It's your little Toy."

2368. X former utilites

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:00:19 UTC
From: "Christopher M. Best" <CMB157@psuvm.psu.edu>
Message-ID: <94126.100019CMB157@psuvm.psu.edu>
Source record: 187800

I really need the programs that allow the ST to read 8-bit disks using the ST-XFormer cable, such as the program to make that virtual 8-bit disk and the program that allows files to be copied from that file to and from the 8-bit disk. I am going to loose my net access Sunday because of Summer brake. So please reply to Chris.Best@f342.n268.z1.fidonet.org.
Muchos Thankos,
Chris BeST

2369. Lattice C 5.6

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:16:00 UTC
From: paetau@mits.mdata.fi
Message-ID: <2qdjf0$cuh@mits.mdata.fi>
Source record: 187796

Hello!

I'd like to know what Lattice C 5.6 costs in the UK or the states?
Thanks in advance!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

2370. Re: PhotoCD production in UK: Where?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:18:19 UTC
From: cs93mir@brunel.ac.uk
Message-ID: <CpDx2L.9qK@brunel.ac.uk>
Source record: 187701
Cross-posted to: uk.misc,rec.photo,comp.sys.atari.st

```
: Anyone know of a UK place that does a quicker turnaround? Especially in
: the Thames Valley or London? Before I went in to ask, I assumed that Boots
: would have PhotoCD equipment in the shop, for immediate turnaround...

: --
: David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
: Woking 1, Yeo 2. Staying up!
: - Disclaimer: Please note that the above is a personal view and should not
: be construed as an official comment from the JET project.

Try some of the specialist output bureaus in Lond or have a look in the back
of a Macintosh orientated magazine. I think some companies have invested in
the necessary equipement, but beware it will be very expensive.

--
+------------------------+
| John Major Virus 1: |
Matti Ralph | changes your colour |
CS93MIR@Brunel.ac.uk | pallete 16 shades of |
| grey |
+------------------------+
```

2371. Re: Microprose UFO - For Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:38:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405061400.AA03283@ilmen.lanl.gov>
Source record: 187798

In article 6Iz@arc.ab.ca, erkamp@titan.arc.ab.ca (bob erkamp (fuzzy logic)) writes:
>I have been playing this on a friends PC and it's quite an entertaining game.
>Does anyone know if this will be released for the Atari?

I doubt it. Microprose announced some time ago they had no plans for any new
Atari versions of their products. Of course, that could change if sales of
Atari computers suddenly went through the roof... yeh, right. :)

-Hutch- @ Fair Dinkum Tech

2372. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:54:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405061416.AA03299@ilmen.lanl.gov>
Source record: 187799

In article 103983@zeus.aix.calpoly.edu, mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:

> In fact, I was wondering - is the PPC compiler simply a
>680x0 assembly to PPC machine code compiler, or did they require an
>intermediate 680x0->PPC assy->PPC machine code?

From what I have been able to ascertain, they (Apple) use a direct 680x0 to PPC code compiler architecture.

> In either case, from the
>sounds of it, the conversion to PPC code is supposed to be rather painless.

Yeh, I think even Apple was surprised at how well the early PPC compiles worked. From what I have read and the info I've gleaned chatting with other devs, it seems that, by and large, most 680x0 code recompiles into PPC code with very little massaging... and some not at all. Of course, recompiling for PPC and designing and writing code to specifically take advantage of the PPC's power are two different things. :)

But I digress... an Atari PPC board would definitely be way cool. :)

-Hutch- @ Fair Dinkum Tech

2373. Re: Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:57:15 UTC
From: nj1@ukc.ac.uk
Message-ID: <7771@merlin.ukc.ac.uk>
Source record: 187710

In article <d93rkr.767873696@txfs1.hfb.se> d93rkr@t.hfb.se (Robert Krenn) writes:
>In <rkildal.1kj2@outb.wimsey.bc.ca> rkildal@outb.wimsey.bc.ca (Russell Kildal) writes:
>
>>Wanted to let you know about a switchbox made especially for Multisync
>>monitors on the Falcon, it is made by Chr-Magic in the States and is about 30
>>us dollars, the thing is that you can switch between all Falcon resolutions
>>without rebooting the machine and this is a great convenience.
>
>And if you want to build your own for about 3-5 Us dollars, you can get a file called
"FALCADAPT" (or something) from an Atari.archive near you (atari.archive.umich.edu)...
>
Can anybody tell me what spec a monitor has to be to be able to cope with
running RGB modes.

I think the figures for my monitor are....

Vertical Rate : 40 - 90 Hz
Horizontal Rate: 30 - 48 kHz

I may be wrong though, I don't have the manual in fornt of me.

So, is my monitor capable?????

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

2374. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:57:59 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2qdltn$d21@cnn.sim.ES.COM>
Source record: 187703

In article <199405011836.a12486@m4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:

> >Bzzzzt! Move to the end of the line! The Gemulator emulates ALL the
> >hardware of the ST. Yes, that means that illegal things, such as direct
> >hardware peeks and pokes work just fine. I run many pieces of software
> >that do direct screen access that not only run, but in many cases run
> >faster than my 1040ST.
>
> Ah? So where's the MIDI ports then?

Mea Culpa! Correction, it emulates all the hardware, less midi ports (and currently joysticks). The Gemulator does support sound through a Soundblaster card (which does support Joysticks and MIDI) so both of these could be remedied (sp?) in the future. Darek, are you out there listening? :)

--

Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

2375. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:58:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405061419.AA03304@ilmen.lanl.gov>
Source record: 187702

In article 1llm@outb.wimsey.bc.ca, dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:

>Any programmer who doesn't understand the C code (or any other language) he
>wrote 2 weeks ago would get fired on the spot if working for professional
>software developers. This is a reflection on the disorganized state of the
>programmers thought patterns, not the language! ...

Exactly! Sloppy, unorganized, and difficult to maintain code can be written
in _any_ programming language... and I've got my own 'creative' samples in
half-a-dozen languages to prove it! :)

-Hutch- @ Fair Dinkum Tech

2376. Re: Lattice C 5.6

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 14:58:42 UTC
From: nj1@ukc.ac.uk
Message-ID: <7772@merlin.ukc.ac.uk>
Source record: 187711

In article <2qdjf0$cuh@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>Hello!
>
>I'd like to know what Lattice C 5.6 costs in the UK or the states?
>Thanks in advance!
>
>--
>--
>| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |
>--

Lattice C v5.6 costs 170 UK pounds I think - get in touch with HiSoft at
hisoft@cix.compulink.co.uk ......

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

2377. Are all HD caches safe with the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 15:12:30 UTC
From: paetau@mits.mdata.fi
Message-ID: <2qdmou$har@mits.mdata.fi>
Source record: 187704

Is it safe to use any hd-cache with the Falcon? I was thinking
particulary about TCache. Also, is there an english version of
TCache anywhere?
Thanks!

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Seeing is believing |

2378. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 15:28:41 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94126.112841STIRRE31@MAINE.MAINE.EDU>
Source record: 187707

Hi Darek!
First of all, Atari still makes both the Falcon and the TT.
Ataris on dealers shelves are new ones being manufactured.
I love my Falcon and I am sorry you have a problem with Atari.
Right now there is a 20Mhz 286 emulator for the Falcon from
Compo Software and they are the ones working on the 486
emulator. Compo has always been pretty good at support and I
think it will come out.
How compatible is GEMulator, anyway? I mean as far as copy
protected stuff? I thought about getting GEMulator but had
doubts about how fast it would be on a 486SX-25 (the only IBM
I could find for under $1000). I feel that a Falcon with
a 286 emulator would be better (I've heard that the emulator
run at about 486SX-25 speed anyway /source: David Troy/).
And the PC was at $1000 with no sound card. I love the Falc's
sound capabilities.
Anyway, I think your post was a little mean-spirited regarding
Ataris. Posting in an Atari group that Ataris are doomed as
a fact is flame bait. Have fun at your evil employer's :-).
-scott tirrell

2379. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 15:37:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405061459.AA03315@ilmen.lanl.gov>
Source record: 187705

In article DAy@sdf.lonestar.org, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>If GFA Basic was written correctly in the first place you wouldn't even need
>to recompile the old programs!! ... I'm not saying to
>use C - I'm saying that for compatibility reasons, I HATE GFA Basic. I
>haven't been able to use GFA compiled programs since I was using TOS 1.0

Well, as a long-time GFA user, I'm well aware of it's foibles (such as very sloppy memory management), but I cannot imagine why GFA would give you such problems with any TOS over 1.0 (unless you've never upgraded to newer GFA versions, of course).

Heck, I still use GFA 3.5 (I find 3.6 a bit too quirky) on my TOS 4.x Falcon and it works admirably well. It does require a few workarounds with some of the TOS 4.x idiosyncracies and it does NOT work with MultiTOS, but all in all, it's still very usable and very pleasant to use on the Falcon.

>I suggest we find another BASIC .. or do GFA right this time!

No argument, there. HiSoft is a contender but I'd much prefer a new GFA. ;-)

-Hutch- @ Fair Dinkum Tech

2380. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 15:55:21 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405061517.AA03330@ilmen.lanl.gov>
Source record: 187706

In article 2uq@mother.usf.edu, millert@ug.ec.usf.edu. (Timothy Miller) writes:

>What would it take for us to get you to write a 486/Windows software emulator
>for the Falcon? Begging? Groveling? Secured deposits for purchases?
>Considering the innovations you made with QuickST, and the progressive speed
>improvements that you made from version to version of Xformer, I'm sure that
>you could make a PC emulator for the Atari that was much better than SoftPC.
>I'd buy one in a heart-beat, especially if it emulated a 486 and had parts of
>the BIOS and the Windows graphics driver written in native 68030 code.

Darek is the expert here, of course, but I really wonder if a 486 emulator in
software-only is feasible for the Falcon.

Keep in mind that Insignia's SoftPC with Windows is abysmally slow even on a
fast 040-based Mac and their SoftWindows product emulates a 486SX-25, at best,
on a _very_ fast PowerMac with PPC.

How fast could one expect such an emulator to run on the relatively dog-slow
16MHz 68030 in the Falcon?

Then again, I'd LOVE to be proven wrong on this one, too. :)

-Hutch- @ Fair Dinkum Tech

2381. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 16:05:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405061527.AA03335@ilmen.lanl.gov>
Source record: 187717

In article f65@kelly.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
>
>I just went out today and played around with the Power Macs today and
>was QUITE impressed! ...
>
> Too bad the Power Macs don't have the built-in digital
>recording capabilities of the Falcon030, or I'd drop mine in a second!

Well, please DON'T dump your Falcon030 just yet! :)
=====
But just FYI, if you request the 'AV' option when purchasing a PowerMac,
you get the digital recording capability as well as a bunch of other nifty
audio/video features. I think the AV option is only about $300 or so,
depending on the PowerMac model in question. The only odd thing is that
you must buy the AV option at time of purchase; it's not available otherwise.

-Hutch- @ Fair Dinkum Tech

2382. Re: Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 16:09:35 UTC
From: mathew@mantis.co.uk
Message-ID: <2qdq3v$17v@sunforest.mantis.co.uk>
Source record: 187709

In article <2qb0m2$afi@gabriel.keele.ac.uk>, Dave <u3n98@cc.keele.ac.uk> wrote:
> Apart from the bugs the one gripe I have with the game is the fact
>that the only practical way of killing a ship is to use the autopilot.

Naah, you're just crap :-)

I wouldn't trust the autopilot to switch the engines on, far less
steer me towards a target.

mathew
--
Seeking a decent bug-tracking system for Windows, DOS, UNIX, Mac...

2383. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 16:29:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpE35s.CGq@cix.compulink.co.uk>
Source record: 187731

In message <1994May6.092529.1123@jet.uk>, djs@jet.uk said:
>Well, you wouldn't expect a bad review from the magazine produced by
>one of your distributors. Stuff sold by the ST Club always gets good
>reviews, funnily enough. Even things like ImageCopy, which has always
>lagged well behind the cheaper and better GemView.

That is incorrect. I think you are too cynical. GEMulator was reviewed by an independent freelance journalist. ImageCopy does not lag behind GEMView and is only 2 pounds more expensive (you get a printed manual). ImageCopy is much better than GEMview at printing and is first and foremost a snapshot utility. I know many people who use both for different tasks.

Ofir ogal@cix.compulink.co.uk

2384. Re: MegaSTE RAM! (was Re: Mega ST vs STE)

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 17:13:31 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994May6.171331.1271@isle.waterloo-rdp.on.ca>
Source record: 187750

> While we are talking pin-outs, can anyone recall if the pin labeled 'audio-in'
> was ever put to use??

As far as I know it has always been put to use. The signal is mixed back onto
the output, so if you have some other mono source of audio you'd like to hear
though your ST monitor, just jack it into the machine while its running. Now
that my stereo has moved to another room, I'll probably be doing this with
the soundcards in my PC.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

2385. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 17:14:21 UTC
From: g051@cpcw4.uea.ac.uk
Message-ID: <2qdttd$cqr@cpca3.uea.ac.uk>
Source record: 187714
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
>>: 2.06 and have a spare set arround?)
>>
>>Surely it would be just as cheap nowadays to go stright to 2.06?
> Well, considering you'd need a TEC (or similar) board to use TOS 2.06
>on a standard ST, it might be cheaper for him to simply get the TOS 1.4's and
>simply swap in the new for the old chips...

Yes, but... This lets yuo switch between version so that any incompatabilities
can be solved.

Also, the improvements in TOS2.06 make the extra (minimal)cost worth-while.

OK, so it could still be improved but it's a lot better than any previous
version.

One thing I would like to see is 8*8 characters used in menus when in hi-res.

g051@uea.ac.uk

Ian B.

2386. SALE: Atari Transputer Workstation & Fa

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 17:40:44 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <768259489.AA05500@byte.bbs.no>
Source record: 187723

>universities and research labs (and mostly in Europe). I'd
>LOVE to see one in person!

I have really seen one (on a computer-fair i Norway several years ago)
But they only showed of how many windows with different taskt they
could have active at the same time without any time delay :-)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2387. DBase

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 17:40:46 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <768259489.AA05501@byte.bbs.no>
Source record: 187724

>Is there an atari program (PD or commercial) that can read DBase datab

DBase II exsist for Atari too, and dBman is a dbase III clone..
But these programs are old, and I don't know who is selling them..

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2388. Re: TEDINFO & template

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 17:48:54 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994May6.174854.3609@beaver.cs.washington.edu>
Source record: 187715

Jeff Beeghly (jbeeghly@u.washington.edu) wrote:

: I was told (by someone else) that it may be an undocumented feature that
: the returned value will only yield the first value. That's great if my
: template is the same character in every field, but what if it's mixed
: (like what I am doing?)

Undocumented feature? CRAP! Dude, that's totally bogus. It should print
the string that the pointer points to until it reaches a NULL. sprintf
can't tell the difference between a GEM text field and a regualar string!
That's bogus! Something weird is going on!

2389. Falcon HW Accelerators in the US

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 17:56:37 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994May6.175637.3861@beaver.cs.washington.edu>
Source record: 187716

Can someone post a list of Falcon Hardware Accelerators available in the U.S.
and where to get them? Also, availability date. Thanks!

2390. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 18:03:45 UTC
From: <>
Message-ID: <CpE7IA.LFx@ra.nrl.navy.mil>
Source record: 187719
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

In article <CpBzL0.Ipv@cix.compulink.co.uk>
sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

> >ATARI just jumped in volume....sold 400K+ in shares today, and
> >currently is +9/16.
> >
> >Was there some kind of announcement that I missed????
>
> I dunno if it's linked but I believe they just sold Time Warner a
> significant part of their operation.

As posted earlier, TW owned 25% of Atari and just bought 2% more
through a stock issuance at $8.50/share. TW is helping Atari with cash
flow for mfg/marketing of the Jaguar, which seems to be selling well at
this early stage...

-- Dr. Moze <Steve Marsh> marsh@anvil.nrl.navy.mil

2391. Scanner software for Atari MSTe.

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 18:05:35 UTC
From: marbud@u14001.rsv.svskt.se
Message-ID: <1994May6.180535.905@rsv.svskt.se>
Source record: 187722

Scanner software for any of the following scanners;

Epsin GT series.
HP series.
MicroTech series.

are needed for use with a MegaSTe(4).

Hints about non PD products appreciated.

Regards Niclas / Martin

2392. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 18:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199405062011.a13226@m4.maus.de>
Source record: 187677

>Also, don't go to Alpha Centauri. It sucks. Try it if you don't
>believe me. There's an even worse star system in the Imperium, but I
>forget its name...

Yeah, it really sucks.

Other question: Everyone I try to contact on the Bulletin Board keeps telling me that I wasn't trustworthy, "I don't deal with s.o. of your reputation" and stuff.

Why did I lose my reputation, and how do I improve? Any hints? Do I have to murder someone or something?

bye, Peter

2393. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 18:22:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199405062022.a13227@m4.maus.de>
Source record: 187678

>2.. Using the Hyperspace Analyser on your own cloud bombs the
>game. (Also annoying but easier to avoid..)

Me too.

>Also in my opinion the best way to kill things is to pause the game when
>the ship is on your screen (by pressing escape. This is how I found out
>about the

The way I currently kill people is, I zap them off the screen with my top and bottom turret lasers (20 MW each) manually, while the autopilot heads to where I want to go. It's quite easy to do, use the joystick and practice... (and have a LARGE ship, of course :-)

bye, Peter

2394. Re: Ergo!-Pro info wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 18:44:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405061806.AA03356@ilmen.lanl.gov>
Source record: 187730

In article 2dc8a1f4@p10.secom.ct.se, stein.arne.jensen@p10.secom.ct.se (Stein Arne Jensen) writes:
>From what I can understand this program will increase Gfa basic's MultiTOS and
>Mag!X compatability, speed up the program.
>
>Anyone who can geve me more info about the product?

Try sending an email inquiry to Christof Schardt at Christof_Schardt@f.maus.de since he is the primary author of the 'ergo!pro' package (along with Gregor Duchalski). I considered marketing ergo! in the US at one time but that eventually fell through. Here is some info about it that Christof sent me:

- completly new program,
- totally GEM-conforming,
- full text of GFA-manual (ACC) available in a window,
- Analyzes and manipulates GFA-tokencode, so you don't need the LST-file,
- increased speed of all processes (up to 15 times faster),
- all functions improved.

It looks like a very handy product for GFA users. Alas, no English version yet.

-Hutch- @ Fair Dinkum Tech

2395. Re: CD-ROM now working!

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 18:52:07 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994May6.185207.2048@ccc.amdahl.com>
Source record: 187737

In article <1994May6.093738.1230@jet.uk> djs@jet.uk (David Stevenson) writes:
>Last week I posted a tale of woes about getting my CD-ROM going; none
>of the drivers I had would talk to it (MetaDOS, ICD Pro, Atari CDROM 0.6).
>
>Yesterday I got ExtendDOS, and it worked straight away! The manual says
>no PhotoCD support, though :-(I would have thought that PhotoCD would
>be the main application for Atari + CDROM, given that we won't get much
>Atari-specific stuff.

Although the ExtenDOS manual says no photoCD, some drives will
automagically recognise the XA format, so you can access photoCD
without any special effort. Many of the NEC drives are like this,
including the NEC 38, 74-1 & 3Xp, so yours may work too. This
however is only single-session; if your drive supports multi-session,
the driver has to do some additional work, and this is device-
dependent.

The next major release of ExtenDOS will support multi-session
photoCD on as many drives as I can get info for.

Roger Burrows / Anodyne Software

P.S. I changed the Reply-To header since I'm not responding from
my business account ... hope it worked OK, I prefer to get
mail on the GEnie account.
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

2396. Re: Lattice C 5.6

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 19:00:12 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CpEA4C.JvM@cix.compulink.co.uk>
Source record: 187732

In the UK it's listed at 170GBP or so. You can buy it fairly easily for
less - around 120GBP.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

2397. RE: Dbase

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 19:30:37 UTC
From: jmitzen@cybernet.cse.fau.edu
Message-ID: <qD6wLc1w165w@cybernet.cse.fau.edu>
Source record: 187727

Was the program that ran DBase programs DBMan?

2398. Re: Best Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 19:32:37 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CpEBMD.Lo3@cix.compulink.co.uk>
Source record: 187733
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Anyone know how I can get in touch with Best Electronics, regarding a
>catalogue or something? Here in Briatain, they are regarded as one of
>the best people to buy Atari spares/sundries from.

Perhaps try Best Electronics
2021 The Alemeda
Suite 290
San Jose
CA 95126
Tel. 010 1 408 243 6950 (9pm - 1am UK time)
Fax. 010 1 408 243 8274

Sorry I don't have a note of an e-mail address,

Best Regards,
Brian

brobson@cix.compulink.co.uk

2399. Searching for Geniscan-ST Software / La

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 19:53:58 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <768276256.AA05509@byte.bbs.no>
Source record: 187675

```
> c> (I would like to ask him about a program he did for the Geniscan-S
> c> Scanner.)

>I don't know how frequently he is on - but he's a member of our usergr
>I will forward mail to him - whenever necessary, including your query

I'm still here !!!!! But due to the fact that I've beeing working
hard on my finishing report about "user participation in system
developement" at school I've "skipped" some messages the last weeks.

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

----------------------< cut here >-----------------------------------

From time to time people keep asking me about some of my Public Domain
and ShareWare program, but since I can't post them on InterNet I have
compiled a disk with all of them. To get it, send two 720K disks, or
one 1.44MB to: Lars-Erik 0sterud, Blinken 37c, N-1349 Rykkinn, Norway
======================================================================
MiniTerm VT-100 comms-program, Xmodem, Ymodem, IBM-graphics
MinitBBS Public Domain BBS-system (with fax receive support)
ReadMail ST Off-Line Mail-reader for MBBS & MiniBBS. Save money !
----------------------------------------------------------------------
NORKEY6.PRG Norwegian keyboard driver and lots of other stuff :-)
SPEED.PRG Only the "other stuff" (speed switch, alt. keypad func)
----------------------------------------------------------------------
IBMPRINT.PRG Fixes norwegian chars on printers with IBM-charset
NO7PRINT.PRG Fixes norwegian chars on printers with NO7-charset
RS_PRINT.PRG Redirects printer output to the serial-port (RS-232)
----------------------------------------------------------------------
PROTECT6.PRG Background boot-virus and link-virus checker/killer !
----------------------------------------------------------------------
DEGASNAP.PRG Press CTRL-SHIFT and a letter to save screen display
----------------------------------------------------------------------
DOUBLE2.PRG 640x800 mono (640x400 color) emulator, scroll/interlace
MONO_EMU.PRG Run MONO programs on COLOR monitor (also with TOS 1.4)
MEDIUMEM.PRG Run MEDIUM programs on MONOCHROME (also with TOS 1.4)
COLOREMU.PRG Run COLOR programs on MONOCHROME ! (slow but it works)
----------------------------------------------------------------------
MAKE512K.PRG Move video-RAM to 520 position (some demos want this)
IKBDPTCH.PRG Keyboard patch for TOS 2.xx (and higher) for some games
----------------------------------------------------------------------
PFXPAK.TTP Compresses program-files (I have NOT made this one)
PRGPACK.PRG GEM-shell to make use of PFXPAK.TTP very easy
```

```
------------------------------------------------------------------------
ARCSHELL.PRG GEM-shell to make use of ARC, ZOO and LHARC very easy
------------------------------------------------------------------------
PROTECT3.TOS Small utility to kill boot-sector viruses and protect
------------------------------------------------------------------------
HDWAIT2.TOS Bootsector to wait for harddisk, works on MEGA STE too
------------------------------------------------------------------------
MINIVIEW.TTP Small text-file viewer to replace SHOW-file option
MINISHOW.TTP Shows all Degas pictures on all monitors
SPCSHOW.TTP Displays Compressed Spectrum512 pictures (50 and 60 Hz)
------------------------------------------------------------------------
MAPMEM.TOS Lists info about resident programs using XBRA-standard
------------------------------------------------------------------------
SCAN_PRG.LZH New and much better software for GeniScan hand scanner.
SCAN_SRC.LZH Source-codes for new GeniScan software (Pascal & Asm).
------------------------------------------------------------------------
GRAZTIME.TOS Adjusts clock to world-time of university in Graz.
========================================================================
```

And thanks to my very good friend Karl Anders Øygard for these programs

```
------------------------------------------------------------------------
```

PLAYER.TTP Small program to play SoundTracker files on stand. ST
MODPLAY!.TTP The best Stereo SoundTracker Player ever made for STE

```
------------------------------------------------------------------------
```

BACKTRAK.ACC Accessory that plays MODules in the background on STE
More info on this program in the file BACKTRAK.TXT...

```
------------------------------------------------------------------------
```

PT13ST.PRG Demo version of ProTracker ST for standard ST (no DMA)
PT13STE.PRG Demo version of ProTracker ST for STE and MEGA STE

```
------------------------------------------------------------------------
```

If you enjoy ProTracker ST ask your dealer for the official version !!!


```
Lars-Erik 0sterud Voice: +47 67 13 15 71
Blinken 37 c ABK-BBS: +47 67 13 26 59 300-14400 MNP5/V42
N-1349 Rykkinn TeleFax: +47 67 13 26 59 4800-14400 Group 3
Norway ____ ______ ____________________________________
/___ / The norwegian ST Contact us
_____________ ____/ / Klubben, user association at ABK-BBS
```


```
-- ReadMail ST
```

2400. Shift's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 19:56:55 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2qe7e7$lkt@news.u.washington.edu>
Source record: 187729

Howdy all... I own a copy of Interface, the resource editor from Shift
(in Germany, I believe) from Gribnif (here in the states).

Does anyone know of an e-mail address for Shift? I have a request for them.

Thanks,

Jeff

2401. ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 20:03:14 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <768259489.AA05502@byte.bbs.no>
Source record: 187725

>>(gustavo@dent.uchicago.edu) (Gustavo Comezana):
>>
>>I don't believe that Atari ever placed ST BASIC in the public domain. Even
>>though they don't support it anymore it's still not free.

Many PD libraries however do distribute it ,both the 'old' and the
new version. Don't think there is anything wrong with that. Every ST
user did get it anyway.

>(hutch@ilmen.lanl.gov) (John Hutchinson):
>Besides, ST BASIC was so bug-ridden and archaic I can't imagine why anyone
>would want it. GFA _did_ place GFA BASIC 2.0 in the public domain and it is
>much more powerful than the old ST BASIC. You should be able to find the GFA
>BASIC interpreter at most any ftp site or bulletin board.

I thought version 2 was only avaliable from those PD libraries who had
permisson from GFA to distriute them ,and that it was not in the Public
Domian!

```
__ ___ __ __ ___ _ __
/_ / /_ / / / ) /_
jabran.akhtar@byte.bbs.no __/ / /_ \_ / / \ /_
Programmers of Mnilu
the GfA BASIC v2 Compiler
```

```
.............................................................
One Jack - the program launcher - No need to go through all the
folders to run a program - One Jack will do it all - CominG SooN
Fully useable with all _all_ TOS's and ALL replacement desktops
.............................................................
```

2402. FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 20:06:24 UTC
From: hicksm@panda.lpl.arizona.edu
Message-ID: <2qe800$rfn@news.CCIT.Arizona.EDU>
Source record: 187728

Hi! Here's a few questions concerning atari falcons

-What are the street prices now for various configurations?
(with and w/o hard drives, etc)

-What sort of monitor is needed?

-What is the DSP used for?

-Where does one buy Falcons?

-Does Atari have plans to bring out any new computers?

Thanks for any info!

-Michael Hicks

2403. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 20:19:55 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CpEDt7.s1@cix.compulink.co.uk>
Source record: 187734

>and is only 2 pounds more expensive (you get a printed manual). ImageCopy
>is much better than GEMview at printing and is first and foremost a
>snapshot utility. I know many people who use both for different tasks.

Yup. I'd be without neither of them - I never use Imagecopy to view
pictures and I never use GEM-View to snap pictures (erm, it can't [g]).
They each have a very important place on my HD.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2404. Re: Gemulator & TOS 1.0, 2.05

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 20:25:49 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2qe94d$9p0@acme.gatech.edu>
Source record: 187736

In article <Cp1nru.6y8@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan
K. Langlois) writes:

>GOOD! You'll need it! You need 8MB to emulate a 4MB ST! RAMDISKS?

Wrong. The latest version of Gemulator requires 1 meg of RAM above
the amount of ST RAM. Therefore it takes 5 megs to emulate a 4 meg ST
or 9 megs to emulate an 8 meg ST.

>Under a TT you can get 1280x960 and if you get a VME card, even higher.

Using a graphics card with a TT isn't a simple plug and chug
operation as it is on a PC. Read the March and April 1994 issues of
Current Notes for a review of using the NOVA, CyReL Sunrise, and Crazy
Dots cards. Also, the cost of a TT with 16 megs of TT RAM and a
graphics card is about $1500US more than a 486DX2-66 PC with 16 megs,
VESA local bus graphics and a monitor.

>Not MINIX!

Why would you want to run MINIX under an ST emulator when you can get
PC MINIX and have it run much faster?

>Only the Yamaha sound, which is FM modulated square wave with effects
>oscillators. Show me STe DMA sound .. or better yet, Falcon sound.

Add up how much software supports Yamaha sound and how much supports
DMA sound. It's not worth the effort to emulate DMA sound.

I have GEMulator and am happy with it (and the 486DX2-66 PC :) I've
got the best of both worlds, power stuff can be done in native mode,
the other in emulated ST. GEMulator saved me quite a bit in
buying equivalent software for OS/2 (My PC OS of choice). The
operative word is "buy", I'm not a pirate!
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2405. Re: Zoom Faxmodem Troubles

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 22:02:25 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2qeeph$8t4@mailer.fsu.edu>
Source record: 187739

Todd Hogarth (bign@eskimo.com) wrote:
> Yesterday I bought a Zoom Faxmodem 14400 v.32 v42bis and installed it on
> my Mega2 ST with TOS 1.02. I have Serfx20.prg in my auto folder as well.

> Neither Uniterm or Stealth will connect at anything over 9600 without 4
> bombs. Connect runs quite nicely, except after zmodem transfers where it
> always locks with 4 bombs. I use RCS/CTS flow control and baud set via
> Connect at 19200.

> The init string that I have stored in the modem is AT&Q5F10. The manual
> is geared for MS/DOS users.

> Another annoying thing is that the Carrier Detect light is always on when
> the ST is running. I had to configure Connect to ignore the CD before it
> would dial.

I had a Zoom connected to my ST for awhile, so rest assured that it is
possible.

First, get rid of Serial Fix, and get hsmoda02. It is faster and better.
Next, you should strip out any init strings in the modem programs you intend
to use. Then, use one of them to program your modem once, and write the
setup to non-volatile memory. There is no need to reprogram your modem
every time you run a program (another hint: never have your modem on when
you first run a new modem package, as they usually have some large silly
init string that will mess up your preprogrammed setup).

You should try the following setup:

at&f&c1&d2&w

This should get rid of your carrier detect problem (turn it back on in
Connect), and you should be ready to go. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2406. Re: HSMODA02 -- is it useful to me?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 22:12:17 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2qefc1$8t4@mailer.fsu.edu>
Source record: 187740

In article <768107166@amazon.cs.duke.edu> you wrote:
> I'm running Uniterm 2.0e on a MSTe via the MODEM1 port. Will this
> package do me any good? What magic do I have to perform to use the
> higher baud rates in Uniterm?

Yes. I have noticed slight improvements over Serial Fix 2.0 within Uniterm during Zmodem downloads (using GEM RZSZ 2.28). You cannot access anything higher than 19.2kb on MODEM1 without hardware mods. You should try MODEM2, though. On it, you will be able to access higher baud rates by using the configuration utility that comes with HSMODA02 (it maps higher baud rates to the standard selections, so 19.2 would really become 57.6 or whatever). You might have a buggy MODEM2 (like me) though, and prefer MODEM1. You can fix MODEM2 by following the instructions in fser09b.lzh on a.a.u.e. You will need a GAL programmer, though.

> [Oh, and lest someone suggest I switch comm programs: if I ever get
> NVDI and a screen resolution higher than 640x200, I'll look into
> CoNnect. Until then, I'm sticking with what I've got.]

True. Connect is great on a MegaSTE with NVDI and a mono monitor. Well worth the money (for Connect registration, NVDI, and monitor), IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2407. Re: High capasity media - best prices?

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 22:23:45 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2qeg1h$8t4@mailer.fsu.edu>
Source record: 187741

Stein Arne Jensen (stein.arne.jensen@p10.secom.ct.se) wrote:

> I'm running the PD library for "Atari Users Of Norway".
> Since I'm offering file-copying to all members (instead of just dupplicating
> the whole disk) - I'm looking for another, faster media to transfer the
> collection to. I'll propably need apx. 2-2.5 gigabyte diskspace to fit in the
> whole collection.
> I've listed the alternatives I know below, feel free to add more alternatives.
> Could someone please add a little more info for me. What is the most
> cost-effective media (incl. hardware) - and how about reliability?
> I would not mind a discussion on this topic!

> Syquest 44 mB 5,25" removable
> Syquest 88 mB 5,25" removable
> Syquest 105 mb 3.5" removable
> Flopticals (21mb?)

All of these are too expensive for the sizes you list above. The number
of cartridges would be a real pain. Flopticals are hideously slow, and not
worth consideration for most anything, IMHO. Syquests are great. There is a
270mb Syquest mech available that can read/write the 44mb and 88mb cartridges.

> 650 mB optical drives
> 650 mB WORM disks

These are promising, but a bit pricy. Pinnacle systems make some nice ones.

> Harddrives - 2.5gB or more

> BTW - I'll run it from a Falcon030.

You might want to consider a big IDE drive, as they are usually significantly
cheaper than SCSI. On the other hand, you can always use a SCSI device (I
have a bias against IDE, I guess). Anyway, a big hard drive is probably your
best bet. The bigger you get, the cheaper per mb. I have a bid for 9gb
external SCSI's with enclosure for about $3500. Amazing! Most big SCSIs
have a 1 year 24 hour replacement warantee, and a 5 year general warantee
(you can extend the 24 hour replacement warantee for about $20 a year, well
worth it). You might consider getting two 1gb disks, as opposed to one
2gb or above, so you have some redundancy.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

****

2408. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 22:45:50 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEGWFJWD@ttgk.textlitho.nl>
Source record: 187668

In <9405061517.AA03330@ilmen.lanl.gov> John Hutchinson wrote :

>Keep in mind that Insignia's SoftPC with Windows is abysmally slow even on a
>fast 040-based Mac and their SoftWindows product emulates a 486SX-25, at best,
>on a _very_ fast PowerMac with PPC.
>
>How fast could one expect such an emulator to run on the relatively dog-slow
>16MHz 68030 in the Falcon?
>
>Then again, I'd LOVE to be proven wrong on this one, too. :)
>
Insignia's SoftPC is already available for the Atari ! I tested a version a
few months ago. On a 32 MHz TT it reaches..... about XT speed...
I was not impressed... You had to setup a pseudo harddisk for SoftPC which
constantly gobbled up the amount of space you had set aside for it.
Atari partitions access was very clumsy supported. I even had to put in a
NeXT (!) driver file to even get a look at the Atari dir's. Couldn't manage
to get any files from there. Only way to get files on this pseudo harddisk
was by copying them to disk and then SoftPC could read this disk back
in... HD format floppies were not supported. Display emulation was CGA and
the whole SoftPC ran inside a window (which was nice) but you needed at
least a vertical resolution of >200 lines (TT medium).
The PC emulation was quite stable though, it hardly ever crashed. Even when
running DBASE 4 and DOS 5.0!!

So, I don't expect anything of a Software PC emulator for the 16 MHz
Falcon. The emulators which were announced were meant to be hardware. This
could be done quite easily by putting in a 486 SX processor.

Gert

--

-- --
Atari TT-Point
-- --

2409. Re: Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 22:47:59 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CpEKo0.AI7@freenet.carleton.ca>
Source record: 187738

In a previous article, nj1@ukc.ac.uk (N.Jones-Rodway) says:

>
>Vertical Rate : 40 - 90 Hz
>Horizontal Rate: 30 - 48 kHz

RGB is 30Hz vertical
15KHz horizontal

You can still manage some pretty decent modes with BlowUp030 or screenblaster.
:-)
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2410. Re: Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 22:55:42 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEGWFJWG@ttgk.textlitho.nl>
Source record: 187667

In <7771@merlin.ukc.ac.uk> N.Jones-Rodway wrote :

>Can anybody tell me what spec a monitor has to be to be able to cope with
>running RGB modes.
>
>I think the figures for my monitor are....
>
>Vertical Rate : 40 - 90 Hz
>Horizontal Rate: 30 - 48 kHz
>
>I may be wrong though, I don't have the manual in fornt of me.
>
>So, is my monitor capable?????

Well, no it is not...

Your monitor is capable of all the VGA modes of the Falcon but not the RGB
(15 kHz horizontal) so you can't run the overscan modes etc.

I have tested my old trusty Eizo (=Nanao) Flexscan 8060S and that one works
OK for all resolutions (it can handle 15-40 kHz). I think the older NEC 3D
could also handle 15 kHz.

Gert

--

-- --
Atari TT-Point
-- --

2411. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-06 23:56:38 UTC
From: andre@cix.compulink.co.uk
Message-ID: <CpEnuE.8u9@cix.compulink.co.uk>
Source record: 187742

In message <9405061459.AA03315@ilmen.lanl.gov>, hutch@ilmen.lanl.gov wrote:

>Well, as a long-time GFA user, I'm well aware of it's foibles (such as very
>sloppy memory management), but I cannot imagine why GFA would give you such
>problems with any TOS over 1.0 (unless you've never upgraded to newer GFA
>versions, of course).

My biggest grumble at the moment is GFA's insistence on turning the mouse on after every AES call - including calls to turn the mouse off!!! This wreaks havoc, as BEG_UPDATE/mouse-control/etc calls become incorrectly nested, and you get mouse droppings all over the place with multitasking software in place (even desk accessories). Does anyone have a patched version of the compiler library which leaves mouse control for the programmer to sort out?

Andre

+-----------------------------------+------------------------------+
Andre Willey	Cygnus Software Development
Email: andre@cix.compulink.co.uk	Sutton Coldfield -- England
or: ...{mcsun}!uknet!cix!andre	Tel: (UK/+44) 021 308 5251
+-----------------------------------+------------------------------+

2412. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 01:04:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2ZuudrKd576@semprini.waterloo-rdp.on.ca>
Source record: 187663

In <2q549q$1836@info2.rus.uni-stuttgart.de>, Heiko Hartmann writes:
> Learning C IS difficult. C is the assembler of the 90s!
> I know C-programmers which don't understand their code they have written
> two weeks ago!

That means they're bad C programmers. Comments, logical variable and
function names, make it quite easy to understand old code; you can even
(*gasp!*) read other people's code if it's written well!

> The GFA-Compiler produces nice code which is fast enough.
> I think most people want GFA-Basic because there is so little choice of
> anything other than C on the Atari. Well, Pure Pascal is nice, but many
> people don't like Pascal. I'm still waiting for a comfortable C++-port
> on the Ataris...

I think GFA-BASIC is hell. It creates code that is likely to break on
any new computer/CPU/OS-version.

Why are you "waiting for a comfortable C++-port" if you dislike C so
much? The same bad techniques can be used in C++...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2413. Atari Jaguar PC Card!

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 02:55:31 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May6.215531.27515@cobra.uni.edu>
Source record: 187745

A smalltibit in the Thursday's edition of the Wall St. Journal about Atari licensing Jaguar Technology to Sigma Designs for a Jaguar PC card.

Peter Sinclair-Day
University of Northern Iowa
Cedar Falls, Iowa USA

May 16 - BlackBirds!

2414. Re: Test-please ignore

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 03:04:35 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qf0g3$hpg@yrsa.ifi.uio.no>
Source record: 187744

use the alt.test newsgroup for this!

Hallvard, Oslo, Norway

2415. Keyedit program needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 03:18:22 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qf19u$hu8@yrsa.ifi.uio.no>
Source record: 187746

I have an STE which i ordered from the UK a few years ago. As I live in Norway
I'd want to use the three additional Norwegian/Danish characters to the English alphabet.
I've changed the TOS to v2.06, but i didn't want the Danish or Swedish one, so I opted
for the UK version instead. I have found key-edit programs that are to reside in the auto
folder. That's okay if I want to use the Norwegian character, but what if I want to use
those characters that I lose, because the Norwegian letters are in place of those.
It's the characters: "]", "[", "}", "{", "|", "\".
Is there a similar program (to reside in the auto folder) that I can use, and change
between two different keyboard layouts with some kind of key-sequence?
Like, the "normal", original keyboard layout (the one that corresponds correctly to the
keyboard) and the Norwegian keyboard.
Thanks.

Hallvard, Oslo, Norway

2416. Re: High capasity media - best prices?

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 04:27:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpF0D3.E2t@cix.compulink.co.uk>
Source record: 187747

In message <2qeg1h$8t4@mailer.fsu.edu>, boyd@sonya.math.fsu.edu said:
>
>> Syquest 44 mB 5,25" removable
>> Syquest 88 mB 5,25" removable
>> Syquest 105 mb 3.5" removable
>> Flopticals (21mb?)
>
>All of these are too expensive for the sizes you list above. The number
>of cartridges would be a real pain. Flopticals are hideously slow, and not
>worth consideration for most anything, IMHO. Syquests are great. There is a
>270mb Syquest mech available that can read/write the 44mb and 88mb cartridges.

The 270 is 3.5inch and cannot read 44/88 carts. There is a 200MB version
which can read 44/88. Floptical is a waste of time IMO. I just got myself
a Syquest 105, the mechanism was less than 300 UKP from System Solutions.
It is very fast 1200 k/s on read. Almost as fast as my Maxtor 210MB
(1400k/s). I _think_ the 270MB one is even faster and can read 105s.

The carts sell for about 60 UKP for the 105, 90UKP for the 270.

Ofir ogal@cix.compulink.co.uk

2417. Re: The Book

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 05:54:30 UTC
From: steve-j@teleport.com
Message-ID: <2qfaem$9i@elaine.teleport.com>
Source record: 187749

In article <1994May5.122342.21732@unix.brighton.ac.uk>,
Stephen Ticehurst <st39@unix.brighton.ac.uk> wrote:
>
>
>What happened to the Atari Book - ST laptop. I only ever saw it
>being advertised when it first came out at some silly price.
>
>Are they still being made/sold - if so, how much etc.. etc..

After the initial batch(s) of STBooks went to retailers (only in
Europe -- maybe ONLY in the U.K.), Atari pulled it in order to
'fix' it. By 'fix' I mean that they were getting A LOT of
response from people that they wouldn't buy one if it didn't have
a backlit display, among other things. Since Atari was busy
working on the Falcon030 and Jaguar, they didn't have the
resources to revamp the STBook. However, Atari has not officially
killed it -- it's in limbo! It cost something like $2500 too, so
it was far from being a cost-competitive product. There are
several hundred out there, though, and most owners seem to be happy
with them.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2418. Re: FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 06:11:33 UTC
From: steve-j@teleport.com
Message-ID: <2qfbel$ft@elaine.teleport.com>
Source record: 187748

In article <2qe800$rfn@news.CCIT.Arizona.EDU>,
Mike Hicks x2692 <hicksm@panda.lpl.arizona.edu> wrote:
>
>Hi! Here's a few questions concerning atari falcons
>
> -What are the street prices now for various configurations?
> (with and w/o hard drives, etc)

1/0 - $ 799
4/0 - $ 999
4/80 - $1299
14/80 - $1899

Those are the list prices (and all dealers can advertise
them at), but there's generally a 20-25% markup (e.g. a
4/80 costs the dealer about $975), so you could always
haggle.

>
> -What sort of monitor is needed?

You can use either an ST RGB/mono monitor or a VGA monitor
(or a multiscan monitor capable of handling both signals),
but you need to buy the appropriate monitor connector for
the Falcon030's video port.

>
> -What is the DSP used for?

So far, only direct-to-disk digital audio recording/playback,
but 9600-14.4kbps modem emulation is still promised.

>
> -Where does one buy Falcons?

From almost any dealer that carries it. Atari recently
allowed dealers to mail order Falcon030s, so they should
be readily available from places such as Computer STudio,
Toad Computers, and others.

>
> -Does Atari have plans to bring out any new computers?

If they do, they haven't told anyone. However, Sam
Tramiel has said that any computer Atari does (in the near
future) will incorporate Jaguar technology. I'd say
they have some plans, but can't really focus on them

until the Jaguar's rolling on its own.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2419. Re: Problems installing MASTERBROWSE 4.1

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 08:25:40 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.m5dVY&4qTAc@elfhaven.ersys.edmonton.ab.ca>
Source record: 187539

In <2q9bbn$pin@yrsa.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tangerï¿½s) writes:

[> Hi,
[> I've downloaded "masterbrowse 4.1" document displayer, but I have had big problems
[> installing it. I always get the message "can't find destination directory" or
[> something. I'm using a RAM disk to decompress/install it, and I've redefined the
[> directories. I don't have a hard disk- but is this the problem. Will it only
[> install on a drive D system?

Hi, I am the author of MasterBrowse; the installation program will not
create folders, so make sure that you create the folder you are
attempting to write MasterBrowse to. Also, do not try to install
MasterBrowse in the root directory (this may be the problem). As
long as you meet these two conditions, you should not have any
problems. If you do, you can manually install MasterBrowse using
the following method.

Rename DATA6.INS -> MBROWSE.PRG
Rename DATA7.INS -> MBROWSE.RSC

That will give you the "raw" program. If you want the client-program,
then you really should use the installation program. To answer your
question, though, MasterBrowse can be installed on any drive. I've
never tried it with a ramdisk, but this should not be a problem.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

2420. Linux for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 08:52:23 UTC
From: ohb@dutsh7.tudelft.nl
Message-ID: <ohb.768300743@dutsh7.tudelft.nl>
Source record: 187652

Hi,

Yesterday I heard a rumour that they are working on a Linux Version for the
Atari ST. Anyone know more about this?

Onno

2421. Re: Shift's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 09:42:02 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.768303722@acp5>
Source record: 187653

jbeeghly@u.washington.edu (Jeff Beeghly) writes:

>Howdy all... I own a copy of Interface, the resource editor from Shift
>(in Germany, I believe) from Gribnif (here in the states).

>Does anyone know of an e-mail address for Shift? I have a request for them.

Shift have closed down some months ago.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2422. Roland System exclusive commands

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 10:45:00 UTC
From: brazon@lysator.liu.se
Message-ID: <2qfrfc$6vm@newsy.ifm.liu.se>
Source record: 187654

I have a friend who uses Cubase for mastering som Roland equipment, such as Roland S10, Roland R70.

His version of Cubase is from 1989 and the problem is that when you are tring to send system exclusive messages to these machines they demand a checksum that is not supported in Cubase (asfar as I know anyway).

The only synthezizers that is mentioned in the help file is Roland d10-d50

Does anyone have a solution to how to send System exclusive messages to the machines mentioned above,

We've tried this hexline but it doesn't work

Roland S10 F041...xxF7 and then there is supposed to be a checksum ????

--
--
M Sc. BME, Joakim Brandberg Lysator Academic Computer Society brazon@lysator.liu.se
Mail: Joakim Brandberg, Vrngatan 14, 582 37 LINK|PING, SWEDEN
Phone: Nat 013 14 06 71 (answering machine, voice)

2423. Re: Shift's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 10:47:51 UTC
From: cb170@city.ac.uk
Message-ID: <1994May7.104751.8575@city.ac.uk>
Source record: 187655

Jeff Beeghly (jbeeghly@u.washington.edu) wrote:
> Howdy all... I own a copy of Interface, the resource editor from Shift
> (in Germany, I believe) from Gribnif (here in the states).

> Does anyone know of an e-mail address for Shift? I have a request for them.

Shift have gone into liquidation. Another company is handling software
but I can't remember which company...

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2424. Re: GFA Basic 4.0...

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 10:58:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dcb8309@daggskim.ct.se>
Source record: 187693

[...]
> One serious problem: If you miss a % at the end of an integer variable
> name then a new (real) variable is created with value 0. A bitch to
> debug.

Using newnames active, this is caught by an alert when you move off the row with this kind of typo. Not a serious problem. More serious are some syntax details which are "corrected" automatically when running interpreter, but which can cause bombs when compiled since compiler does not do checks.

> Very good on the whole however.
Agreed.

2425. Re: Ambermoon available?

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 11:36:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199405071336.a20911@la.maus.de>
Source record: 187679

NR>About a half year ago I saw a review of Ambermoon in PowerPlay. They
NR>did mention the program would come out for PC and Amiga (so No ST).
NR>Just a while ago I coincedently saw an add in which the offered
NR>Ambermoon for ST! Not really, you could reserve a copy for yourself
NR>already. Whom am I to believe? PowerPlay, or the add? Is Ambermoon
NR>ever to be released for the ST, and if so when?

Ambermoon is not coming out for the ST. Thalion isn't in bussines anymore.

Holger

2426. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 14:28:32 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CpFs7L.1r8@cbnewse.cb.att.com>
Source record: 187656

In article <9405061517.AA03330@ilmen.lanl.gov> hutch@ilmen.lanl.gov (John Hutchinson) writes:
>
>Keep in mind that Insignia's SoftPC with Windows is abysmally slow even
>on a fast 040-based Mac and their SoftWindows product emulates a
>486SX-25, at best, on a _very_ fast PowerMac with PPC.
>
>How fast could one expect such an emulator to run on the relatively
>dog-slow 16MHz 68030 in the Falcon?

Softpc with windows is emulating a bus hindered, interrupt crazy computer architecture on a computer architecture insistent that all I/O go through the cpu. I think (yes, this is conjecture not fact) that the Falcon would have one leg up right there not having the I/O bottleneck. Would that help be sufficient to make up for the 16MHz clock - I have no idea but I would be a bit surprised if it could add a relative 9MHz to the clock.

I've had my first real experiences with Windows 3.1 on pcs and on suns, SoftPC and WABI on a color SUN LXI-10 (if I remember the number right). I couldn't wait to get home to my Falcon after this week, I'll tell you. I am not sure if its the DOS hw architecture, the Windows sw architecture, the emulations - but I was generally unimpressed except with the pcs text updates of the screen. On the SUNs, the constant churning of the disks on each keystroke was unnerving at best.

I am more and more preferring our Atari software to the pc products. Lots of glitz but intuition seems to have gone out the window somewhere along the way. The last is all very personal opinion. :^)
Wayne

2427. Re: FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 15:41:42 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2qgcrm$ojb@percy.cs.bham.ac.uk>
Source record: 187657

In article <2qfbel$ft@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
> In article <2qe800$rfn@news.CCIT.Arizona.EDU>,
> Mike Hicks x2692 <hicksm@panda.lpl.arizona.edu> wrote:
> >
> >Hi! Here's a few questions concerning atari falcons

[stuff deleted]

> >
> > -What is the DSP used for?
>
> So far, only direct-to-disk digital audio recording/playback,
> but 9600-14.4kbps modem emulation is still promised.
>
> >

no no no! The DSP has _nothing_ to do with direct to disk recording! You could open your Falcon remove the DSP chip and still record 16-bit 50kHz sound to your hard disk (assuming you hadn't killed something in the process...).

The DSP can be used for adding sound effects to digital audio, mixing several tracks togethor, decompressing JPEG files etc...

Ian Rae
Software Engineering
University of Birmingham, UK

2428. Re: Falcon Cases....

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 16:21:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dcbd102@p10.secom.ct.se>
Source record: 187394

N> From nj1@ukc.ac.uk (N.Jones-Rodway)
N>
N> Has anybody any details about two-peice cases for the Falcon??
N>
N> I know about the System Solutions Tower case....
N>
N> Any others??

I've just bought "The DeskTopper" from Lighthouse, Germany.
It's a cheap metal top to fit on the original Falcon030/520/1040 bottom plate.

All you have to do is to take off the top, replace it with the new one, build the keyboard into a a separate house and start up your system - It's done in less then half an hour!

It's not the prettiest box I've ever seen, but it's solid, have plenty of room for 2 extra drives, an extra power supply etc...

Price: Desktopper - 169.-DM
Free keys, Keyboard house - 89.-DM

... and it might be a good idea to buy the Power Up (with enables yo to move the powerswitch and reset button to the front of the box + contains parts for switching the monitor on/off from the Desktopper, and finally some parts to simplify extra harddrive installation. Price: 49.-DM
There is also an AT-kit available - to make it possible to connect an AT disk to a Falcon (price 79.-DM) and a Floppy Kit (price 49.-DM) which makes it possible to move the original floppy drive (or a second one) to the front of the box.

For even more info you should contact:
Lighthouse, A+G Sexton GMBH
Riedstrasse 2, 74076 Heilbronn, Germany
Tel: (+49) 7131 95720
Fax: (+49) 7131 957234

BTW - the guy running the company speaks exellent english!

Regards

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

2429. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 18:10:05 UTC
From: jcassara@inca.gate.net
Message-ID: <2qglht$1j5p@inca.gate.net>
Source record: 187659

Holger Haslbeck (Holger_Haslbeck@la.maus.de) wrote:
: RA>Or that Amiga now has a powerful backer. Dunno if that rumor is true
: RA>or not though (you'd think it would show up in a trade magazine or
: RA>something)...

: I just read that in a mail which had a quoted text from the "Handelsblatt"
: which is the most serious daily trade magazin in Germany. So I don't know if it
: was really in there but if it was then good night Commodore...

For the real story on what's up at Commodore, etc... check out comp.sys.amiga.
misc/advocacy. Ut might do you people some good to get out of this dingy
newsgroup. :)

--
Joe Cassara
jcassara@gate.net
Instant Paradox: "I am not telling the truth."
(Waiting for space-time threads to rip...)

2430. Re: Atari & Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 18:13:42 UTC
From: jcassara@inca.gate.net
Message-ID: <2qglom$1eah@inca.gate.net>
Source record: 187660

Steve Johnson (steve-j@teleport.com) wrote:
: In article <2q95d5$ste@freenet.hut.fi>,
: Kris Lawson <krlawson@freenet.hut.fi> wrote:
: >
: >
: >Now that Commodore fell to the ground (it looks that way at the moment),
: >what is the situation of Atari. Is Atari loosing lots of money, or is it
: >actually making profit??? Has atari ever been near the same situation as
: >commodore? how have these commodore happenings affected atari, or will
: >atari continue the same as ever? and how is the falcon doing at the moment?

: Commodore has been in deep for quite a while. Atari, while not
: thriving, is a company that's still worth a pretty penny. They

You've got it backwards.

: haven't posted profits for a few years now, but with the Jaguar
: now expect to be posting quarterly profits as soon as 3rd Qtr.
: '94. Also, most of the losses they've reported the past several
: quarters have been 'paper' losses (writing off existing
: inventories/etc.). Commodore doesn't really affect Atari in the
: U.S., but in Europe it could certainly mean more Jaguar purchases
: if the CD32 dies off, plus POSSIBLY very slightly higher Falcon030
: purchases. Since around Xmas '93, Falcon030 purchases have

Doesn't work that way.

: reportedly increased significantly, but it is still by no means
: selling terrifically.

Nor will it ever. The only reason Atari is kicking is due to Warner Bros.
Atari would have kicked it year before C='s troubles if it wasn't for
them and Jack Tramiel.

: --
: | Steve Johnson | "People will always be tempted to wipe |
: | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
: | or steve-j@teleport.com | written on it." -- Andy Partridge |
--
Joe Cassara
jcassara@gate.net
Instant Paradox: "I am not telling the truth."
(Waiting for space-time threads to rip...)

2431. Re: ST as (X)Terminal?

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 18:49:52 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994May7.184952.16538@alw.nih.gov>
Source record: 187661

In article <4508@btmwj1.se.bel.alcatel.be> cgra@se.bel.alcatel.be writes:
>
>In article <2q5ut5$499@urmel.informatik.rwth-aachen.de>, stephan@abmx.rz.rwth-aachen.de
writes:
>
>>Is it possible using my fantastic ATARI 1040 ST as an (X) Terminal connected
>>to a Linux machine?
>
>To use your ST as a terminal, run <InsertYourFavouriteCommsPackage> or the
>Atari-supplied VT52 emulator 8-0.
>
>If (X) is as in X Windowing System then I doubt this would run on an ST.
>It has a hard time running on a VAXstation, if it comes to that. ;(
>____
>Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Actually, you can improve on that a little by using obtaining the "screen"
program for Linux, and installing it on the Linux system; then your Atari
VT100 terminal emulator becomes up to 10 "virtual" screens, each running
it's own shell, with it's own I/O, etc. You can't run X11 clients, but
you do have multiple independent windows into a multitasking system.

--
Rick Venable =====\ |=| "Eschew
FDA/CBER Biophysics Lab |____/ |=| Obfuscation"
Bethesda, MD U.S.A. | \ / |=|
rvenable@helix.nih.gov \/ |=| -- the Phantom Nerd

2432. Re: DBase

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 19:32:00 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994May7.193200.17005@alw.nih.gov>
Source record: 187662

In article <768259489.AA05501@byte.bbs.no> lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
>DBase II exsist for Atari too, and dBman is a dbase III clone..
>But these programs are old, and I don't know who is selling them..

I got a letter less than a year ago anouncing dBMAN V for ST and TT computers
from Verasoft (and several other computers as well).

Verasoft Corp.
4340 Almaden Expressway, Suite 110
San Jose, CA 95118
(408) 723-9044
(408) 723-9046 FAX
Telex 6502635806

--
Rick Venable =====\ |=| "Eschew
FDA/CBER Biophysics Lab |____/ |=| Obfuscation"
Bethesda, MD U.S.A. | \ / |=|
rvenable@helix.nih.gov \/ |=| -- the Phantom Nerd

2433. Re: Gopher, Elm, Etc...

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 20:51:24 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2qgv0c$p3a@charm.magnus.acs.ohio-state.edu>
Source record: 187665
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I need help from anyone using SLIP connections. I am organinzing the FAQ
but need more input. So please take the time to help me with this.

Thanks

Dan Ackerman
ackerman.29@osu.edu

2434. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 21:40:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CpGC6w.G13@cix.compulink.co.uk>
Source record: 187672

>I recall in another message in this newsgroup mention that the 80286 emulator
>for PPC compiles code in 'chunks' and runs it in PPC native mode, which can
>speed up loops dramatically, etc. Is that really true? Do you do that with
>GEMulator? Would it help with that and the 486 emulator for the Falcon?

I think its worth noting here a few points:

The PPC runs at anything between 60 and 80Mhz ATM. This produces 286
emulation at the speed of a 486SX25 apparently. It can also emulate a 68040
at approximately TT speed.

A Falcon OTOH is only a 16Mhz 68030. IMHO it will never be able to emulate
a 486 at anything like a decent speed.

Therefore it would seem more useful to develope a *hardware* 486 board for
the Falcon (maybe based on some clocked enchanced non INTEL clone) instead
of trying to do it all in software.

Disclaimer: All speeds etc are based on what I have read on the PPC. I have
not had to a chance to verify real performance myself.

Roland.

@CiX

2435. S: Util for loking folders

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 22:21:54 UTC
From: schaub@chclu.chemie.uni-konstanz.de
Message-ID: <2qh4a2$jfa@hermes.uni-konstanz.de>
Source record: 187666

Hello !
I'm looking for a program to lock folders on the atari st. So that one user
only can open his own folders.
It would be goud if its a PD or shareware program.

Does anyone know something like this ???

Please answer.

Boffel

2436. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-07 22:33:46 UTC
From: gseto@biome.bio.dfo.ca
Message-ID: <9405072233.AA20224@biome.bio.ns.ca>
Source record: 187669
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

In comp.sys.atari.st you write:

>==
>iYes, but you need the TEC board and that takes time to install. I will
>go for 2.06 if it ends up being the same price however.
>==

>You could getthe TAB board. It's only about $25 and does the same thing.
>I forget how the installation is, but it remaps a whole MB so you can
>install up to 1MB of ROM. It is sold by Newell Industries, but I don't
>know if he is still in business.

Never heard of the TAB board. Can you tell us more about it? Also what
is the address and phone number for Newell?

--
<<<<< Gum bi thu beo\ ann an a\m u\idheil. >>>>>
George/Seo\ras Seto
Internet Address: gseto@biome.bio.ns.ca

2437. VT100 OS patch?

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 00:35:43 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CpGKBJ.11I@freenet.carleton.ca>
Source record: 187671

Does there exist a patch for TOS which makes it act upon VT100 instead of VT52 escape sequences?

Stephen

2438. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 00:39:01 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2qhcb5$1e9@acme.gatech.edu>
Source record: 187670
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

In article <9405072233.AA20224@biome.bio.ns.ca> gseto@biome.bio.dfo.ca writes:

>Never heard of the TAB board. Can you tell us more about it? Also what
>is the address and phone number for Newell?

Whew! It took me a while to find it. The last address I have for
Newell is:

Newell Industries
P.O. Box 253
Wylie, TX 75098
USA

US phone: 214-442-2584

Hw makes mostly 8 bit stuff but I think he has memory expansion boards
for the ST as well as TAB.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2439. Re: fax-software that will send a .dvi file?

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 02:00:54 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.jeZIAvCy8GY@harvee.billerica.ma.us>
Source record: 187687

In <2qd6mk$qrs@wega.rz.uni-ulm.de>, Leibl Andreas writes:
>In <2q2shd$bd@turing.fwi.uva.nl> mdekker@fwi.uva.nl writes:
>> I am looking for fax-software for my ST. I am using a 14k4 fax modem, don't
>> know the exact fax-specifications (the manual is at home), i believe it can
>> handle G3 (?) faxes. Is there any fax-software around on any site?
>
>Try TeleOffice, a nice Programm (cost 59 DM), I use it myself.
>It also allows sending a fax directly from Calamus, TWrite, ...

how about some way of sending .dvi file as a fax?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

2440. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 03:35:58 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2qhmmu$psf@freenet.hut.fi>
Source record: 187673

Edellisess&#65533; artikkelissa jcassara@inca.gate.net (Joe Cassara) sanoo:

>For the real story on what's up at Commodore, etc... check out comp.sys.amiga.
>misc/advocacy. Ut might do you people some good to get out of this dingy
>newsgroup. :)

Actually I do this all the time, I've been on there continuously recently.
Didn't know advocacy was anything special, what's ti about?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2441. Re: Atari & Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 03:38:57 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2qhmsh$pu3@freenet.hut.fi>
Source record: 187674

Edellisess&#65533; artikkelissa jcassara@inca.gate.net (Joe Cassara) sanoo:

>Atari would have kicked it year before C='s troubles if it wasn't for
>them and Jack Tramiel.

You can always say that about any company. For example IBM wouldn't be
soing so good if it wasn't for Microsoft and Bill Gates
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2442. Re: FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 04:34:27 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CpGvDF.9p5@freenet.carleton.ca>
Source record: 187676

In a previous article, steve-j@teleport.com (Steve Johnson) says:

>>
>> -What is the DSP used for?
>
> So far, only direct-to-disk digital audio recording/playback,
> but 9600-14.4kbps modem emulation is still promised.

The DSP IS NOT used for hard disk recording! If it was then you would not
be able to add any effects to your recordings. Why would you need the DSP
to do d2d recording? The DSP is a signal processor.
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2443. Need HELP w/ ICD "Link"

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 05:51:59 UTC
From: MBATES@HOLONET.NET
Message-ID: <CpGyyp.A7u@iat.holonet.net>
Source record: 187682

I have the following system:

Mega 4 St w/ TOS 1.2
SH205
SC1224
ICD's "The Link"
Quantum 120 SCSI Hard Drive
Apple Cd300 CD-ROM Drive

The problem I am having is this:

I can not get the damned thing to recognize the Quantum OR the Cd-ROM let alone try and format them. I have tried connecting just each of them. Connecting The Link WITHOUT the SH205 connected. With it connected. EWith the Atari HD Boot installed, with the ICD Boot.SYS installed. Al no go
PLEASE HELP!
mbates@holonet.net

Also, is there any other driver for CD-ROMS which will work with what I have that I can download or something?

-Marlin

This copy of Freddie 1.2 is being evaluated.

2444. Re: FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 06:32:09 UTC
From: steve-j@teleport.com
Message-ID: <2qi119$h1a@kelly.teleport.com>
Source record: 187680
Body handling: HTML body converted to readable text

In article <2qgcrm$ojb@percy.cs.bham.ac.uk>,
Ian M Rae wrote:
>>
>> So far, only direct-to-disk digital audio recording/playback,
>> but 9600-14.4kbps modem emulation is still promised.
>
>no no no! The DSP has _nothing_ to do with direct to disk recording! You could
>open your Falcon remove the DSP chip and still record 16-bit 50kHz sound to your
>hard disk (assuming you hadn't killed something in the process...).
>
>The DSP can be used for adding sound effects to digital audio, mixing several
>tracks togethor, decompressing JPEG files etc...

Yes, I know. I just meant that those packages are the main
commercial packages using the DSP now.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2445. Re: FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 06:37:13 UTC
From: steve-j@teleport.com
Message-ID: <2qi1ap$h3r@kelly.teleport.com>
Source record: 187681

In article <CpGvDF.9p5@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>
>The DSP IS NOT used for hard disk recording! If it was then you would not
>be able to add any effects to your recordings. Why would you need the DSP
>to do d2d recording? The DSP is a signal processor.

Jeez! I leave a little tidbit of info out and everyone lynches
me! <grin> As I said, I just meant that the digital audio
packages are the only real applications using the DSP at this
time (commercially). Also, the DSP _IS_ used for the actual
recording/playback when doing some multi-track stuff (e.g.
Cubase Audio Falcon 16!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2446. Klingon War

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 09:39:09 UTC
From: hamo@deakin.edu.au
Message-ID: <2qibvt$km@sol.ccs.deakin.edu.au>
Source record: 187683

Does anyone know where I can get the game 'Klingon War' which
was reviewd in ST Format's May Issue?

Hamo

```
*
***
**** --------------------------------------------------
****** Jason Hamilton |
******* Starfleet Captain and Part Time Miracle Worker |
********* hamo@deakin.edu.au |
*** ** ------------------------------------------------
** *
*
```

2447. Re: Roland System exclusive commands

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 09:50:59 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994May8.083756.52944@ucl.ac.uk>
Source record: 187684

brazon@lysator.liu.se (Joakim Brandberg) writes:

>I have a friend who uses Cubase for mastering som Roland equipment, such as Roland S10, Roland R70.

>His version of Cubase is from 1989 and the problem is that when you are tring to send system exclusive messages to these machines they demand a checksum that is not supported in Cubase (asfar as I know anyway).

>The only synthezizers that is mentioned in the help file is Roland d10-d50

>Does anyone have a solution to how to send System exclusive messages to the machines mentioned above,

>We've tried this hexline but it doesn't work

>Roland S10 F041...xxF7 and then there is supposed to be a checksum ????

>--
>--
>M Sc. BME, Joakim Brandberg Lysator Academic Computer Society brazon@lysator.liu.se
>Mail: Joakim Brandberg, Vrngatan 14, 582 37 LINK|PING, SWEDEN
>Phone: Nat 013 14 06 71 (answering machine, voice)
You could try contacting the Cubase Users group.

I can't remember the address for subscribing but you could try
emailing: cubase_users@mcc.ac.uk

Bruce.
b.cotsell@ucl.ac.uk

2448. canon bubblejet driver needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 09:55:26 UTC
From: shall@oregon.uoregon.edu
Message-ID: <2qicue$tb@pith.uoregon.edu>
Source record: 187685

Just got a BJC600 for use with my ST. I mostly use Pagestream 2.21. The printer comes with lots of windows software, including TrueType fonts, but no driver
for Pagestream. Pagestream has LQ2550 drivers, which Canon lists as a possible alternative, but I'd like to use something made for the printer I bought. Where can I find the right driver? The LQ driver actually does pretty well, but it seems to feed multiple pages a little too far, ending up starting the 2nd page an inch further down than it should. I know the HP Deskjet has lots of support, but what about the BJC?
Any info would be greatly appreciated.

2449. Re: Klingon War

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 11:00:33 UTC
From: stchip@delphi.com
Message-ID: <Ri4sEBh.stchip@delphi.com>
Source record: 187691

Jason Hamilton <hamo@deakin.edu.au> writes:

> Does anyone know where I can get the game 'Klingon War' which
>was reviewd in ST Format's May Issue?
>
> Hamo

Star Trek The Klingon Wars is on Delphi. Nice game.

Jon O:}

2450. Re: TU-BERLIN

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 13:12:29 UTC
From: Ley@rz.tu-clausthal.de
Message-ID: <1994May8.131229.20859@solaris.rz.tu-clausthal.de>
Source record: 187690

Thomas Bahls (thommy@cs.tu-berlin.de) wrote:
> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> >Problems in getting files from TU-BERLIN
> >I find that its some times possible at the week-ends to get files with Gopher
> >server, but we were asked to use the mail-server..
> >This has big problems also...
> >No responce to mail-sever requests..!!
> >Files being droped, not sent, but acknowledged ..??
> >System goes to sleep..!!
> >This happends some 30% of the time...
> [...]

> Hi Roger,

> that's the normal behaviour of the TU net.
> It's permanently overstrechted, as TU-Berlin offers a quite interesting
> ftp-site and is routed via a 64kbit link.

> Try Clausthal or Passau, they own most of the files we have.

Hi!

The interesting ftp-site ftp.tu-clausthal.de (139.174.2.10) is routed via
a 64kbit link, too :-(
To get files from such sites it may be better to use FSP (instead of FTP)
or to send your requests via Email. You may connect to our site via
FTP, FSP (port 21) or Email ("mail-server@ftp.tu-clausthal.de").
I've never heard about lost email (but there is still one problem with
the mail-server: if you are using a mail-gateway which adds extra information
to the *body* (but in front of the real message) this may confuse the
parser. In this case you will get an error-message via email indicating
the problem).

BTW: FSP-clients are available from ftp.tu-clausthal.de
/pub/unix/network/apps/ftp/* There you will find the FSP-commands
(fsp.271.tar.Z), a command-line-interpreter (like FTP) (fspcli.tar.Z)
and a Xview-Client (fsptool-1.6.1.tar.Z).

Bye,
Wolfgang.
--

Email: Ley@rz.tu-clausthal.de Phone: +49 5323 82132
Smail: Wolfgang Ley, Teichstr.9, D-38678 Clausthal-Zellerfeld (Germany)
PGP-Key: finger 'bwwl@sun.rz.tu-clausthal.de' or query a public-key-server

2451. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 13:32:15 UTC
From: laramary@er5.rutgers.edu
Message-ID: <May.8.09.32.14.1994.22654@er5.rutgers.edu>
Source record: 187686

jcassara@inca.gate.net (Joe Cassara) writes:

>For the real story on what's up at Commodore, etc... check out comp.sys.amiga.
>misc/advocacy. Ut might do you people some good to get out of this dingy
>newsgroup. :)

That's funny Joe, it really is. Dingy newsgroup? Lat time I checked
the Atari Computers Corperation was still in business, and their stock was
a bit higher then 87 cents a share.
You are welcome to bash all you like, but you are deluding yourself,
as are all the people in the Ami group who swear that the end of Amiga is no-
where in sight. COMMADORE IS BANKRUPT AND IN LIQUIDATION! Know what that
means? They're gone. Maybe the Ami chipset will be bought by a strong co.
like HP, but it has to be a co. with a LOT of money.
Get real. Ami is dead.

2452. Re: Atari & Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 13:48:01 UTC
From: laramary@er5.rutgers.edu
Message-ID: <May.8.09.48.00.1994.23000@er5.rutgers.edu>
Source record: 187688

[Worthless babble clipped]

Joe, what's the matter with you? Where do you get yer info? Atari
is kicking because of Time/Wrner? Wha?? Time/waner made a killing in
the market because they purchased nearly 25% of all available stock, but
didn't sell it off when it hit 12. Why? They see the value in the company.
But being a stockholder isn't the reason Atari is doing well.
Tramiel saved Atari when Warner dumped it in late '84. 10 years
later, warner is kicking themselves. Sure, Jack Tramiel is kinda a bone-
head, and Atari could have done much better, but if they did as well as, say,
Commadore, they'd be in LIQUIDATION! Know what that means? NO MORE COMMIE
ANYTHING! NADA! IXNAY! ZIPPO! KAPUT! Commie is dead. Atari is not.
In three years, people will be saying "What's an Amiga?"
I liked the Ami. I didn't like Commadore. The Ami was (notice past
tense) a good machine. I thought the ST line was better. I know that the ST
computers are not the reason for the long awaited pulse of Atari (The Jag
is), but at least Atari has a pulse! Come to terms with it, my man. You're
in denial. Hug your Ami one last time, and go but a Falcon.

2453. Re: fax-software that will send a .dvi file?

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 14:04:34 UTC
From: sourada@iastate.edu
Message-ID: <sourada.768405874@las1.iastate.edu>
Source record: 187689

In <H.eg.jeZIAvCy8GY@harvee.billerica.ma.us> esj@harvee.billerica.ma.us (Eric S Johansson) writes:

>how about some way of sending .dvi file as a fax?

I'm sure most fax programs would send .img files. So .dvi->.img, then send that.

Later,
Steven

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

2454. Atari and Homenet

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 15:13:14 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2qivia$r5q@charm.magnus.acs.ohio-state.edu>
Source record: 187692
Cross-posted to: osu.general,oh.general,comp.sys.atari.st,comp.sys.atari.st.tech,rec

Do you own an Atari ST/TT/Falcon030? Are you also an Ohio State
Student who wants to join the Homenet switchover, but don't know how? Do
you want to learn about client/server software for the Motorola based
Atari machines?

Then visit the Atari Computer Enthusiasts of Columbus this Wednesday,
May 11, at 7:30pm at

Chemical Abstracts
2540 Olentangy River Rd.
1/4 mile North of Lane Avenue
Across from the Woody Hayes practice facility
Next to the Fawcett Center for Tomorrow

We will have a speaker discussing his company's service and Internet.
The meeting will also include an overview of client/server software
available for the Atari 680x0 line of computers.

If Atari is your primary platform and you don't wish to be left in
the dust by the movement to client/server networks, be sure to be there
Wednesday!

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2455. Re: S: Util for loking folders

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 15:38:55 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CpHq4v.Duy@cix.compulink.co.uk>
Source record: 187700

>I'm looking for a program to lock folders on the atari st. So that one user
>only can open his own folders.

I've been looking for something like that for over 2 years now, with no
success at all I'm afraid.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

2456. Re: High capasity media - best prices?

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 16:29:05 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2qj40h$q7s@mailer.fsu.edu>
Source record: 187695

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> In message <2qeg1h$8t4@mailer.fsu.edu>, boyd@sonya.math.fsu.edu said:
> >
> >Syquests are great. There is a
> >270mb Syquest mech available that can read/write the 44mb and 88mb
> >cartridges.
>
> The 270 is 3.5inch and cannot read 44/88 carts. There is a 200MB version
> which can read 44/88.

I just fondled one (it may have been a 280mb) at InterOp two days ago. I
was assured that it could read and write 44mb and 88mb cartridges (it is a
5.25" device). I believe it replaces the one you are talking about, and
can format the previously 200mb carts to ~280mb.

I also saw a prototype ~500mb 5.25" cartridge device. It is supposed to
support all older cartridges (read and write).

With that said, I should mention that I was talking to a sales droid
reseller, not a techie. However, the markings on the cartridge boxes seemed
to back him up. Essentially, Syquest is getting ready to release a bunch of
new models.

> I just got myself
> a Syquest 105, the mechanism was less than 300 UKP from System Solutions.
> It is very fast 1200 k/s on read. Almost as fast as my Maxtor 210MB
> (1400k/s). I _think_ the 270MB one is even faster and can read 105s.

These are cool. One thing I like about the 3.5" devices is their shorter
spinup time. It seems that all the 5.25's take about twice as long to get
up to speed.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2457. Re: Klingon War

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 17:16:39 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94128.131639STIRRE31@MAINE.MAINE.EDU>
Source record: 187697

Is it available on any FTP sites? Does anyone know? And what is
the filename?
thanks,
scott tirrell

2458. Re: Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 17:24:28 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994May8.172428.550@mnemosyne.cs.du.edu>
Source record: 187696

Well one method that works is to slow down to about 1000km/h. Then hit
max stardreamer until the enemy comes to you. This also makes you easier to hit
so you shouldn't hang around when the bad guys turn up.
Steve.

2459. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 17:51:33 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2qj8r5$239@nasim.sta.sub.org>
Source record: 187321

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> : Is it possible to make Winx install when you are running Mulitos?

No.

> : Winx seems to run on boot-up, but is not installed when the desktop
> : appears. I am using Winx 2.2 and mint 1.10.

WINX with MiNT and without MultiTOS should work.

> I thought that the purpose of WinX was to give TOS the features which are
> already in MultiTOS (except Multitasking obviously), such as dragging
> windows off the left-hand side of the screen.

WINX has much more features than MultiTOS now has. Have a look at the
latest free beta version 2.3g.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2460. Re: ST as (X)Terminal?

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 17:59:53 UTC
From: brun@news.DrB.Insel.DE
Message-ID: <CpHwnu.BGB@news.DrB.Insel.DE>
Source record: 187357

In article <2q5ut5$499@urmel.informatik.rwth-aachen.de> stephan@abmx.rz.rwth-aachen.de writes:

>Is it possible using my fantastic ATARI 1040 ST as an (X) Terminal connected
>to a Linux machine?
>

If You have some budget to spent, You could try the following:

1. Find the german company X/Soft (the owners name is Michael Gehret)
and get information on their X/server for ATARI ST/TT.

2. Find an ethernet interface for Your ST that works with the ACSI port.
X/Soft can help You, maybe.

3. Find a tcp/ip package that works properly. Once upon a time, ATARI
sold something that was nearly working. I use it sometimes, and it
seems to be stable. But there is no more support for it.

At the Technical University at Vienna (A) they have a ftp server that
holds a tcp/ip package that is useable, but far from stable and also
not supported. But: You can get the sources in C and maybe... (:-)

There are some slip packages also, but I dont know any of them.

4. Back to the budget: You will need about DM 1800-2000 to be ready
for "X on ST/TT with ethernet". Not counting the time You
will need to get it running.

IMHO, it isnt worth to spent the money and the time on the subject
"X on ST/TT" before ATARI or any other party comes up with a stable
and long time supported tcp/ip package that runs also with MTOS (or MiNT),
uses effordable ethernet hardware and is well documented.

*** Did You hear me out there? Its a challenge! ***

So long, have fun with VT52, VT100, iscreen, tcsh and all the usefull
(though not GUI-like) old time surfaces. They are fast, cheap and
well documented.

Greetings, Stefan Brunthaler

2461. Re: Looking for new Maxidisk

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 18:48:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dcd4264@daggskim.ct.se>
Source record: 187306

> [...]
> Anyways, I remember leafing through a PD disk catalog a
> while back and seeing that maxidisk 2.0 existed, [...]

Latest version I saw (and have) is MAXID_22 (i.e. v 2.2).

(illegible signature) Bo Leuf

2462. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 18:56:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dcd4451@daggskim.ct.se>
Source record: 187308

> Heck, I still use GFA 3.5 (I find 3.6 a bit too quirky) on my TOS 4.x

Hm, what are the major "quirks" you find in 3.6?
I would have thought that 3.6 rouitnes would have been better for the F030.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

2463. S: Util for loking folders

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 19:16:24 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <768342344.AA05516@byte.bbs.no>
Source record: 187351

(schaub@chclu.chemie.uni-konstanz.de) wrote:
>I'm looking for a program to lock folders on the atari st. So that one user
>only can open his own folders.
>It would be goud if its a PD or shareware program.
>
>Does anyone know something like this ???

Never heard of a program like that ,but shouldn't be very difficult
to program. Anyway if someone earsed the program from the AUTO folder
then all folders would be 'open' again! Dead easy to crack!!

Why not use a program to 'hide' imortant files?

__ ___ __ __ ___ _ __
/_ / /_ / / /) /_
jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_
Programmers of Mnilu
the Shareware GfA 2 Compiler

.....
One Jack - the program launcher - No need to go through all the
folders to run a program - One Jack will do it all - CominG SooN
Fully useable with all _all_ TOS's and ALL replacement desktops
.....

2464. Re: Searching for Geniscan-ST Software / Lars-Erik Oesterud

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 19:48:27 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2qjfmb$2cu@news.ysu.edu>
Source record: 187698

For the Geniescan hand scanner, one of the best software packages imho. is the ScanLite accessory. It comes with many other commercial applications as an added extra ie. Straight Fax. Or contact Dr. Bobware for more info at w.parks3@genie.geis.com Ask him about MVG while you are at it, if you ever edit, view or use Mono img files.

Tom Lamparty (ab164@yfn.ysu.edu)
Sysop NEOSTAG BBS (216)792-2580
24hrs Supra fax modem v32bis
Support board for Dr.Bobware
--
Tom Lamparty (ab164@yfn.ysu.edu)

2465. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 19:51:52 UTC
From: palumbo@cs.Buffalo.EDU
Message-ID: <CpI1uG.JAo@acsu.buffalo.edu>
Source record: 187484
Cross-posted to: comp.sys.atari.st,misc.invest.stocks

Joe Lau (joelau@panix.com) wrote:

: >I see the little 'dd' under the PE column by the stock price, informing
: >us that the company has posted a loss for the four most recent quarters.

: >Is there any reason to think that atari might be heading in Commodore's
: >direction? If not, why not?

: correct. Atari had losses for their last few quarters. However, this
: was not a surprise to financial analysts. Atari has practically dropped
: their computer line (unoffically) and is now favoring the Jaguar system.
: By doing this, they had to overhaul their operations. Since last year it
: was well know that Atari won't be in the black until 4th quarter of 94 at
: the earliest.
: I do not think they will follow Commodore because there is more interest
: and hype for Atari. Commodore's attempt at the interactive CD industry
: failed. commodore really did not have the resource or any serious backing
: to their product. At the very least ATari has Time Warner.
: With ATari and Sigma Reel's latest annoucement, I think ATari's profit
: potential can be fairly large.

I wouldn't count "Commodore's attempt at the interactive CD industry" as a failure just yet. I know its only rumors but checking out the comp.sys.amiga.* groups you will see that many people have been in contact with various Commodore people and it appears that the voluntary liquidation of various Commodore assets is primarily being done for the purposes of reducing the company debt and allow a new "Asian Investor" to buy it out (See article below). Its expected that an announcement will be made on this issue in the next week or so. The rumor mill appears to be pointing to Samsung as the buyer. According to my local Commodore shop, everything is still running as usual including the sale of CD32 units. He said that parts are a little hard to get but he said that was nothing unusual. With Commodore's always poor marketing in the US, marketing might improve after all this reorganization is finished (it couldn't be any worse). It also appears that CD32 sales in England is better than they ever (contrary to the Commodore Liquidation press release).

Given Commodore's past track record (which was bad), this reorganization might eventually help improve CD32 sales.

Just my two cents,
Paul Palumbo
palumbo@cs.buffalo.edu

From: GBO@ramses.fdn.org (GBO)
Newsgroups: comp.sys.amiga.misc
Subject: ***CBM IS BACK 05/05/94***
Message-ID: <1EC18DF9@ramses.fdn.org>
Date: Wed, 05 May 94 14:43:36 +0200
Distribution: world
Organization: RAMSES BBS (France:1-6003-7015/7713/7716)
X-GateSoftware: DDDGate 1.39
Lines: 46

Commodore news

05.05.94 14H00 CET

I talked with Karola Bode, head of Marketing and Public Relations at Commodore Germany.

Sorry, no name for the buyer at the moment. Alwin Stumpf and some top managers at Commodore know it but they won't tell even to the employees. There are a few hints for us though :

The investor is getting the rights on C= trademarks, technology, know-how and products. As said before, it is a big, big asian (japanese or korean) company, one of the biggest (take the top ten list worldwide and it'll be part of it). It is a global trust that does not yet have a strong representation/reputation in the consumer market and therefore is interested in Commodore and the Amiga.
All the liquidations happened because the investor didn't want to take over non profitable subsidiaries.

A few names come to mind :

Acer, Mitsubishi, Matsushita, Daewoo, Hyundai etc...

Unlikely :

NEC, Sony.

The Phillipines plant is currently halted. It might be used again if the investor decides to buy it up with the lot. Otherwise, they have enough power to use their own manufacturing structure to produce Amigas and to sell them worldwide. This means that countries that didn't have a Commodore subsidiary before could now be taken care of.

At last, Commodore will have enough ressources to make agressive marketing, fast development and efficient worldwide distribution. In two weeks, things will go full speed ahead, like never before, she said. "We won't just sit there now for the next six months and wait to see what will happen, it will be a big succes".

Again : The full range of Amiga products will be maintained. Get also ready for a massive re-launch of the CD32/FMV.

Gilles Bourdin Paris FAX(331)46266261
gbo@ramses.fdn.org

2466. Re: Need HELP w/ ICD "Link"

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 19:54:27 UTC
From: mboldt@kn.pacbell.com
Message-ID: <2qjg1j$58u@ohlone.kn.PacBell.COM>
Source record: 187699

MBATES@HOLONET.NET wrote:
: I have the following system:

: Mega 4 St w/ TOS 1.2
: SH205
: SC1224
: ICD's "The Link"
: Quantum 120 SCSI Hard Drive
: Apple Cd300 CD-ROM Drive

: The problem I am having is this:

: I can not get the damned thing to recognize the Quantum OR the Cd-ROM let
: alone try and format them. I have tried connecting just each of them.
: Connecting The Link WITHOUT the SH205 connected. With it connected. EWith
: the Atari HD Boot installed, with the ICD Boot.SYS installed. Al no go
: PLEASE HELP!
: mbates@holonet.net

: Also, is there any other driver for CD-ROMS which will work with what I
: have that I can download or something?

: -Marlin

: ---
: This copy of Freddie 1.2 is being evaluated.

I had a similar problem. The "Link" needs 5 volts from the Hard Drive,
which some do not send out! so i just got an Adscsii adapter... BTW my
hard drive is a MAXTOR 7120s

--

Marco Boldt |"The more we think we know about|:) :) :) :) :) :) :)
mboldt@kn.pacbell.com| The greater the unknown" |=] =] =] =] =] =] =]
Starfall @>--',-- | Rush, Mystic Rhythms |8> 8> 8> 8> 8> 8> 8>

2467. Re: doom for falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 20:40:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hftg5zygAhU@semprini.waterloo-rdp.on.ca>
Source record: 187338

In <Cp5AzL.GKL@world.std.com>, azog writes:
> Thats OK, but what would I do with TWO Jags?

You mean the networking software isn't done yet?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2468. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 21:44:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpI71y.38r@cix.compulink.co.uk>
Source record: 187356

In message <May.8.09.32.14.1994.22654@er5.rutgers.edu>, laramary@er5.rutgers.edu said:
>
>That's funny Joe, it really is. Dingy newsgroup? Lat time I checked
>the Atari Computers Corperation was still in business, and their stock was
>a bit higher then 87 cents a share.
>You are welcome to bash all you like, but you are deluding yourself,
>as are all the people in the Ami group who swear that the end of Amiga is no-
>where in sight. COMMADORE IS BANKRUPT AND IN LIQUIDATION! Know what that
>means? They're gone. Maybe the Ami chipset will be bought by a strong co.
>like HP, but it has to be a co. with a LOT of money.
>Get real. Ami is dead.

I personally think that it's a shame about the Amiga. It is after all a
fine machine and I'd hate to see more people lost to the PC+Windows.

Ofir ogal@cix.compulink.co.uk

2469. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 21:45:44 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <768519086.0@mettav.royle>
Source record: 187523

Andrzej bibbled on 3 May 94 to All...

> What the hell?????
> ATARI just jumped in volume....sold 400K+ in shares today, and
> currently is +9/16.
> Was there some kind of announcement that I missed????

More likely the market was giving the Jaguar an extra boost of confidence when
C= went down the plughole.

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2470. Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 22:28:49 UTC
From: golovani@musical.fdn.org
Message-ID: <12794222849.2151@musical.fdn.org>
Source record: 187359

Linux for ATARI ST?!

It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
correctly on at least a 486/25 ! So ST...

<T-G>

2471. Re: Need HELP w/ ICD "Link"

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 22:29:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEIXBJWM@dksoft.ping.dk>
Source record: 187354

In <2qjg1j$58u@ohlone.kn.PacBell.COM> Marco Boldt wrote :

>
>MBATES@HOLONET.NET wrote:
>: I have the following system:
>
>: Mega 4 St w/ TOS 1.2
>: SH205
>: SC1224
>: ICD's "The Link"
>: Quantum 120 SCSI Hard Drive
>: Apple Cd300 CD-ROM Drive
>
>: The problem I am having is this:
>
>: I can not get the damned thing to recognize the Quantum OR the Cd-ROM let
>: alone try and format them. I have tried connecting just each of them.
>: Connecting The Link WITHOUT the SH205 connected. With it connected. EWith
>: the Atari HD Boot installed, with the ICD Boot.SYS installed. Al no go
>: PLEASE HELP!
>: mbates@holonet.net
>
>: Also, is there any other driver for CD-ROMS which will work with what I
>: have that I can download or something?
>
>: -Marlin
>
>: ---
>: This copy of Freddie 1.2 is being evaluated.
>
>I had a similar problem. The "Link" needs 5 volts from the Hard Drive,
>which some do not send out! so i just got an Adscsii adapter... BTW my
>hard drive is a MAXTOR 7120s
>
>

It's called Terminate Power. And maybe the Quantum can be set with a jumper.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2472. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 23:13:02 UTC
From: smegma@vlight.xmission.com
Message-ID: <smegma-080594161302@198.60.22.203>
Source record: 187352
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers.other

I have the following Atari ST software for sale:

Inventory Master by Royal Software $15 obo
Complete inventory program. Will do purchase orders as well as generating
all sorts of daily, weekly, and any other period reports. Disk and manual.

Thunder! by Batteries Included $10 obo
Spell checking program. Disk and manual.

EZ Track + by Hybrid Arts $20 obo
Complete 20 track MIDI sequencing program. Excellent for small MIDI
setups, has a great deal of versatility. I used this for 5 years before
upgrading.
Disk and complete manual.

Buyer pays shipping. Email me with any inquiries, offers, etc.

--
Roger Weeks smegma@xmission.com Layton, Utah
Life isn't one thing after another, it's the same damn thing over and over

2473. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-08 23:58:51 UTC
From: tbrown@magnus.acs.ohio-state.edu
Message-ID: <2qjubr$sf3@charm.magnus.acs.ohio-state.edu>
Source record: 187353

In article <9405061527.AA03335@ilmen.lanl.gov>,
John Hutchinson <hutch@ilmen.lanl.gov> wrote:
>In article f65@kelly.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
>>
>>I just went out today and played around with the Power Macs today and
>>was QUITE impressed! ...
>>
>> Too bad the Power Macs don't have the built-in digital
>>recording capabilities of the Falcon030, or I'd drop mine in a second!
>
>
>Well, please DON'T dump your Falcon030 just yet! :)
> =====
>But just FYI, if you request the 'AV' option when purchasing a PowerMac,
>you get the digital recording capability as well as a bunch of other nifty
>audio/video features. I think the AV option is only about $300 or so,
>depending on the PowerMac model in question. The only odd thing is that
>you must buy the AV option at time of purchase; it's not available otherwise.
>
>-Hutch- @ Fair Dinkum Tech

I really hate posting mac information here -- but have to correct an
error. The AV card only adds the "V" options (digitizing video, and
adds VRAM to the 6100). *ALL* PowerMacs have 16bit Audio In/Out.

You don't have to buy the AV option to get it. (And the AV option
does not have a DSP in it like the AV 040 macs do.)

2474. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 00:24:03 UTC
From: jcassara@inca.gate.net
Message-ID: <2qjvr3$1ag0@inca.gate.net>
Source record: 187355

Laura Schweitzer (laramary@er5.rutgers.edu) wrote:
: jcassara@inca.gate.net (Joe Cassara) writes:

: >For the real story on what's up at Commodore, etc... check out comp.sys.amiga.
: >misc/advocacy. Ut might do you people some good to get out of this dingy
: >newsgroup. :)

: That's funny Joe, it really is. Dingy newsgroup? Lat time I checked
: the Atari Computers Corperation was still in business, and their stock was
: a bit higher then 87 cents a share.
: You are welcome to bash all you like, but you are deluding yourself,
: as are all the people in the Ami group who swear that the end of Amiga is no-
: where in sight. COMMADORE IS BANKRUPT AND IN LIQUIDATION! Know what that
: means? They're gone. Maybe the Ami chipset will be bought by a strong co.
: like HP, but it has to be a co. with a LOT of money.
: Get real. Ami is dead.
No, no, no! Has it really been that long since a :) has been seen in this
place? It was light humor. Sorry if I offended anyone! :(It just seems
that, judging by the # of Atari newsgroups, if they were rooms they'd be
dingy and stuffy... So many people, too little space.

And furthermore, I hate bashing. That's why I use a lot of :)'s in text that
I feel might sound like flamebait, etc...

Hey, even an Amiga user has fond memories of his old ST he sold at a
garage sale a few years back...

dingy and stuffy.
--
====___ | Joe Cassara
== __/ The Light Is Still Burning, Folks... | jcassara@gate.net
== __\ --- ----- -- ----- ------- ----- ------------------
==== 'sept Gould and Ali aren't the wick and flame anymore.

2475. GNUPLOT 68881 version where?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 01:54:21 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.768448461@sakura>
Source record: 187323

Dear everybody,

where can I find a FPU(/020) version of Gnuplot for the ST (Falcon)?

Many thanks in advance,

Christian

2476. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 02:00:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2qk5f7$2mp@uqcspe.cs.uq.oz.au>
Source record: 187358

magnus.thylander@p4.secom.ct.se (Magnus Thylander) writes:

> CG> Install RUNTOS.PRG as the TOS running application, and run
> CG> TOSWIN.APP (Warwick's version) from the GEM.CNF file - this cuts
> CG> memory overhead quite a lot.

>And where can I find this RUNTOS.PRG???

It comes with TOSWIN. With old versions, only in source form. With the
TOSWIN I most recently uploaded to a.a, it is built.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2477. Re: Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 03:45:49 UTC
From: diehl@io.org
Message-ID: <2qkbld$a3g@ionews.io.org>
Source record: 187397

It sounds like either one of two things:

1) You've got a virus.
2) The mouse port may be flaky

It might also be the wiring in the mouse might be a little screwy. It doesn't sound like the mouse itself, though, unless one of the rollers is getting stuck somehow. But that wouldn't explain why it works when you first use it, and then flakes out ten minutes later.

I'd first scan for any viruses. Then I'd give your mouse cable a good testing... try bending it about while the computer is on to try and force this little quirk to happen. Failing that, it may just be the mouse port itself.

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

2478. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 03:51:30 UTC
From: diehl@io.org
Message-ID: <2qkc02$a7o@ionews.io.org>
Source record: 187398

Usually you get a bad reputation if you fail to deliver a package in the alotted time, or fail to carry out a contract, or fail to deliver someone in the alotted time.

The easiest way out of getting a bad reputation is that if you DO screw up and can't restore from a saved backup, simply never go back to the place you got the job from. (Unless it's a case of delivering a person ... then there's no getting around that)

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

2479. Re: TEDINFO & template

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 04:18:11 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2qkdi3$b9r@news.u.washington.edu>
Source record: 187391

sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>Undocumented feature? CRAP! Dude, that's totally bogus. It should print
>the string that the pointer points to until it reaches a NULL. sprintf
>can't tell the difference between a GEM text field and a regualar string!
>That's bogus! Something weird is going on!

Yea, I think it's crap as well.

If I had a ten character validation string, let's say XXXXXXXXXX, and I
did a strcpy, sprintf, or whatever, only 'X' would be returned for the
string. If I had XXXXXXXXXN, then 'XXXXXXXXXN' would be returned. If
there was XXXXXXXNNN, then 'XXXXXXXN' would show up.

Neat 'feature' ?!?

2480. Re: ICD Link 2 - available? Price?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 04:21:27 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2qkdo7$q62@agate.berkeley.edu>
Source record: 187392

In article <cb170.767837178@paddington>, HALL B J <cb170@city.ac.uk> wrote:
|
|=-=-=-=-=-=-=-=
|//// ICD Link 2
|=-=-=-=-=-=-=-=
|
| [...]
|
| First, a unique indicating light confirms that The Link 2
|is receiving sufficient power from the termination line of the target
|SCSI device.

Good move!

| ICD will support current owners of The
|Link with an upgrade to The Link 2 for $40.

Has ICD said if this offer expires sometime?

We incarcerate drug users because we have their best interests at heart.
John Hauser---jhauser@cs.berkeley.edu

2481. Re: Atari & Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 04:44:15 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2qkf2v$qdd@agate.berkeley.edu>
Source record: 187393

In article <2qhmsh$pu3@freenet.hut.fi>,
Kris Lawson <krlawson@freenet.hut.fi> wrote:
>
> [...] IBM wouldn't be
>doing so good if it wasn't for Microsoft and Bill Gates.

You've got it backwards.

The new P.C. definition of the Bill of Rights: Ammendments 1 and 3--10.
John Hauser---jhauser@cs.berkeley.edu

2482. Re: f030 mpeg player on ftp

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 06:33:49 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994May09.063349.149224@zeus.aix.calpoly.edu>
Source record: 187395

In article <1994May4.121049.16567@solaris.rz.tu-clausthal.de>,
Christian Perle <incp@sun.rz.tu-clausthal.de> wrote:
>Hi!
>I have just put an mpeg player for Falcon030 on the ftp site:
> ftp.tu-clausthal.de:/pub/atari/falcon/graphics/viewer/mpegplay.zip
>It's runs on both VGA and RGB and it's rather slow -- 1 frame/second on
>160x100 mpegs -- the DSP isn't used by the player.

Hi,

Since it doesn't use the DSP, will/might it run on a TT? I have a
NOVA16M graphics card so if you require 16bit color, I can do that, but it has
to use the VDI. BTW, does your program use a math co-pro. if present? As I
have never coded an MPEG player (who has :) - would a math co-pro help at all
with the calculations needed for an MPEG player?

If it doesn't run on anything but a Falcon, any chance you can make
one for us TT-owners? I bet the guys who bought Medusas(Pandoras) would love
one too.

>bye,
> Chris
>--
>+---------------------------------+--------------------------------------+
>| Christian Perle | So, if you feel a little glum |
>| Schulstr. 13 | to Hergest Ridge you should come |
>| 38678 Clausthal-Zellerfeld +---------------------Mike-Oldfield----+
>| Germany | ComputerGuitarKitesBicyclesBeerPizza |
>+---------------------------------+--------------------------------------+

-MikeB

2483. Re: Doom for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 06:38:50 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994May09.063850.149931@zeus.aix.calpoly.edu>
Source record: 187396

In article <60.47478.4514.0N19D0AA@canrem.com>,
Cybercube Research <cybercube.research@canrem.com> wrote:
>Hi Graeme,
>
>do you know of anyone handling CoNnect here in North-America?
>
>Ralf.

Hi Ralf,

I do the CoNnect registrations here in North-America. If you look in
the help/registrations/USA section, you can get my address and just about
anything else you need. If you have any specific questions, go ahead and ask,
and I'll do my best to answer them (before someone else jumps in and answers
them for me :) .

-Mike Baffoni
mbaffoni@farad.elee.calpoly.edu
CoNnect Registrar

<

2484. Re: Dbase

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 07:57:38 UTC
From: alm02@rrz.uni-koeln.de
Message-ID: <2qkqdiINN19km@rs3.rrz.Uni-Koeln.DE>
Source record: 187310

In <qD6wLc1w165w@cybernet.cse.fau.edu> jmitzen@cybernet.cse.fau.edu (Joseph Mitzen) writes:

>Was the program that ran DBase programs DBMan?
Yes!
--
Bram Gaetjen
Musikw. Institut, Abt. Mus. Akustik, Universitaet zu Koeln, 50923 Koeln
e-mail alm02@rs1.rrz.uni-koeln.de

2485. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 08:38:38 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2qksqeINN1115@sat.ipp-garching.mpg.de>
Source record: 187311

Taras Golovanivsky (golovani@musical.fdn.org) wrote:
: Linux for ATARI ST?!

: It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
: RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
: _correctly_ on at least a 486/25 ! So ST...

This is nonsense. If you don't want Xwindows, you can run Linux with 4 MB.
Also, Linux is running quite smoothly on fast 386 machines.

On the other hand, Linux will not be available for the ST because the
processor has no MMU. There will be a version for the TT, and maybe
one for the Falcon (just speculating here).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2486. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 09:33:53 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2ql021$31rf@info2.rus.uni-stuttgart.de>
Source record: 187400

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

: That means they're bad C programmers. Comments, logical variable and
: function names, make it quite easy to understand old code; you can even
: (*gasp!*) read other people's code if it's written well!

Yes, this is right, but the intention of the first post here was:
Ouh... GFA-Basic always produces Spaghetti-code... it's slow... it's not
structured... etc.
You can believe me: I don't know any GFA-programmer which is using GOTOs
in his programs (but heh... are you using break and continue in C? ;-).
You can do very structured programs with GFA-Basic and the compiled code
is fast enough. Yoy can only get problems if you are programming in a team -
GFA does not support modularity very well...

: I think GFA-BASIC is hell. It creates code that is likely to break on
: any new computer/CPU/OS-version.

Sorry, I have written 3 games now in GFA (the first one 6 years ago) and
they all run on my Falcon as well (without any changes).

: Why are you "waiting for a comfortable C++-port" if you dislike C so
: much? The same bad techniques can be used in C++...

I don't dislike C, I just told you, that C also has some disadvantages
like any other programming language (I have bought a C-compiler for about
$200 so I HAVE to like it ;-).

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2487. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 09:36:19 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2ql06j$3ks@clss3.bangor.ac.uk>
Source record: 187399

Taras Golovanivsky (golovani@musical.fdn.org) wrote:
: Linux for ATARI ST?!

: It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
: RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
: _correctly_ on at least a 486/25 !

Doesn't everything ?? :)

: So ST...

We can dream.....

: <T-G>

Dylan

2488. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 09:43:19 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2ql0jn$31rf@info2.rus.uni-stuttgart.de>
Source record: 187301

Taras Golovanivsky (golovani@musical.fdn.org) wrote:
: Linux for ATARI ST?!

: It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
: RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
: _correctly_ on at least a 486/25 ! So ST...

You better believe it...
I have read a mail which says that the Linux86K port for Atari is already
on the Maus-Net. Linux will only run on TT/Falcon and needs at least 80 MB
HD space (I don't know if it runs with 4 MB RAM...).
I'm waiting for Linux68K to arrive on a ftp-Server.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

2489. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 09:47:36 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994May9.094736.12208@unix.brighton.ac.uk>
Source record: 187304

Yeah, I agree with Ofir. C= may have given us alot of ameoba owners, but the more choice people have, the less chance they will go PC. It's does however push the Jaguar boat out a bit more which can only be good :)

BTW, the more newsgroups you have the harder it becomes to know where to post/find things IMHO. Three is fine, although c.s.a.programmers would have been good IMHO too! :)

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2490. Re: Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:27:46 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994May9.102746.7315@etek.chalmers.se>
Source record: 187302

In article <2q89ea$miv@news.bu.edu>, rimfax@acs4.bu.edu (Wayne Schultz) writes:
|> My mouse is deathly ill. It works fine when I turn on
|> my computer for about ten minutes then, its verticle movement
|> gets seizures, followed by either only upward or downward
|> movement.
|> Is there a doctor in the house??? Can my mouse be
|> saved or do I have to call Dr. Kevorkian???
|>
|> Please, don't let my mouse die! I can't afford the
|> burial or a replacement mouse.
|>
|> Thanks in advance for any hints or tips you all may have.
|>
|> Wayne T. Schultz
|> rimfax@acs.bu.edu
|>

The mouse of my 1040STfm died about a year ago. Turned out that the solderings where the port is connected to the PCB had went to h-l. Seems that Atari has tried to save a few bucks by not making proper solderings.

I suggest that you should open your ST and check the solderings for cracks, if the virus check turns out to be negative. If there are cracks, just grab a soldering iron and resolder all pins from the two joy/mouse ports, and the mouse should live for a few more years.

PS. Have you checked if there's dirt in the mouse? DS.

David.

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
David Kaplan |
|
e-mail: e2daka5@etek.calmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |

2491. Re: ST as (X)Terminal?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:27:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1767@usdtsg.DaytonOH.NCR.COM>
Source record: 187315

In article <1994May7.184952.16538@alw.nih.gov> rvenable@helix.nih.gov (Rick Venable) writes:

[STuff deleted]

>Actually, you can improve on that a little by using obtaining the "screen"
>program for Linux, and installing it on the Linux system; then your Atari
>VT100 terminal emulator becomes up to 10 "virtual" screens, each running
>it's own shell, with it's own I/O, etc. You can't run X11 clients, but
>you do have multiple independent windows into a multitasking system.

The SCREEN program is a nice little setup (the sources should
compile nicely on any unix setup, with a few tweaks of course :-)
For those not familiar with it, SCREEN kinda lets you do what
"Unix Windows, aka UW) did, but without the multiple windows onscreen
(you have to toggle between the windows). But like abovementioned,
it'll work with any VT100 emulator quite nicely...

Now what'd I do with those sources? :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2492. Re: f030 mpeg player on ftp

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:31:29 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2ql3e1$4s2@garlic.csv.warwick.ac.uk>
Source record: 187303

In article <1994May09.063349.149224@zeus.aix.calpoly.edu>,
mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
> Since it doesn't use the DSP, will/might it run on a TT? I have a
>NOVA16M graphics card so if you require 16bit color, I can do that, but it has
>to use the VDI. BTW, does your program use a math co-pro. if present? As I
>have never coded an MPEG player (who has :) - would a math co-pro help at all
>with the calculations needed for an MPEG player?
>
> If it doesn't run on anything but a Falcon, any chance you can make
>one for us TT-owners? I bet the guys who bought Medusas(Pandoras) would love
>one too.
>

>-MikeB

I've ported the Berkeley MPEG source to the Falcon as well, but mine is not as
fast:-(.

I think I'm correct in saying that floating-point isn't actually used in
the majority of the code, if at all - I'm not exactly an expert on MPEG
decoding, I just hacked the X-windows code :-) . I write directly to screen
memory in 16-bit mode, and it looks like the other port does as well (no
GEM in sight anyway).

Cheers,
Paul Donovan
csulw@csv.warwick.ac.uk

2493. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:33:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1768@usdtsg.DaytonOH.NCR.COM>
Source record: 187316

In article <H.eg.2ZuudrKd576@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
[STuff deleted]

>That means they're bad C programmers. Comments, logical variable and
>function names, make it quite easy to understand old code; you can even
>(*gasp!*) read other people's code if it's written well!

<GRIN mode ON>

But Chris, "C" is supposed to be cryptic and indecipherable - that's
the appeal to many folks. I have yet to see another language capable
to produce an ASCII maze with *1* line of code (that line stretching
about 20-40 lines on screen). Obfuscation (sp?) is the key...

<GRIN mode OFF>

Seriously, "C" gives you the power to do a lot of great things,
and the constructs, et al to keep it organized and commented well.
But it also gives you the ability to ignore all that and just
"hack away." All depends on the programmer (like you said)...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2494. Re: Shift's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:37:46 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2ql3pq$1lhg@info2.rus.uni-stuttgart.de>
Source record: 187307

In <seimet.768303722@acp5> seimet@chemie.uni-kl.de writes:

> jbeeghly@u.washington.edu (Jeff Beeghly) writes:
>
> >Howdy all... I own a copy of Interface, the resource editor from Shift
> >(in Germany, I believe) from Gribnif (here in the states).
>
> >Does anyone know of an e-mail address for Shift? I have a request for them.
>
> Shift have closed down some months ago.
Yes, but you can get it from no | software. I got the update to 2.3 from them.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2495. Re: Atari 520ST cables needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:39:02 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1769@usdtsg.DaytonOH.NCR.COM>
Source record: 187317

In article <CpFt6G.4qp@ariel.cs.yorku.ca> cs911084@ariel.cs.yorku.ca (NEMO G DE FURIA) writes:
>Hi,
>
>Does anybody out there know where I could pick up the following pieces of
>equipment:

You might try Toad Computers (check with the 1-800-555-1212 information line for their number) or another such store. Someone on the net may also have one of the items used...

>Does Atari still exist in Sunnyvale California? Is there an address that I
>can snail mail, or internet mail them for information about sending me the
>above stuff?

They're still around. Dunno about the snail-mail address, but you can send a message to Bob Brodie (their PR dude) at BOB-BRODIE@genie.geis.com - I don't know how often he checks his email, but it's worth a shot...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2496. Re: VT100 OS patch?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:42:08 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1770@usdtsg.DaytonOH.NCR.COM>
Source record: 187318

In article <CpGKBJ.11I@freenet.carleton.ca> am136@FreeNet.Carleton.CA (Stephen Mulrine) writes:
>
>
>Does there exist a patch for TOS which makes it act upon VT100 instead of
>VT52 escape sequences?

There was just some sort of patch (uploaded to GEnie, and I think atari.archive.umich.edu) that would allow TOS to handle ANSI codes, and ANSI's escape sequences for the most part are compatible with VT100's (at least the important items such as Clearscreen, cursor control, etc). Graphics characters are not the same between ANSI and VT100 however...

You might scan atari.archive for a file beginning with "ansi" (not Ansiterm).

Hope this helps...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2497. Re: Linux for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 10:46:24 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <2ql4a0$9au@hpsystem1.informatik.tu-muenchen.de>
Source record: 187305

In article <ohb.768300743@dutsh7.tudelft.nl>, ohb@dutsh7.tudelft.nl (Onno Hardebol) writes:
|> Hi,
|>
|> Yesterday I heard a rumour that they are working on a Linux Version for the
|> Atari ST. Anyone know more about this?
|>
Who is "they" ... ?
The rumour is - of course - wrong, but not completely. Linux is being portet for ATARI Computers with 68030 (and up) processors. This is essential because you have to have a MMU that is capable of paging and memory protection. So Linux will be available for the Falcon and for the TT in the (not so far) future.

cheers!
Michael

2498. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 11:17:38 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May9131738@issan.informatik.uni-dortmund.de>
Source record: 187309

In article <2ql0jn$31rf@info2.rus.uni-stuttgart.de>, higgi@news.uni-stuttgart.de (Heiko Hartmann) writes:

|> Taras Golovanivsky (golovani@musical.fdn.org) wrote:
|> : Linux for ATARI ST?!

|> : It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
|> : RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
|> : _correctly_ on at least a 486/25 ! So ST...

|> You better believe it...
|> I have read a mail which says that the Linux86K port for Atari is already
|> on the Maus-Net. Linux will only run on TT/Falcon and needs at least 80 MB
|> HD space (I don't know if it runs with 4 MB RAM...).
|> I'm waiting for Linux68K to arrive on a ftp-Server.

The Maus-Net version is now being integrated into the official
Linux/Atari development. If you can set up a cross-compiler, you can
get the current patches from Robert de Vries <robert@and.nl> for a
working kernel for the TT.

Andreas.
--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2499. Re: 3rd p. falcon hardware

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 11:35:08 UTC
From: miff@cleese.apana.org.au
Message-ID: <2ql75u$6ho@cleese.apana.org.au>
Source record: 187233

In article <2da5088a@secom.ct.se> rickard.troedsson@secom.ct.se writes:
>In a message of 07 Apr 94 17:21:23, Davidb wrote:
>
>D> hy>bother with this route, 2 MB SIMMs are probably just doctored up
>D> hy>from pairs of 1 MB SIMMs or somesuch. Not much use when the time
>D> hy>comes to upgrade further...
>D>
>D> Couldn't just another 4 2MB SIMMs be added?
>D>
>D> This could be the solution, now all we need is for someone to make
>D> such a board...
>
>No .. 2Mb SIMM:s are almost as expensive as 4Mb SIMM:s ... it's not worth it
>....

Things to bear in mind : there is bugger-all room inside a falcon.
: 2M SIMMs are mac-specifi atrocities which don't
bear thinking about.

>(I repeat: Why not use 8 1Mb SIMM:s and have logic deside which "bank" to use
>depending on the address)

As above : space. Also cost - the 'extra logic' needs hardware to live in,
time to be developed in, and board space to rest on. All of that costs
money.

Also, equally obviously, you don't know much about DRAM circuit design 8)

If the Falcon is designed for 4Mbit devices, there's not much chance of
cramming more 1Mbit devices in - read my lips : "refresh"

(apologies for the brusqueness, I'm busy compiling on another vconsole
- gad but MiNT is a nice toy 8)

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +

2500. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 11:37:17 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CpJ9M5.IC4@newcastle.ac.uk>
Source record: 187330

In article <12794222849.2151@musical.fdn.org>, golovani@musical.fdn.org (Taras Golovanivsky) writes:
> Linux for ATARI ST?!
>
> It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
>RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
> _correctly_ on at least a 486/25 ! So ST...
>
> <T-G>

Linux Atari currently only runs on a TT, it will never run on an ST at all as it requires a PMMU - only in 68030 onwards CPU's. It may run on a Falcon one day.

I could waffle on, but why? There was an Atari Linux FAQ posted last week.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2501. Re: Hard & Soft address (Germany)

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 11:41:58 UTC
From: miff@cleese.apana.org.au
Message-ID: <2ql7io$6qc@cleese.apana.org.au>
Source record: 187234

>>Hard & Soft
>>A. Herberg
>>Obere Mu"nsterstraBe 33-35 <- the 'u"' is the accented 'u' and the 'B' is a double-s)
>>D-4620 Castrop-Rauxel
>>GERMANY
>>
>>tel. 02305/18014
>>fax. 02305/32463 (sorry, I don't know the country telephone-code for Germany)
>>
>
>The country code for Germany is ++49. Accented 'u' and the Eszet can be
>replaced by 'ue' and 'ss'. To avoid delays of delivery, one should use the
>new five-digit zip-codes. The address now reads
>
>Obere Muensterstrasse 33-35
>D-44575 Castrop-Rauxel
^^^^^
Are you sure of that? Last I head from them it was 44544...

Regardless, they're totally painless to deal with - I was very happy.

>Juergen Kuersch E-Mail: kuersch@rog1.rog.rwth-aachen.de

2502. CBM Closes doors..

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 11:58:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ql8hp$cce@golem.wcc.govt.nz>
Source record: 187312

Thought some of you would like to see this...

Newsgroups: rec.games.video.atari
Subject: Re: Commodore out!
From: richard.hecker@canrem.com (Richard Hecker)
Distribution: world
Message-ID: <60.3435.7255.0N19D274@canrem.com>
Date: Wed, 4 May 94 20:27:00 -0400
Organization: CRS Online (Toronto, Ontario)
Lines: 18

-> Have you any more info about this ??
-> Pressrelease ??

Here's the press release that I got:

From the Orlando Sentinel, Saturday, April 30, page C1:

Commodore International Ltd., a pioneer in the personal computer
industry, said late Friday it is going out of business. The
company, based in West Chester, Pa., plans to transfer its assets to
unidentified trustees "for the benefit of its creditors" and has
placed its major subsidary, Commondore Electronics Ltd., into
voluntary liquidation. The company last month reported an $8.2 million
loss for the quarter ending Dec. 31 on sales of $70.1 million. A year
earlier, Commodore lost $77.2 million on sales of $237.7 million in
the same period. In the latest report, Commodore said financial
limits had thwarted its ability to supply products, leading to
weakened sales.

From what I have read in the latest GEnie Lamp, Atari is out of computers
as well....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2503. Re: Falcon Audio?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:08:53 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994May9.120853.17599@solaris.rz.tu-clausthal.de>
Source record: 187328

Erlend Nagel (error@stack.urc.tue.nl) wrote:

: Hmmmm, I am thinking of buying a Falcon this weekend, but since I don't
: have any money for a model with HD and monitor, will Mjuzakk work in
: monochrome?
Sorry, it won't work on monochrome. It runs on RGB/TV with a little helpful
auto folder program called mltiblow.prg -- available on ftp.tu-clausthal.de
/pub/atari/falcon/systools/
It sets the Falcon to 640x480 (interlaced) mode on RGB/TV. But I really
recommend a VGA monitor for longer work with Mjuzakk.

bye,
Chris
--

+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

2504. Re: FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:16:33 UTC
From: PostMaster@barclays.co.uk
Message-ID: <2ql9j1$6el@bognor.barclays.co.uk>
Source record: 187319

In article <2qi1ap$h3r@kelly.teleport.com>, steve-j@teleport.com

2505. Re: High capasity media - best prices?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:17:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.gx3CWVdzN4g@semprini.waterloo-rdp.on.ca>
Source record: 187339

In <2dca3b72@p10.secom.ct.se>, Stein Arne Jensen writes:
>
> I'm running the PD library for "Atari Users Of Norway".
> Since I'm offering file-copying to all members (instead of just dupplicating
> the whole disk) - I'm looking for another, faster media to transfer the
> collection to. I'll propably need apx. 2-2.5 gigabyte diskspace to fit in the
> whole collection.
>
> Syquest 44 mB 5,25" removable
> Syquest 88 mB 5,25" removable
> Syquest 105 mb 3.5" removable
> Flopticals (21mb?)
> 650 mB optical drives
> 650 mB WORM disks
> Harddrives - 2.5gB or more

12" WORM optical disks can hold 5.6G of data, and the drives are SCSI.
Access time isn't too bad either. I think drivers are only available
for UNIX though.

There are probably 5.25" optical jukeboxes that will let you have ~5
disks "online" at the same time; 5 x .65G = 3.25G, so that would hold
your collection, too.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2506. UPDATES of my uploaded games.

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:20:12 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <768486012.8396@minster.york.ac.uk>
Source record: 187313

I have uploaded updated versions of my following games:

pacmen.zip (PACMEN)
3d_ski.zip (3D_SKI)
alienation.zip (ALIENATION)
linecras.zip (LINE CRASH)
mazewar.zip (MAZEWAR ST)
video_g1.zip (VIDEO GAMES I v.0.5)

If you have a version of any of these games dated from before 04-04-1994,
then get rid of the old version and download the latest version as this works
on more versions of TOS.
These games should work on all TOSses. If they don't, I will eat my foot!!!

I have uploaded my games to the following FTP sites: (BEWARE OF VERSIONS DATED
BEFORE 04.04.1994)

atari.archive.umich.edu
ftp.germany.eu.net
nic.funet.fi
ftp.tu-clausthal.de
cnam.cnam.fr
ftp.cs.ruu.nl
ftp.uni-kl.de

Note: Some sites may take a while to recieve these games.
/pub/Atari/Games

PACMEN (pacmen.zip)
This is a version of Pacman that can be played by up to eight players
using the Paralell Joystick interface and the STE's Joystick ports to
add the extra joysticks. You can play it with less than 8 players,
and the remaining players are either computer controled, or turned off.
The other addition to pacman is that each player has a missile, and
infinate lives. The game ends when all the dots are eaten.

3D SKI (3d_ski.zip)
Guide an egotistic robot down a ski-slope and avoid falling off
and coliding with rocks. Includes sourcecode in STOS basic.

ALIENATION (alienate.zip)
Platforms and ladders game similar to Mr. Robot on the 8 bit computers.
Navigate your robot around the obstacles and grab all the pills within
a time limit. You can also design your own levels with the built in
construction kit. Includes sourcecode in STOS basic.

LINE CRASH (linecras.zip)
This is a game that uses the extra joystick ports on the STE and the
printer port joystick adaptor to allow up to 8 joysticks to be added
(although less than eight people can play). On ST computers without
the two extra joystickports on the side, up to four people can play.
The idea is to trap your opponents in the style of TRON lightcycles (ie, you
leave a line behind your vehicle), and avoid being trapped yourself.
Included in the LZH archive are docs for building your own joystickadaptors.
Written using STOS basic.

MAZEWAR ST (mazewar.zip)
This is another game for 0 to 8 players. The idea of this game is simple.
Shoot your opponents while avoiding being shot yourself. Eight tanks (some can
be computer controlled) negotiate a maze. Some walls are indestructable, and
some can be shot.
Included in the LZH archive are docs for building your own joystickadaptors.
Written using STOS basic.

VIDEO GAMES I v 0.5 (video_g1.zip)
Play three games at once on the same ST with the same joystick.
Yes, it is possible. You can simultaneously play Pacman, space invaders, and
pong, using combinations of movements of one joystick. Each game is overlayed
transparently on top of the other games.
Written using STOS basic.

I have written all of these programs myself, and they are
Freeware/shareware/public domain.

Please mail me any comments, etc.

Andrei Ellman (ae-a@minster.york.ac.uk)

2507. Re: Internationalizing software

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:21:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2KZ&uCHCTos@semprini.waterloo-rdp.on.ca>
Source record: 187340

In <9405021540.AA02837@ilmen.lanl.gov>, John Hutchinson writes:
> In article nnd@aggedor.rmit.EDU.AU, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
> >
> >As I am forced to use macs at work, I always go looking for <alt>Q to quit.
>
> Since most all Mac applications use Command-Q to quit, what's the problem? That
> certainly seems more intuitive to me than what many Windows apps use... what is
> it? ... ALT-F4 or something???

IBM's CUA (Common User Access) documentation says Alt-F4 means "close
window" and Alt-F3 means "exit application". Under both OS/2 and
Windows, these are true (though most Windows apps don't do Alt-F3).

> At any rate, I agree with the original thread that Atari software could surely
> benefit from making use of a publicized (and enforced) hot-key standard.

Definitely. I think it's too late to have much of an impact though...
there's too much non-conforming software out there that is never going
to be updated. For new software, the guidelines should be followed.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2508. Re: Linux for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:23:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HTnoTNSId5Q@semprini.waterloo-rdp.on.ca>
Source record: 187341

In <ohb.768300743@dutsh7.tudelft.nl>, Onno Hardebol writes:
> Hi,
>
> Yesterday I heard a rumour that they are working on a Linux Version for the
> Atari ST. Anyone know more about this?

Linux (or any form of UNIX) would never work on the ST, the CPU lacks
the hardware required for memory protection.

Some people are working on a version of Linux for the TT though; the
68030 has the memory protection hardware.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2509. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:32:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.af7qRg9lwpc@semprini.waterloo-rdp.on.ca>
Source record: 187342

In <60.47201.4514.0N19C5CD@canrem.com>, Christopher Browne writes:
> Yes, I was quite aware that you can run a "PPC" as a Macintosh. Apparently
> slightly slower than the equivalent 68K-based Mac (which will probably change
> as the libraries get increasingly rewritten).
>
> That's not much value added, emulating a computer with a reduction in power.

This is what I love about USENET; people post without knowing.

The PowerPC-based Macs are many times faster than a 680x0 Mac, even when emulating a 68k for some program they are faster than a 680x0 Mac. In emulation, not by much, but that's the price you pay for emulation... LOADS of Mac software is being rebuilt as PowerPC binaries (or combo PPC/68k binaries which have both the PPC and 68k code in them), even shareware stuff appeared as PPC binaries the day the PowerPC Macs were released.

> And the IBM product will currently only run AIX, requiring that you fork() out
> (or vfork(), depending on your process type preferences :-)) big money for the
> sundry pieces of the AIX operating systems. XWindows, for instance, is an

Yes, the current IBM PowerPC machines are very expensive. Pity.

> additional chunk of money. I was pricing RS/6000 machines a couple months
> back, and was surprised at how much it cost to put together a workable
> software development environment. I keep hearing that it's a "pretty cheap &
> powerful" UNIX platform. If it's as powerful as it is cheap, then I'll stick
> with my ST, thank you very much :-).

Later this year IBM Power Personal Systems will be releasing PPC-601 based machines set to compete against the '486 market. You can bet these things will be cheap.

> The only faintly consumer-oriented product in the P601 family right now is the
> Power-Mac. And running Soft-Windows on it to emulate a Mac emulating a Windoze
> environment just doesn't strike me as being very sensible or efficient. No
> more than one level of emulation at a time for me.

SoftPC/SoftWindows on the PowerMac is native PPC-601 software.

I really, really wonder why everyone is getting so hung up on this? I mean, really, WHY would you want to use (for example) the Windows version of MS Word in emulation when you could use a native PPC version for the Mac? Why worry about emulation anyway? It's for running things you _need_ to run until native versions are available. If you don't need to run it in emulation, don't.

This sounds like a much better way of moving to a _completely_ new
hardware architecture than to just say, "Well, tough, you can't run any
software 'til it's all native. Sorry." Complete compatibility with the
past is what's crippling PCs.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2510. miscellaneous stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:33:04 UTC
From: klassa@aur.alcatel.com
Message-ID: <2qlai0$7og@aurns1.aur.alcatel.com>
Source record: 187314

I was cleaning out my computer desk & ran across these items:

*** I have an SF-314 drive (DSDD -- 720K) that no longer works... It comes complete with power supply & cable. I don't know why it doesn't work -- I woke up one morning to the sound of the drive motor spinning (nonstop). It could be the PS, it could be something else. For sale as-is...

*** I have a set of TOS chips that came out of my 1040 when I upgraded to TOS 1.4. I don't know what TOS version they are -- I bought my 1040 somewhere around 1987, so draw your own conclusions. It's a six chip set. They worked when I yanked 'em, but I haven't used 'em in years.

*** I have an ADC (DAK) 1200 baud ("Smart Duck") modem for sale. It comes without a cable (I'm using the cable on the 2400 baud modem that replaced it years ago). It worked when I last used it, but I haven't used it in years.

i.e. everything is for sale as-is -- if it doesn't work when it arrives, it ain't my fault. Items (b) and (c) (TOS & modem) did work when I last used 'em.

Make me an offer... Make it good enough to cover shipping with enough left over to (a) make me feel like it was worth the drive to the post office, and (b) buy a six-pack :-). I mostly want to see this stuff go, because I'm tired of having it around. Terms are: I receive check & it clears, I send stuff. I've got no reason to rip you off -- the whole point is to get rid of this stuff! :-)

Contact me via email at klassa@aur.alcatel.com...

Thanks-
John
--
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // klassa@aur.alcatel.com \ /\ & \/ \
-- \/ \/ \

2511. Re: Frontier (Elite II)

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 12:50:48 UTC
From: okoskimi@cc.Helsinki.FI
Message-ID: <2qlbj8$25p@karhu.Helsinki.FI>
Source record: 187320

In <Coz2LA.9pp@si.hhs.nl> v932405@si.hhs.nl (Putman, A.J.) writes:

>I seem to have a little problem with Frontier. At the moment I have a ship with
>4 crewmembers. I have enough money to buy a bigger ship but it needs 8 crewmembers.

>My problem is that when I buy the ship, there are not enough people who want to be
>a crewmember. I've tried nearly all places in the Sol system, Barnard Star and Ross 154.

>Does anybody have the solution ?? Please let me know.

1) As others have said, use the time acceleration feature.

2) The number of people who want to work with you depends on your rank
(possibly also reputation). Meaning that if you start from scratch and
use the ship selling "feature" to get money, you still have a low rank
and would have to wait forever for enough crewmembers to show up.

Oskari Koskimies okoskimi@kruuna.helsinki.fi

"In case of atomic attack, the federal ruling
against prayer in schools will be temporarily canceled."

2512. Protracker registration?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 13:16:51 UTC
From: ceebsm@cscd4c18.caledonia.hw.ac.uk
Message-ID: <CpJE83.Boq@cee.hw.ac.uk>
Source record: 187335

Just wanted to know if anyone has registered Protracker 2.0?

My friend wants to register but is wary of sending money away to get
no reply. Any one regsitered and gotten a reply?

Please let me know by E-mail.

Cheers!

--
Barry Munro: ceebsm@clust.hw.ac.uk

2513. Re: Keyedit program needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 13:27:33 UTC
From: alpldbia@w351zrz.zrz.tu-berlin.de
Message-ID: <2qldo6$kb9@brachio.zrz.TU-Berlin.DE>
Source record: 187322

>Is there a similar program (to reside in the auto folder) that I can use, and
>change between two different keyboard layouts with some kind of key-sequence?

Yes, there is a _very_ good one. It provides full access to all ASCII characters from the keyboard.

Its current name is CKBD Deluxe 1.3, written by Pascal Fellerich, Luxembourg. Former versions were named COMPOSE. I haven't got his email address but the 'normal' one:

Pascal Fellerich
45, rue des Genets
L-3482 Dudelange
Luxembourg, Europe.

I do not know whether it's on ftp somewhere - you may look for compose.zip, compose.tos, ckbd_13.tos or similar (ckbd*.*).

CKBD is a TSR (terminate and stay resident) program for the auto folder. It runs on any TOS computer. It provides several ways to get any character directly from your keyboard:
- Compose Characters (like on VAX stations)
example: press the ALT-Key shortly and after that the characters to be composed.
" and a will make German a umlaut.
- Dead Key (known from DOS and Macintosh)
example: press ' and then e and you get e with accent aigu.
- ...and others

Except the above, CKBD can remap your keyboard. You can use a French AZERTY keyboard as if it were an English QWERTY one. All compose tables and keyboard maps are definable freely. Unfortunately, you have to know how to program in assembly in order to create your own tables and maps but the included standard files fit almost all requirements.

Finally, even an excellent mouse acceleraror is included. Fully configurable, it takes notice of your screen size and changes mouse speed respectively.

German, French and English docs included.

2514. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 13:42:46 UTC
From: djs@jet.uk
Message-ID: <1994May9.134246.15389@jet.uk>
Source record: 187326

In <CpE35s.CGq@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <1994May6.092529.1123@jet.uk>, djs@jet.uk said:
>>Well, you wouldn't expect a bad review from the magazine produced by
>>one of your distributors. Stuff sold by the ST Club always gets good
>>reviews, funnily enough. Even things like ImageCopy, which has always
>>lagged well behind the cheaper and better GemView.

>That is incorrect. I think you are too cynical. GEMulator was reviewed by
>an independent freelance journalist. ImageCopy does not lag behind GEMView
>and is only 2 pounds more expensive (you get a printed manual). ImageCopy
>is much better than GEMview at printing and is first and foremost a
>snapshot utility. I know many people who use both for different tasks.
I accept your point about ImageCopy's usefulness as a snapshot utility.

I would query your statement that ImageCopy is only £2 more expensive,
as GemView screenshots from articles in ST Review et al tend to show an
unregistered version :-)

I am also not convinced of the independence of ST Applications. Yes, the
contributors are independent, but the editor still (of course) selects which
contributions he prints, and is more likely to select a favourable than
damning one, surely? I do still buy ST Applications, though, because it is
the only mag that gives any real attention to programmers.

Incidentally, ST Review's review of the GEMulator was particularly poor. It
went something like 'my PC blew up, so it must be GEMulator's fault, so
it must be crap'. Not really up to the standard I normally expect from the
good-and-getting-better (and independent) ST Review.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2515. SM124 Picture just started jiggling, what to do?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 13:51:37 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CpJFu1.nyM@mozo.cc.purdue.edu>
Source record: 187325

The picture on my SM124 is jiggling now, it is worst in upper left hand corner and fine in the bottom right hand corner.

If anybody has any ideas or suggestions, please let me know.

Thanks in advance,
Jody
--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

2516. Re: Linux for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 14:05:11 UTC
From: alpldbia@w351zrz.zrz.tu-berlin.de
Message-ID: <2qlfun$kb9@brachio.zrz.TU-Berlin.DE>
Source record: 187324

>The rumour is - of course - wrong, but not completely. Linux is being portet for
>ATARI Computers with 68030 (and up) processors. This is essential because you
>have to have a MMU that is capable of paging and memory protection. So Linux will
>be available for the Falcon and for the TT in the (not so far) future.

...and some more info:

I have seen Linux running on a 4 MB F030 at the fez-a-bit atari fair here in Berlin yesterday. One of the nice people who do the porting (Bjoern Brauel) explained some facts. Here's what I remember (I'm not a programmer - please, forgive me if anything is wrong).

Linux for Atari is based on the Commodore Amiga version. The source code is the same for both versions except the 'bootstrap' program. That means both linux versions are binary compatible so that _all_ programs can be exchanged between the Atari and Amiga version without recompiling them (even a possible Macintosh version will be binary compatible).

Both, the Atari and Amiga developers cooperate since a lot of tricky problems have not been solved yet. As far as I understood there are 8 people working on the project (on the Atari side).

The version I have seen didn't have a disk or hd driver yet, only a ramdisk with the minix filesystem was installed. Some of the basic utilities could be run such as ls, cd, mkdir, rmdir (Bjoern couldn't bring his own F030 to the fair so he had to run the whole system from a 1.44 MB disk).

A lot of work has to be done yet so that they still look for people to help them. Drivers for graphic cards, serial ports, parallel ports and stuff like that still wait for someone to do the job...

Bye, Andre

2517. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 14:08:46 UTC
From: mathew@mantis.co.uk
Message-ID: <2qlg5e$ceg@sunforest.mantis.co.uk>
Source record: 187327

In article <2qkc02$a7o@ionews.io.org>, Eric March <diehl@io.org> wrote:
>Usually you get a bad reputation if you fail to deliver a package in the
>alotted time, or fail to carry out a contract, or fail to deliver someone in
>the alotted time.

Naah. The *best* way to get a bad reputation is to find someone who
has an assassin on his tail, offer him passage, ask for half the money
up front, then shop him to the assassin.

Do that, and I guarantee nobody in trouble will ever offer you a job
again.

mathew
[Mr Business Ethics 3202.]
--
Seeking a decent bug-tracking system for Windows, DOS, UNIX, Mac...

2518. Re: Roland System exclusive commands

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 14:53:47 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qlipr$pi7@kolsaas.ifi.uio.no>
Source record: 187329

> I can't remember the address for subscribing but you could try
> emailing: cubase_users@mcc.ac.uk
>
> Bruce.
> b.cotsell@ucl.ac.uk

Try this one too: cubase-users-request@mcc.ac.uk

Hallvard, Oslo, Norway

2519. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:02:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405091423.AA03549@ilmen.lanl.gov>
Source record: 187331

In article AA05502@byte.bbs.no, Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:
>
>Many PD libraries however do distribute it [ST BASIC] ,both the 'old' and
>the new version. Don't think there is anything wrong with that. Every ST
>user did get it anyway.

I doubt if Atari cares either, but just because it came with every ST does not automatically make it public domain, of course.

>I thought version 2 [GFA BASIC] was only avaliable from those PD libraries
>who had permisson from GFA to distriute them ,and that it was not in the
>Public Domian!

That's possibly true. All I know is what John Barger @ GFA-US told me a long time ago... "the GFA 2.0 interpreter is public domain but the 2.0 compiler remains a commercial product." Of course, ever since the interpreter came out on a magazine cover disk it's a fairly moot point, anyway. :)

-Hutch- @ Fair Dinkum Tech

2520. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:26:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405091447.AA03555@ilmen.lanl.gov>
Source record: 187332

In article EEGWFJWD@ttgk.textlitho.nl, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>Insignia's SoftPC is already available for the Atari ! I tested a version a
>few months ago. On a 32 MHz TT it reaches..... about XT speed...

Yeh, but we were talking about Insignia's 'SoftPC with Windows' or their newer product, 'SoftWindows.' The older 'SoftPC' is a DOS emulator only. And I was under the impression that SoftPC for the Atari had never been commercially released and only a few beta copies had been distributed (perhaps illegally?).

>So, I don't expect anything of a Software PC emulator for the 16 MHz
>Falcon. The emulators which were announced were meant to be hardware. This
>could be done quite easily by putting in a 486 SX processor.

I agree. Hardware-based emulation is the only feasible solution for the Falcon. And that still doesn't address the RAM issue... while Windows will run in 4Mb it is much more comfortable (and faster) in 8Mb or more.

So what is the status of all these DOS/Windows emulators that were so hyped up when the Falcon was first released. Is Compo's available yet? How much?

-Hutch- @ Fair Dinkum Tech

2521. Legends of Valour HD installable?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:27:25 UTC
From: a740778@san.tiuk.ti.com
Message-ID: <CpJK9q.A4M@csc.ti.com>
Source record: 187501

Hi all,
Can someone out there who has the game "Legends of Valour" tell me if
it is hard disk installable - and if not whether it is OK to run from floppy.
Also any other comments about it (I've got a playable demo).

Guess the Doom bug has bitten me as well...

TTFN, Jason

_
* Jason B.E. Julyan BEng(Hons) MSc * Texas Instruments Ltd. * | |_o_ _
* TMS380 LAN Products Design Team * Manton Lane, * __| |_i_| |
* a740778@server1.tiuk.ti.com IMS: JBEJ * Bedford, U.K. * \ |i| |
* All opinions expressed herein are personal ONLY * __ |_| /
|___/

2522. Re: PowerPC & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:31:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405091453.AA03560@ilmen.lanl.gov>
Source record: 187333

In article sf3@charm.magnus.acs.ohio-state.edu, tbrown@magnus.acs.ohio-state.edu (Ted C Brown) writes:
>
>I really hate posting mac information here -- but have to correct an
>error. The AV card only adds the "V" options (digitizing video, and
>adds VRAM to the 6100). *ALL* PowerMacs have 16bit Audio In/Out.

Right you are, Ted. I had forgotten this. Thank's for the correction.

>You don't have to buy the AV option to get it. (And the AV option
>does not have a DSP in it like the AV 040 macs do.)

Yeh, Apple considered the PPC was so fast in native mode that a DSP
was not needed. One would think that a PPC _with_ DSP would be a killer
combination but...

Now a PPC-based Falcon would be something altogether different! :)

-Hutch- @ Fair Dinkum Tech

2523. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:39:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405091500.AA03565@ilmen.lanl.gov>
Source record: 187334

In article 2dcd4451@daggskim.ct.se, bo.leuf@daggskim.ct.se (Bo Leuf) writes:
> > Heck, I still use GFA 3.5 (I find 3.6 a bit too quirky) on my TOS 4.x
>
>Hm, what are the major "quirks" you find in 3.6?
>I would have thought that 3.6 rouitnes would have been better for the F030.

Nothing really major. It just seems like I was crashing a LOT more frequently when using 3.6 than I was with 3.5 so hey, why fight it? :) I have friends that use 3.6 all the time and claim no problems so go figure.

GFA 3.6 was actually supposed to be the "TT-compliant" version with support for TT resolutions and such. It has no support for Falcon-specific features.

Since most of my previous work was for ST resolutions only, GFA 3.5 was fine. But for anyone programming for TT resolutions, MultiTOS, or heavy Falcon use, I'd recommend a different language altogether.

-Hutch- @ Fair Dinkum Tech

2524. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:53:50 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2qlmae$6el@bognor.barclays.co.uk>
Source record: 187525

In article <9405091447.AA03555@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (John Hutchinson) writes:
|> In article EEGWFJWD@ttgk.textlitho.nl, gert@ttgk.textlitho.nl (GerIain.Laskey

2525. Re: Need HELP w/ ICD "Link"

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:58:32 UTC
From: bjgrier@bnr.ca
Message-ID: <CpJLpq.KnG@nrtpa22.bnr.ca>
Source record: 187349

In article <CpGyyp.A7u@iat.holonet.net>, MBATES@HOLONET.NET writes:
|> I have the following system:
|>
|> Mega 4 St w/ TOS 1.2
|> SH205
|> SC1224
|> ICD's "The Link"
|> Quantum 120 SCSI Hard Drive
|> Apple Cd300 CD-ROM Drive
|>
|> The problem I am having is this:
|>
|> I can not get the damned thing to recognize the Quantum OR the Cd-ROM let
|> alone try and format them. I have tried connecting just each of them.
|> Connecting The Link WITHOUT the SH205 connected. With it connected. EWith
|> the Atari HD Boot installed, with the ICD Boot.SYS installed. Al no go
|> PLEASE HELP!
|> mbates@holonet.net
|>
|> Also, is there any other driver for CD-ROMS which will work with what I
|> have that I can download or something?
|>
|> -Marlin
|>

There are two possible things.

1) It does not have 5 volts going to the termination resistor pin.

To verify that you have power connect up your Link to your
Quantum 120 and your CD-Rom to your Quantum 120. Make sure
each has a unique SCSI ID. Then run the program IDCHECK. If
it finds the Apple CD-Rom then the Link is getting power.

1) Your Quantum drive has the EP (Enable Parity) jumper installed.
This is most likely your problem. Find this jumper and remove it.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

|_____|_____|

2526. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 15:59:11 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994May9.155912.6266@vax.sbu.ac.uk>
Source record: 187337

>>Well, you wouldn't expect a bad review from the magazine produced by
>>one of your distributors. Stuff sold by the ST Club always gets good
>>reviews, funnily enough. Even things like ImageCopy, which has always
>>lagged well behind the cheaper and better GemView.
>
> That is incorrect. I think you are too cynical. GEMulator was reviewed by
> an independent freelance journalist. ImageCopy does not lag behind GEMView
> and is only 2 pounds more expensive (you get a printed manual). ImageCopy
> is much better than GEMview at printing and is first and foremost a
> snapshot utility. I know many people who use both for different tasks.

I agree with you Ofir about the Imagecopy point - they are quite
different tools which happen to cover some of the same ground.

The original point about bias reviews in STA is quite valid though.
They quite happily sing the praises of Redacteur, while not mentioning that
its graphics printing module is virtually unusable, and the program makes
a windows application look positively stable. They then try to tell us that
Warp 9 is on a par with NVDI, despite the timing evidence they printed in
their boxouts.

Subjectivity in reviews is to be expected but they push it far to far
for my liking. I will never again buy anything from the ST Club purely on
the basis of an STA review.

Del

2527. ICD Pro Utils & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 16:06:35 UTC
From: ap51@unix.brighton.ac.uk
Message-ID: <1994May9.160635.26536@unix.brighton.ac.uk>
Source record: 187344

Hi there,

I've recently bought ICD Pro Utilities for my Falcon but cannot get it to install ICDBOOT driver software on drive C of my IDE internal disk.

I've tried running INSTALL.PRG but it just dialogs 'You need an ICD Host adaptor' or something to that effect and quits. I then tried to run HDUTIL.PRG and that said that I need either a host adaptor or ICDBOOT.PRG! I tried booting from a floppy with ICDBOOT in the AUTO folder but that didn't help and I even fully repartitioned my IDE with the ICDFMT.PRG (which seemed to work fully from what the manual says). All in all I'm conpletely stuck, I suspect that some of the software may not be from the PRO version (though most of it's on the same disk which clearly states it's ICD SCSI Pro Utilities Version 6.5.1).

Has anyone had similiar problems or any advice that might help?

If it helps any here is the file sizes and dates:
ICDFMT.PRG 110818 bytes Date:05/01/94 Time:15:38:44
INSTALL.PRG 49492 bytes Date:05/01/94 Time:16:01:20
HDUTIL.PRG 66148 bytes Date:05/01/94 Time:15:34:04
ICDBOOT.PRG 43506 bytes Date:25/02/94 Time:11:21:32

Thanks in advance,
Adam J Purcell (AP51@UNIX.BTON.AC.UK)

2528. Re: Linux for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 16:11:56 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2qlncc$fri@csugrad.cs.vt.edu>
Source record: 187336

Michael Eberl (eberl@Informatik.TU-Muenchen.DE) wrote:

: |>
: |> Yesterday I heard a rumour that they are working on a Linux Version for
: |> the
: |> Atari ST. Anyone know more about this?
: |>
: Who is "they" ... ?
: The rumour is - of course - wrong, but not completely. Linux is being portet
: for
: ATARI Computers with 68030 (and up) processors. This is essential because
: you
: have to have a MMU that is capable of paging and memory protection. So
: Linux will
: be available for the Falcon and for the TT in the (not so far) future.

Will Linux be able to run on an STe with a Math Co-processor and
'030 accelerator card or is it too early to tell at this stage? (Not that
I can afford either a FPU or extra card being the cash-strapped college
student that I am... :-)

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

2529. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 16:30:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CpJn6p.ELF@cix.compulink.co.uk>
Source record: 187506

>I am also not convinced of the independence of ST Applications. Yes, the
>contributors are independent, but the editor still (of course) selects which
>contributions he prints, and is more likely to select a favourable than
>damning one, surely? I do still buy ST Applications, though, because it is
>the only mag that gives any real attention to programmers.

Hmm, but the number of unsolicited articles Paul uses are just about zero
- certainly the 3/4 reviews I've done for STA have been commissioned
beforehand.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2530. Re: Problems installing MASTERBROWSE 4.1

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 16:51:21 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2qlpm9$14j@irz401.inf.tu-dresden.de>
Source record: 187343

In article <2q9bbn$pin@yrsa.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tangerï¿½s) writes:
>I've downloaded "masterbrowse 4.1" document displayer, but I have had big problems
>installing it. I always get the message "can't find destination directory" or
>something. I'm using a RAM disk to decompress/install it, and I've redefined the
I've got the same problem some time ago.The problem is:Masterbrowse DEMANDS
that you install it from a root-directory (c:\ d:\ and so on...).If you try to
install it from a subdirectory it will fail.BTW: Masterbrowse 4.4 is recent.

Matthias
--
.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`----------------------+---'

2531. sending sharware fees to UK and to Canada?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 16:51:34 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2qlpmm$295@nic.umass.edu>
Source record: 187346

What's the best way to send funds to the UK from the US? (I need to send the Llamatron folks some money...)

Also, what about to Canada? I owe Alan Page for STorm...

--mp

2532. Re: Shift's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 16:59:00 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2qlq4k$15r@irz401.inf.tu-dresden.de>
Source record: 187345

In article <2qe7e7$lkt@news.u.washington.edu>, jbeeghly@u.washington.edu (Jeff Beeghly) writes:
>Does anyone know of an e-mail address for Shift? I have a request for them.
As far as i can remember,Shift closed his office last (or this) year.Sorry to say that...

Matthias
--

.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`--'

2533. Backup Copy via Digital Duplicator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 17:41:25 UTC
From: dunham@src.honeywell.com
Message-ID: <2qlsk5$idc@moon.src.honeywell.com>
Source record: 187350

I have a purchased software disk that is copy-protected, and I'd like to make a safety backup, especially since the company, DigiDesign, no longer supports the Atari. This is a "key" disk and is required for running. I have thrown every software copier at this disk to no avail - the copy is never recognized by the program as being the "master" disk. I seem to recall seeing ads for a hardware duplicator called "Synchro Express" that said it was 100% effective in backing up disks. If anyone owns one of those digital duplicators, can you help me make a backup copy? I can verify that I own the program.

Thanks,
Scott dunham_scott@htc.honeywell.com

2534. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 17:51:10 UTC
From: sakaria@vipunen.hut.fi
Message-ID: <2qlt6e$36b@nntp.hut.fi>
Source record: 187347

Taras Golovanivsky (golovani@musical.fdn.org) wrote:
>: Linux for ATARI ST?!
>
>: It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
>: RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
>: _correctly_ on at least a 486/25 ! So ST...
>

I run on Linux on a portable PC with 4Mb of RAM; the processor is a
386/16. The HD partition is 30Mb.

So there.

--
Sakari Aaltonen | Linux is an ftp-able Unix clone for 386/486 PC's.
sakaria@vipunen.hut.fi | Boggles *my* mind, it does.
sakari@aplac.hut.fi

2535. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 17:57:38 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1994May9.175738.27005@ultb.isc.rit.edu>
Source record: 187348

In article <dbyfield.1llm@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>Any programmer who doesn't understand the C code (or any other language) he
>wrote 2 weeks ago would get fired on the spot if working for professional
>software developers. This is a reflection on the disorganized state of the
>programmers thought patterns, not the language! C programming is NOT
>difficult if you learn it systematically and from a teacher/professor who
>knows what they are doing. Any programmer who can't understand 2 week old
>code is guilty of one or more of the following: Poor documentation and
>commenting, writing "spaghetti code", and poor logic.

What dream world are you living in? Have you seen anything beyond a textbook
in a programming class? Sure, we'd all love to have all the great documentation
that all the lovely textbooks out there tell us to put in. They make sense
but I have seen how stuff works in the real world and when it comes down
to whether you want code you can read and the cash you can get for getting
it to the client faster, getting it to the client faster wins out.

I'm not saying this is the way things should be (hey, what good is code
you can't read). I'm just saying that's the way things are. Sure, given
time you can fully document code but in professional settings with
professional deadlines, profits/functionality comes first and docs
come later. It's a money thing, not a computer science thing.

--
----------------------------*
| Michael Zucca - Rochester Institute Of Technology | "The secret is to bang |
| Internet: mrz5149@ultb.isc.rit.edu | the rocks together guys"|
----------------------------*

2536. Forget-Me-Clock II

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 18:43:25 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <665CF16D@starnetbbs.com>
Source record: 187515

CH>A friend of mine on a local BBS just bought a used Forget-Me-Clock II
CH>cartridge from someone... unfortunately, he didn't get the software to
CH>drive it.

CH>cherborth@semprini.waterloo-rdp.on.ca

I purchased the Forget-Me-Clock II from E. Arthur Brown about 2 years
ago. I can send you the dirvers if you will send a 3 1/2 disk also have
your friend state if he wants this in the 360k or 720k mode.

There is a program to set the closk and a program to put in the AUTO
folder of the boot disk to have the clock re-set each time the computer
boots. This is a good product but the clock seems to gain time and need
be corrected about once per theee months.

Send to : Gary Ratliff; P. O. Box 892 ; Sanatorium, MS 39112-0892

Are you connected with Waterloo and are you familair with the suite of
languages they produced for the SuperPET? Next do you know if the
Spencer APL 6800 package for the Atari 520/140 is still available?

---Gary---
gary.ratliff@starnetbbs.com

• OLX 2.1 TD • Press "+" to see another tagline.

2537. Re: SM124 Picture just started jiggling, what to do?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 18:57:14 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2qm12a$8um@mailer.fsu.edu>
Source record: 187502

Jody Lenn (lenn@mentor.cc.purdue.edu) wrote:

> The picture on my SM124 is jiggling now, it is worst in upper left hand corner
> and fine in the bottom right hand corner.

> If anybody has any ideas or suggestions, please let me know.

Have you moved anything around on your desk? Perhaps a speaker is now near
the monitor? Try picking it up and moving it around while turned on to see
if the distortion persists. If it does, you might want to look for a good
deal on a used mono monitor. You can get another one for about $50 or so on
the net, which is probably less than you would pay to get your current one
fixed. Be extremely cautious about opening it up. Montiors can hold a
lethal charge for quite some time, even when unplugged.

Oh, a scientific whack on the top might do the trick :-). I seem to have
developed a Fonz-like touch for equipment bashing. It works better
on equipment that I don't actually own, for some strange reason . . .

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2538. Reply-To: lines (was: Good behaviour!?!)

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 19:35:21 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2qm39pINN2gg3@rs1.rrz.Uni-Koeln.DE>
Source record: 187509

In <2pnj6k$1b7@hebron.connected.com> warrl@hebron.connected.com (Donald Edwards) writes:

>If replying to a message which is cross-posted to multiple newsgroups,
>seriously think about whether your reply is really appropriate to all
>the newsgroups. If not, trim a few out. Don't use reply-to lines under
>normal conditions -- the default is that a reply will go to the same
>newsgroups as the thing being replied to;

It seems to me that you confuse Reply-To: and Followup-To: lines
here. Reply-To: lines redirect email replies to the article in
question to an email address that is different from the one from
which the posting originated. This makes perfect sense in cases
where a net.person's main account does not have Usenet access, so
s/he has to use some other account, where s/he doesn't receive
mail normally, for reading news.
Followup-To: lines redirect followups to an article to group(s)
other than the one(s) it was posted to. The only use of this
feature that is widely considered to be sensible is to narrow
down the set of newsgroups that will receive the followups.
Additionally, there are some groups that have associated
discussion groups. In these cases, some people consider it to be
good style to set a Followup-To: to the corresponding discussion
group when posting to the main group, so discussion of the
original contribution are automagically redirected to the
appropriate newsgroup.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2539. Re: SM124 Picture just started jiggling, what to do?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 20:02:06 UTC
From: benkeen@aol.com
Message-ID: <2qm4ru$o9e@search01.news.aol.com>
Source record: 187504

In article <CpJFu1.nyM@mozo.cc.purdue.edu>, lenn@mentor.cc.purdue.edu (Jody Lenn) writes:

The picture on my SM124 is jiggling now, it is worst in upper left hand corner and fine in the bottom right hand corner.
==========

I have found that 2 things cause jiggling:
a) Heat
b) Interference

Do you have a desk lamp or something near your monitor? I have one that makes my monitor act like it's on top of the San Andreas fault. Alternatively (but rather unlikely) it may be that the thing is overheating. Try to keep the vents clear; a monitor gets hotter than one might think. But mainly, look out for other electrical stuff going on around your machine.

-Ben

2540. Re: GFA Basic 4.0...

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 20:05:15 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2qm51rINN26mu@rs1.rrz.Uni-Koeln.DE>
Source record: 187510

In <9405051335.AA03122@ilmen.lanl.gov> hutch@ilmen.lanl.gov (John Hutchinson) writes:

>In article ru@dcs.gla.ac.uk, fraserc@dcs.gla.ac.uk (Campbell Fraser) writes:

>>One serious problem: If you miss a % at the end of an integer variable name
>>then a new (real) variable is created with value 0. A bitch to debug.

>That's why you should define your variables up front with a DEFxxx statement.
>DEFINT "a-z" defines all variables that begin with an alpha character as an
>integer.

Alternatively, or additionally, you should always enable the "new
variable names" feature if your interpreter supports it. It is
found in the menu that can be accessed after clicking on the
Atari logo at the upper lefthand corner of the editor screen.
When this is enabled, an alert box pops up each time you enter a
line that contains a new variable name, asking you to confirm
that you really mean to bring a new variable into existence. Very
neat for catching all kinds of typos, not only postfix
ommissions. I even patched my interpreter to have this checking
switched on by default.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2541. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 20:14:27 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2qm5j3lNN1bah@rs1.rrz.Uni-Koeln.DE>
Source record: 187512

In <H.eg.2ZuudrKd576@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>I think GFA-BASIC is hell. It creates code that is likely to break on
>any new computer/CPU/OS-version.

This is a problem of the implementation of the language, not a problem with the language itself. And since the GFA 4.0 system is rebuilt from scratch, i.e. done without reusing any code from previous versions (that's what I hear), there's hope that GFA 4.0 doesn't have these problems anymore.
The GFA basic language is not bad, or even "hell" at all. In the Windoze world, the popularity of Visual Basic demonstrates that Basic languages are needed and can be useful, and I am convinced that GFA could be developed into a comparable tool for the Atari series.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2542. Re: Backup Copy via Digital Duplicator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 20:26:02 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2qm68q$2bc@mailer.fsu.edu>
Source record: 187507

Scott Dunham (dunham@src.honeywell.com) wrote:
> I have a purchased software disk that is copy-protected, and I'd like to make
> a safety backup, especially since the company, DigiDesign, no longer supports
> the Atari. This is a "key" disk and is required for running. I have thrown
> every software copier at this disk to no avail - the copy is never recognized
> by the program as being the "master" disk. I seem to recall seeing ads for a
> hardware duplicator called "Synchro Express" that said it was 100% effective
> in backing up disks. If anyone owns one of those digital duplicators, can you
> help me make a backup copy? I can verify that I own the program.

If you have two floppies, you can do this yourself by making a simple
cable. The instructions and software I am thinking of are for Blitzcopy,
but there are several available (including Synchro Express, which was a
commercial product).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2543. Re: What can we do with Atari

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 20:28:45 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2qm6dtINN2kgi@rs1.rrz.Uni-Koeln.DE>
Source record: 187513

In <2pnpa5$18h@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:

>Finally, it also is a problem to attract _new_ potential users.
>There are hardly any new ATARI users in schools and this means
>that the TOS market can only be kept stable, but it doesn't
>_grow_. Has somebody an idea how to encounter that problem?

Do you mean that there are few Atari computers owned by schools
for teaching purposes? In this case, you'd have to tackle the
problem by kicking those incompetent, and possibly corrupt,
people that decide about educational issues out of their
positions. I don't know about other countries, but I've heard
that at least one federal state in Germany ruled that schools are
allowed to buy MS-Doze boxes only. One school wanted Ataris
desperately enough to buy them with hardware DOS emulators...
Ever since I've heard about this regulation, I have wondered how
much Bill Gates paid the politicians to pass this utterly stupid
rule...

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2544. Re: Backup Copy via Digital Duplicator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 20:29:27 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2qm6f7$2bc@mailer.fsu.edu>
Source record: 187508

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
> If you have two floppies, you can do this yourself by making a simple
> cable. The instructions and software I am thinking of are for Blitzcopy,
> but there are several available (including Synchro Express, which was a
> commercial product).

Sorry, I forgot to mention that the stuff is available from
atari.archive.umich.edu. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2545. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 20:41:07 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94129.164107STIRRE31@MAINE.MAINE.EDU>
Source record: 187427

Hutch,
Right now the 286 emulator from Compo is available called falcon
Speed. It is clocked at 16Mhz. It costs about $260 U.S.
-scott tirrell

2546. Atari User Group meeting - Wed May 11/94 - Last until Sept

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 21:01:56 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CpJzr9.BDy@undergrad.math.uwaterloo.ca>
Source record: 187405
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In May, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting which will also
be the last one until September.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, May 11, 1994
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

2547. UPLOADS: Artificial insanity programs.

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 21:23:11 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <768518591.42780@minster.york.ac.uk>
Source record: 187516

I have uploaded the following programs to several FTP sites.
They should hopefully work on all versions of TOS. There is a patch available
to make it work on your version of TOS calles STSFX27a.lzh (available by FTP)
I released earlier versions of these programs in the public domain, but if you
have one, replace it with the FTP version.

I have uploaded my programs to the following FTP sites:

atari.archive.umich.edu
ftp.germany.eu.net
nic.funet.fi
ftp.tu-clausthal.de
cnam.cnam.fr
ftp.cs.ruu.nl
ftp.uni-kl.de

STOS GAMESCOMPOSER 1.80m+ (stosgame.zip)
You just got STOS and you ran out of ideas, then press RETURN for an idea.
This is a silly program that comes up with ideas for games that are weird.

STOS SLIDESHOW 1.04 (stosshow.zip)
A Degas and Neochrome slideshow with some effects.

STOS RE-WRITER 1.02f+ (srw.zip)
This program, when given the structure of a text, fills it up with the
appropriate words, creating surreal prose and poetry. Contains many example
structures.

At the time I write this, ftp.cs.ruu.nl has them available in
pub/ATARI-ST/misc/stosgame.zoo
pub/ATARI-ST/graphics/stosshow.zoo
pub/ATARI-ST/text/srw.zoo

I have written all of these programs myself, and they are
Freeware/shareware/public domain.

Please mail me any comments, etc.

Andrei Ellman (ae-a@minster.york.ac.uk).

2548. Re: Legends of Valour HD installable?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 21:36:32 UTC
From: abarbiero@delphi.com
Message-ID: <B4zusp4.abarbiero@delphi.com>
Source record: 187505

Jason Julyan 0004 JBEJ <a740778@san.tiuk.ti.com> writes:

> Can someone out there who has the game "Legends of Valour" tell me if
>it is hard disk installable - and if not whether it is OK to run from floppy.
>Also any other comments about it (I've got a playable demo).
>
>Guess the Doom bug has bitten me as well...

There will be a review of Legends of Valour in this weeks AEO.
It should be available tonite (May 9) but to answer
your questions you can play it off floppies (REALLY REALLY not
recommended) or on a harddrive... it will run on a MegaSTe but not
a TT030. I highly recommend a 16/20MHz accel.

Andreas@AEO
ABARBIERO@Delphi.com

2549. SM124 Gets REALLY HOT

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 21:47:46 UTC
From: hsp4@columbia.edu
Message-ID: <2qmb22$t8@apakabar.cc.columbia.edu>
Source record: 187511

My SM124, purchased in December of 1988 gets REALLY HOT on the top panel.
I can touch it and all, but it's pretty bad. Is this normal? I know
that TVs and monitors warm up, but this is almost worrisome. It has about
2 inches (5 cm) of clearance from the wall, and nothing on top of it.

Then again, I'm UPSing it to the West Coast for the summer, so maybe they'll
break it and replace it... :-)

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

2550. CFV: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 23:10:06 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.announce-CFV1@uunet.uu.net>
Source record: 187514
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.atari.talk,ctdl.sys.atari.st,fido.ger.atari,fr.comp.sys.atari

```
FIRST CALL FOR VOTES (of 2)
moderated group comp.sys.atari.announce

Newsgroups line:
comp.sys.atari.announce Atari related hard/software announcements. (Moderated)

Votes must be received by 23:59:59 UTC, 30 May 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing list <lexicor-list@lexicor.com>.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Sui <ysiu@lexicor.com>

CHARTER (Yat Siu)

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hardware and software
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three
groups are discussion forums for their (specific) related hard and
software. Product announcements in these discussion forums of new
releases by either commercial, shareware groups can often be
considered a service but not encouraged. The atari computer market is
not very widely distributed and it is getting increasingly harder to
know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari
computer users. It will also allow the reader to focus for a new
newsgroup only for product announcements or press releases and will
also make the reader more aware of his/her options.

HOW TO VOTE

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.
```

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.announce
I vote NO on comp.sys.atari.announce

You may also ABSTAIN in place of YES/NO - this will not affect the outcome. Anything else may be rejected by the automatic vote counting program. The votetaker will respond to your received ballots with a personal acknowledgement by mail - if you do not receive one within several days, try again. It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and votes of all voters will be published in the final voting results list.

2551. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 23:21:01 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994May9.232101.19106@abo.fi>
Source record: 187517

In <12794222849.2151@musical.fdn.org> golovani@musical.fdn.org writes:

> Linux for ATARI ST?!
>
> It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
> RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
> _correctly_ on at least a 486/25 ! So ST...

Unbelievable or not.. It exists. In FEZ-A-BIT Atari-Messe in Berlin 7.-8.5 Linux was somehow introduced for Atari. If it works on smaller STs, or needs at least a Falcon or a TT - that I don't know.. I didn't see it myself. But it seems to be reality.

Btw - speaking of POWER... In FEZ-A-BIT there were at least 3 MEDUSA 040 computers fully working. And Good Heaven, what a speed..!!! 64 MHz 68040 with real 32-bit buses and fast architecture, 128 MB/s bus speed, etc.. Now, there we have something worth dreaming! DA's Vector e.g. absolutely flied.

2552. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 23:38:54 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2qmhie$2uh@news.dmpe.CSIRO.AU>
Source record: 187171

Well, It shows you've been gone a while Darek....

>in Canada, the U.S., France, Germany, Holland, the U.K., and Australia
>who carry Gemulator. Some of them still sell STs, which others now simply

Who in Australia sells them!? Paragon Computers!?

>sell you a 486 machine with a Gemulator for less than what the ST would

What a load of CRAP! I can pick up a STE motherboard, 1 meg for AUS$70. I can get a FULL STE for AUS$240. I can also get many other configs, such as a 1040ST, 4 meg, 1 * 40 meg HD, 2 monitors for AUS$500. Now seeing as a 486 SX 25 costs at least $1700 ....

>products) but instead I'm stil around selling the thing. Sorry to spoil
>your day. Just last weekend I was down in Portland at a user group
>swap meet and picked up 5 more customers who won't be wasting their time
>on Atari equipment any more. Overall, there are now over 1000 Gemulators
>users with about 150 more being added every month.

Good luck with your sales Darek ;^)

>away these silly arguments about how you can buy a used ST for $100.

But you can, and you don't have incompatabilites.

>Short of stealing an ST system, you aren't going to find a real ST
>as cheap as what you can get on a PC and Gemulator. Therefore I don't

Huh!? Shit, someone's ripping you off ....

Karl.

(And yes, I do price PC's every week, I have to buy a 486 soon, but I'm hoping Falcon Speed 486 will come instead.)

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2553. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-09 23:57:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2qmikr$r3f@uqcspe.cs.uq.oz.au>
Source record: 187518

knarf@nasim.sta.sub.org (Frank Bartels) writes:

>WINX with MiNT and without MultiTOS should work.
>WINX has much more features than MultiTOS now has. Have a look at the
>latest free beta version 2.3g.

Do you mean that WINX makes plain TOS 3.06 have coloured icons, 3D buttons,
and allow multitasking of GEM applications (with MiNT)????!!!

That would be very nice, if true.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2554. Falcon and TT or Mega 2 forsale

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 00:48:48 UTC
From: orres@teleport.com
Message-ID: <2qmllh$hmp@elaine.teleport.com>
Source record: 187519

I have found myself with just way too many machines and the wife says
something has to go so... I need to sell at least two of my seven Atari
systems, a moment of silence for the dearly departed....
The following systems are possibilities:
Falcon030 with 14 meg ram and 65 meg internal HD, high density Floppy
TT030 with 2 meg ram and 50 meg internal HD, high density floppy
Mega 2 ST with ICD AdSpeed 16 Mhz accelerator, 85 meg external HD with
host adapter is available.

Systems are available with or without monitors or additional hard
drives.

Reasonable inquiries regarding systems and pricing can be made to
orres@teleport.com
lowball offers will not receive responses.

2555. Re: Multisync monitor for STE/Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 00:51:36 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2qmlqo$35r@news.dmpe.CSIRO.AU>
Source record: 187170

>Your monitor is capable of all the VGA modes of the Falcon but not the RGB
>(15 kHz horizontal) so you can't run the overscan modes etc.
>
>I have tested my old trusty Eizo (=Nanao) Flexscan 8060S and that one works
>OK for all resolutions (it can handle 15-40 kHz). I think the older NEC 3D
>could also handle 15 kHz.

And the NEC Multisync II which the 3D replaced ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2556. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 01:26:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpKC0x.G0n@cix.compulink.co.uk>
Source record: 187521

In message <2qj8r5$239@nasim.sta.sub.org>, knarf@nasim.sta.sub.org said:
>
>WINX has much more features than MultiTOS now has. Have a look at the
>latest free beta version 2.3g.

Where can I get it from?

Ofir ogal@cix.compulink.co.uk

2557. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 01:26:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpKC0z.G18@cix.compulink.co.uk>
Source record: 187522

In message <1994May9.134246.15389@jet.uk>, djs@jet.uk said:
>
>Incidentally, ST Review's review of the GEMulator was particularly poor. It
>went something like 'my PC blew up, so it must be GEMulator's fault, so
>it must be crap'. Not really up to the standard I normally expect from the
>good-and-getting-better (and independent) ST Review.

Indeed. The writer no longer does anything except the odd game review.

Ofir ogal@cix.compulink.co.uk

2558. Fax software

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 01:40:27 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.94May9194028@solitude.math.utah.edu>
Source record: 187520

Hello!

I am looking for some fax software and I am coming up short. I
have checked wuarchive and have found some software in the umich
archives. However, I can only find software in german with german
docs, except for one 'demo' that has an error that won't allow
itself to be un-lzh-ed on my atari. I un-lzh-ed it on my internet
account and then zipped it, but the same error will not allow it
to be unzipped. I managed to unzip certain portions and then
just download the rest from my internet account, but it still had
problems. When I tried to drag it to the trash can I got an error
"path not found" while in tera-desk. It turned out to be a directory
that was causing the trouble. I tried to store something in that directory
but it gave the same error. I quit tera and tried to drag the directory
to the garbage, but it bombed (what a pain).

...I seem to have digressed....

The bottom line is that I am hoping that someone can suggest some
fax software, commercial or (preferably) otherwise.

Thanks,

Jeff Healey

2559. Re: FALCON PRICES

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 01:53:20 UTC
From: scotty@verdix.com
Message-ID: <scotty.768534800@sarge>
Source record: 187524

steve-j@teleport.com (Steve Johnson) writes:

>In article <2qe800$rfn@news.CCIT.Arizona.EDU>,
>Mike Hicks x2692 <hicksm@panda.lpl.arizona.edu> wrote:

>>
>> -What is the DSP used for?

> So far, only direct-to-disk digital audio recording/playback,
> but 9600-14.4kbps modem emulation is still promised.

I've seen other things being done with the falcon's DSP. On a.a.u.e, you can download software which allows you to ad DSP based effects to sound you record or reprocess. There is a program that uses the DSP to display JPEG format images. There is also a demo of the commercial program voxmail, which uses your falcon as a phone answering machine (it may not require the DSP, though). There are likely others; check the index at a.a.u.e and other Falcon archives for the full list.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their views.

Scott R. Chilcote
scotty@verdix.com - or -
scottc@dsrnet.com

2560. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 03:28:18 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994May10.032818.3957@vpnet.chi.il.us>
Source record: 187540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Suburban Chicago Atarians (SCAT) will hold its May meeting on Tuesday 5/17 at 7:30 PM (room opens at 7:00) at the College of DuPage, Room K157 (Building K is just west of Lambert Rd. on 22nd St.), in Glen Ellyn, Illinois. Both an ST (TT) demo (Das Vektor, I believe) and an 8-bit (XE) demo (SynFile/Calc/Stat) are planned.

For more information, call the SCAT "Graceland North" BBS, (708) 545-2554 (24 hrs., 3/12/24/96/14.4), or contact Nick (see below).

Nick DiMasi
(SCAT President)
phone: (708) 790-3435
Internet: (perm.) nickd@vpnet.chi.il.us
(temp.) dimasi@ssd.comm.mot.com
Delphi: TURBONICK (or TURBONICK@delphi.com)

2561. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 04:54:39 UTC
From: dw131s4793@realm.tdkcs.waterloo.on.ca
Message-ID: <dw131s4793.4ilc@realm.tdkcs.waterloo.on.ca>
Source record: 187402

Synchro Express copy cartridge. This cartridge plugs into the printer port and floppy drive port (requires a second floppy) and synchronizes the two drives to make perfect copies of any (except the ancient laser protection that was found on only the earliest ST software) protected disks. It works great for backing up software that has ornery protection. I recomend it to those that have games and applications that can't normally be copied and not for pirating software. It does much more than the Blitz cable.

Asking...$50 shipped.

2562. Atari system 4sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 06:17:16 UTC
From: Kronos@cyberden.com
Message-ID: <1884553182.2036089@cyberden.cyberden.com>
Source record: 187420

```
One computer system too many!
Atari Sale:
1040 STFM with Marpet Deluxe RAM upgrade board
installed (soldered, not jumpered) and
new NEC DS disk drive [board has 256 K RAM
SIMMs installed] plus new Mega power supply
SC3000 monitor (equivalent to SC1224)
with SSDD mounted below the screen
43 meg Quantum hard drive with ICD AdSCSI host
Gravis Mousestick, 9-pin Epson emulating printer
Supra 2400/9600 fax modem
Flash II, Warp 9 and public domain disks
All in excellent condition with manuals
Great all-around system
$350 plus shipping COD or B.O.
Kronos@Cyberden.com or call 415 454-4942
```

2563. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 07:03:30 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994May10.070330.950@cc.ruu.nl>
Source record: 187530

In article IC4@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

> Linux Atari currently only runs on a TT, it will never run on an ST at all as
> it requires a PMMU - only in 68030 onwards CPU's. It may run on a Falcon one day.
>
> I could waffle on, but why? There was an Atari Linux FAQ posted last week.
>

Jee, I missed that FAQ. Can someone repost it?

Richard.

2564. Re: Linux for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 07:14:31 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May10.071431.16252@tiggertoo.earth.ox.ac.uk>
Source record: 187526

In article <ohb.768300743@dutsh7.tudelft.nl>,
Onno Hardebol <ohb@dutsh7.tudelft.nl> wrote:
>Hi,
>
>Yesterday I heard a rumour that they are working on a Linux Version for the
>Atari ST. Anyone know more about this?
>
>Onno

Yes.

There is an Atari port in process. It will only be able to run on machines
which use the MC68030 processor as the old MC68000 just doesn't have the
hardware needed to support virtual memory, memory protection and instruction
restarting.

As far as I know, they are at the point of getting a first generation
booting kernel using a PC as a cross development platform.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2565. For sale: Atari 1040STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 07:25:53 UTC
From: mistress@cats.ucsc.edu
Message-ID: <2qncu1$rra@darkstar.UCSC.EDU>
Source record: 187529

One excellent Atari 1040STe with b/w monitor and Master Tracks Pro sequencing software, and a modem. Asking for $250.00. If you are interested, please reply to this posting. Thank you.

:)

2566. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 07:30:25 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May10.073025.16348@tiggertoo.earth.ox.ac.uk>
Source record: 187527

In article <1994May9.232101.19106@abo.fi>,
Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> wrote:
>In <12794222849.2151@musical.fdn.org> golovani@musical.fdn.org writes:
>
>> Linux for ATARI ST?!
>>
>> It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
>> RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
>> _correctly_ on at least a 486/25 ! So ST...

The minimum config for a PC running Linux is a 386 PC with about 80MB disk
space and 4MB RAM. (Though I have heard people running with only 2MB!)

>Unbelievable or not.. It exists. In FEZ-A-BIT Atari-Messe in Berlin 7.-8.5
>Linux was somehow introduced for Atari. If it works on smaller STs, or needs at
>least a Falcon or a TT - that I don't know.. I didn't see it myself. But it
>seems to be reality.

It's only in its early stages, they've only just got a first generation
kernel booting. It will only run on 68030 based machines as it needs a PMMU
and the ability to restart instructions (which only the 68010 and above
have).

Actually, there are two groups doing separate ports of Linux to the Atari
platform, one on the Internet which is integrated with the mainstream non-PC
Linux porting programme and one on Mausnet(sp?), though these two are now
talking to one another.

>Btw - speaking of POWER... In FEZ-A-BIT there were at least 3 MEDUSA 040
>computers fully working. And Good Heaven, what a speed..!!! 64 MHz 68040 with
>real 32-bit buses and fast architecture, 128 MB/s bus speed, etc.. Now, there
>we have something worth dreaming! DA's Vector e.g. absolutely flied.

Hmm.. that's only about three times the speed of the TT030.. quite slow
these days.

Integer performance would be about 1 1/3rd times the speed of a Sun
SPARCstation 2 or a 486DX2-66 based PC. Integer performance would be about
that of a Sun SPARCstation 1 and probably about 2 to 3 times the speed of
the same 486DX2-66 based PC (Intel's maths co-pro is so slow!).

To put this into perspective, the Sun SPARCstation Classic, the bottom of
the range Sun is about 1.5 486DX2-66 based PC's for integer and 5 for
floating point stuff. Cost?... About £4000 plus VAT.

I wonder how much the Medusa costs?

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2567. Re: Roland System exclusive commands

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 08:09:58 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994May9.085405.52237@ucl.ac.uk>
Source record: 187531

zcgbbac@ucl.ac.uk (Mr Bruce Albert Cotsell) lies:

>You could try contacting the Cubase Users group.

>I can't remember the address for subscribing but you could try
>emailing: cubase_users@mcc.ac.uk

Ooops!
The correct address is cubase-users@mcc.ac.uk
^
>Bruce.
>b.cotsell@ucl.ac.uk

Bruce C.

2568. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 08:23:07 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2qng9bINNdmt@sat.ipp-garching.mpg.de>
Source record: 187528

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
: Btw - speaking of POWER... In FEZ-A-BIT there were at least 3 MEDUSA 040
: computers fully working. And Good Heaven, what a speed..!!! 64 MHz 68040 with
: real 32-bit buses and fast architecture, 128 MB/s bus speed, etc.. Now, there
: we have something worth dreaming! DA's Vector e.g. absolutely flied.

Have you seen the price? It's 8000,- DM (about 6000 US-$); for this amount
one can get much better computers :-(

If it would cost only 50% of its current price, I would _maybe_ buy one...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2569. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 08:49:04 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2qnhq0$22ro@info2.rus.uni-stuttgart.de>
Source record: 187534

Stephen Usher (steve@earth.ox.ac.uk) wrote:

: Actually, there are two groups doing separate ports of Linux to the Atari
: platform, one on the Internet which is integrated with the mainstream non-PC
: Linux porting programme and one on Mausnet(sp?), though these two are now
: talking to one another.

Ok, I have found it:
You can get the Internet-Port from ftp.e-technik.tu-muenchen.de, folder
/pub/os/linux/680x0. This port is in an early stage, developers only. You
need MiNT with a Minix-partition, a 68030 CPU (Falcon or TT), 4 MB RAM und
less than 10 MB on HD. In addition you need a Bootdisk from the Amiga-port
but Bjoern says that he will fix that as soon as possible.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2570. Re: Klingon War

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 09:02:24 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2qnij0Ero4@uni-erlangen.de>
Source record: 187533

<STIRRE31@MAINE.MAINE.EDU> writes:

>Is it available on any FTP sites? Does anyone know? And what is
>the filename?

Same question from me!

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2571. Atari ST Hardware for Sale: and lots of it!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 09:23:07 UTC
From: bensmith@teleport.com
Message-ID: <2qnjpr$m38@kelly.teleport.com>
Source record: 187532

I have the Following ST Item's for Sale:

ATARI MEGA ST2 upgraded to 4 Megs, complete: $300.

Plug and Play Hard Drive for your Atari, 65 Megs, with ICD Host Adapter, PC Power Supply, DSDD 3.5" Floppy Drive In a PC Style Tower Case. Room to expand and add more SCSI Devices. Complete and ready to run: $300.

ATARI SLM804 Laser Printer, complete: $300.

ATARI 1040STF Computer, with Mouse & Built in Floppy Drive: $150.

ATARI 520STM Computer upgraded to 1 MegaByte of RAM, with RF Port for Output to TV(B&W or Color), Mouse & a Repairable Power Supply: $75.

ATARI SF314 DSDD Floppy Drive with Cable and a Repairable Power Supply(I think?): $75.

ATARI SC1224 Color Monitor: $125.

ATARI SM124 MonoChrome Monitor: $75.

Or you can Buy an ATARI 520STM Computer Upgraded to 1 MegaByte of RAM, with RF Port for Output to TV(B&W or Color), Mouse & Power Supply, Atari Floppy Drive and a MonoChrome Monitor: $150.

REPLY in E-Mail or Call Ben at (503)256-9974. Everything Shipped UPS + Shipping and COD Costs.

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2572. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 10:43:08 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994May10.104308.7924@ibr.cs.tu-bs.de>
Source record: 187535

Taras Golovanivsky (golovani@musical.fdn.org) wrote:
: Linux for ATARI ST?!

: It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
: RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
: _correctly_ on at least a 486/25 ! So ST...
^^^^^^^^^^^
There are some bugs on 80[23]86, maybe even on 486, but they
are know and could be dealt with. Linux does!
: <T-G>

Wrong!

Linux runs on a 386SX with 2 MB RAM and less than 30 MB harddisk.
(Even on HGC if you want)

Using X-window-system needs at least 4 MB (and maybe a little
more CPU-power)

Using Linux as a C-Developping system needs much more...

The first configuration will be sufficient for TeX DVIPS and
GhostScript.

Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

2573. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 10:59:47 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2qnpf3$esr@rs18.hrz.th-darmstadt.de>
Source record: 187536

Hi!

In article <2qnhq0$22ro@info2.rus.uni-stuttgart.de>, higgi@news.uni-stuttgart.de (Heiko Hartmann) writes:
> Stephen Usher (steve@earth.ox.ac.uk) wrote:
>
> : Actually, there are two groups doing separate ports of Linux to the Atari
> : platform, one on the Internet which is integrated with the mainstream non-PC
> : Linux porting programme and one on Mausnet(sp?), though these two are now
> : talking to one another.
>
> Ok, I have found it:
> You can get the Internet-Port from ftp.e-technik.tu-muenchen.de, folder
> /pub/os/linux/680x0. This port is in an early stage, developers only. You
^^^^^^^^^^^^^^^^^^^
> [...]
Just a "bug fix": The directory is /pub/comp/os/linux/680x0

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

2574. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 11:14:42 UTC
From: diehl@io.org
Message-ID: <2qnqb2$eco@ionews.io.org>
Source record: 187549

Hmm. I didn't know you were able to "sell" people to those who were looking for them ... interesting. Mind you, I wouldn't want to tarnish my alreadty fairly decent reputation just for a few bucks; hell, I've made myself millions, I don't need money.

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

2575. v21INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 11:31:24 UTC
From: avg@cwi.nl
Message-ID: <CpL40C.9vG@cwi.nl>
Source record: 187537
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 21, Info 1

This article is posted regularly. It gives a short introduction to
comp.binaries.atari.st and describes how to submit binaries to the
group.

I am always looking for suggestions on how to improve the usefulness of
the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

------------------------------------------------------------------------

ABOUT comp.binaries.atari.st

The moderated usenet group comp.binaries.atari.st contains publications
or announcements of binary packages for Atari TOS computers. The
publications on comp.binaries.atari.st may be freely distributed as long
as no modifications are made to the packages. The packages may contain
public domain software, shareware or demos of commercial programs.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the
instructions below for submitting material intended for publication on
comp.binaries.atari.st.

------------------------------------------------------------------------

SUBMITTING BINARIES FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent
to avg@cwi.nl. If you are on a UUCP-only site, you can send them to
uunet!cwi.nl!avg. Note that comp.binaries.atari.st is not the correct
place to ask general questions or to ask, "Does anyone have software
that does X?" Post such requests to comp.sys.atari.st or
comp.sys.atari.st.tech.

If you want verification of arrival, say so at the beginning of your
submission, or in a cover note. I try to verify that a program works,
and if I can't get it to work, I may hold up posting it for a couple of
days. Please note that, except in rare cases, software without
documentation will not be published. The backlog from receipt to posting
varies from one to four weeks depending mostly on the set of submissions
currently in my queue.
```

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while, or be rejected outright.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. If necessary, I may rewrite or add to this information in order to make the postings to the group more uniform. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected.

If possible, submit your binaries in a Zoo 2.1 archive. I will generally check that everything in the archive is OK and that the files in the archive make sense on an ordinary Atari ST system (i.e. they are MS-DOS style files), unless the archive is specifically intended for use with an alternative file system such as Minixfs. If necessary, I will re-pack the binaries using Zoo 2.1.

If you are submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. But feel free to post demo versions. Submissions which I feel are of an excessively commercial nature will not be posted.

THE STRUCTURE OF COMP.BINARIES.ATARI.ST ARTICLES

There are three types of articles in comp.binaries.atari.st: "information postings", "binaries" and "announcements". The binary postings are also called "Issues". The type of a posting can be distinguished by the subject line:

Subject: v06INF1: Introduction to comp.binaries.atari.st

This first word in the title identifies this as the first info posting of volume six. Similarly, the subject line shown below:

Subject: v20i081 (binary): deadwrtr -- Ouija-word processor part01/01

identifies this as the 81st issue in Volume 20, and it's a binary posting. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v20i041 (binary): pet -- CBM PET emulator part04/39

The "References:" line, if present, points to the previous part of a multi- part program, so that newsreaders (trn, tin, nn, etc.) which can follow threads will recognize a large program as a single thread.

Reports of submissions of binaries to ftp sites such as atari.archive.umich.edu are also considered for publication. Subject lines for such articles are like the following:

Subject: v20a015: Edith Professional -- Desktop Text Editress, demo

The first few lines of an article's body are auxiliary headers that look like this:

Submitted-by: jackt@atari.com (Jack Tramiel)
Environment: high resolution, tt
Posting-number: Volume 19, Issue 80
Archive-name: rsn
Supersedes: atw: Volume 10, Issue 10-15

"Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site. This will usually be the same as the "From:" line in the article's main header.

Certain information about the system configuration required to use the program is given on the Environment: line.

Environment: 1meg, medium res, high res

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory. Examples:

high - runs in high resolution (monochrome)
medium - runs in medium resolution
low - runs in low resolution
1meg - needs 1 meg of RAM
ste - requires an STe
tt - requires a TT

The "Posting-number:" line repeats the volume/issue information for the aid of notes sites and automatic archiving programs.

The "Archive-name:" is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

The "Supersedes:" header line, if present, indicates that the program replaces an earlier version.

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-by header.
Often there is a contact address in a README file, too. I do not
maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in
the posting (for instance, a font editor's documentation might refer to
some sample fonts), contact the submitter, not me. I post articles in
their entirety, so if it isn't posted, I probably don't have it.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2576. v08INF1: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 11:34:00 UTC
From: avg@cwi.nl
Message-ID: <CpL44o.A2M@cwi.nl>
Source record: 187538
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 8, Info 1

This article is posted regularly. It gives a short introduction to comp.sources.atari.st and describes how to submit sources or digressions to the group.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.sources.atari.st

The moderated usenet group comp.sources.atari.st contains publications or announcements of sources and texts about programming for Atari TOS computers. The publications on comp.sources.atari.st may be freely distributed as long as modifications are documented and the original authors are mentioned.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the instructions below for submitting material intended for publication on comp.sources.atari.st.

SUBMITTING SOURCES OR DIGRESSIONS FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent to avg@cwi.nl. If you are on a UUCP-only site, you can send them to uunet!cwi.nl!avg.

If you want verification of arrival, say so at the beginning of your submission, or in a cover note. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a

while, or be rejected outright.

Sources can be submitted in ASCII form, but for large pacages, a ZOO 2.1 archive encoded using Dumas uuencode is preferred.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. If necessary, I may rewrite or add to this information in order to make the postings to the group more uniform. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected.

THE STRUCTURE OF COMP.SOURCES.ATARI.ST ARTICLES

There are three types of articles in comp.binaries.atari.st: "information postings", "sources" and "announcements". The source postings are also called "Issues". The type of a posting can be distinguished by the subject line:

Subject: v02INF1: Introduction to comp.sources.atari.st

This first word in the title identifies this as the first info posting of volume two. Similarly, the subject line shown below:

Subject: v06i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 6. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v06i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Announcements of large source packages uploaded to ftp archives are also considered for publication. The subject header for such files looks like

Subject: v07a007: GCC 7.9.4 -- Same as 7.9.3, but considerably slower

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self- explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C

Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler
OSS - OSS Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
zoo-high - program is archived (Zoo 2.1 required to unpack)
lharc - program is archived (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 6, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

2577. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 11:55:00 UTC
From: mikael.lindberg@stacken.ct.se
Message-ID: <536e2fe4@stacken.ct.se>
Source record: 187417

```
* I ett brev till All, s} sa Evan K. Langlois :
> From ekl@sdf.lonestar.org (Evan K. Langlois)

> If GFA Basic was written correctly in the first place you
> wouldn't even need
> to recompile the old programs!! Don't say that programers
> can't be expected
> to look into the future, because properly written apps that
> use REAL OS
> calls instead of GFA act-alikes would work just fine. I'm
> not saying to
> use C - I'm saying that for compatibility reasons, I HATE GFA
> Basic. I
> haven't been able to use GFA compiled programs since I was
> using TOS 1.0

I has only positve things to say about GFA-Basic.

All my programs written with GFA-Basic 3.5E E works with
all Ataris, even the Falcon.

I do not understand how some people write their code.
When they is not able to make it work...

/// Mikael Lindberg - 2:205/224 @ Fidonet
```

2578. Re: canon bubblejet driver needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 12:13:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qntoe$64s@golem.wcc.govt.nz>
Source record: 187541

In article <2qicue$tb@pith.uoregon.edu>, shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:
>Just got a BJC600 for use with my ST. I mostly use Pagestream 2.21. The printer comes with lots of windows software, including TrueType fonts, but no driver
>for Pagestream. Pagestream has LQ2550 drivers, which Canon lists as a possible alternative, but I'd like to use something made for the printer I bought. Where can I find the right driver? The LQ driver actually does pretty well, but it seems to feed multiple pages a little too far, ending up starting the 2nd page an inch further down than it should. I know the HP Deskjet has lots of support, but what about the BJC?
>Any info would be greatly appreciated.

Soflogik do a BJC800 Driver, will that do..???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2579. Re: f030 mpeg player on ftp

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 12:37:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.47592.4514.0N19DD65@canrem.com>
Source record: 187543

Hi Paul,

just saw you mentioned that you ported an MPEG Player. Do you have any
plans to release it and if so, in what format?

We've been working on an animation player ourselves and we are missing
the MPEG Part. *,<
_/
Would you be interested in a co-operation?

Ralf.

2580. NVDI ET4000---Got It. But colours are not right

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 13:19:24 UTC
From: avg@cwi.nl
Message-ID: <CpL90D.C0J@cwi.nl>
Source record: 187545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I got NVDI ET4000 for my Spektrum 1 card. It's great.
Speed gain is not enormous, but the software allows for 16
colour modes, which give an acceptable speed on a 32MHz
68030.

There's one problem though, and I hope someone on the
net knows how to solve it: the colour tables seem to be
wrong-endian, which is to say when I move the red slider
up, I get dark--light eight times as opposed to once.
An indication that the bits, nybbles or bytes are reversed,
if you ask me.

Does anyone know the ET4000 internal registers? Or have
a patch for the NVDI binary?

Is one of the Behne brothers listening to this group?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2581. Who knows "Scanlite"?

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 13:27:14 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.58.000D749E@pz-oekosys.uni-kiel.d400.de>
Source record: 187542

Hi!

Regarding my questions about Geniscan-ST I got a hint to watch out for a
program called "Scanlite". Does anybody know where to get it? (I wrote to
the adress I got but nobody answered :-(
Is that program available in Germany?

Many greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

2582. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 13:32:54 UTC
From: mdw@liverpool.ac.uk
Message-ID: <CpL9Mv.F2M@liverpool.ac.uk>
Source record: 187544

In article <1994May9.175738.27005@ultb.isc.rit.edu>, mrz5149@ultb.isc.rit.edu (M.R. Zucca
) writes:
> What dream world are you living in? Have you seen anything beyond a textbook
> in a programming class? Sure, we'd all love to have all the great documentation
> that all the lovely textbooks out there tell us to put in. They make sense
> but I have seen how stuff works in the real world and when it comes down
> to whether you want code you can read and the cash you can get for getting
> it to the client faster, getting it to the client faster wins out.
>
Anh how long have you been working in the real world, and on what sort of
projects? I think you're a bit out of synch. Remember, you don't have to
fully document your code, just make it readable and understandable. Well
chosen variable and function names, and a few comments where appropriate is
all it takes

Kev

2583. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 14:55:14 UTC
From: avg@cwi.nl
Message-ID: <CpLDG3.DrA@cwi.nl>
Source record: 187546

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I personally think that it's a shame about the Amiga. It is after all a
>fine machine and I'd hate to see more people lost to the PC+Windows.

I don't think that will happen. As far as I can see there isn't one thing
an Amiga can do and a PC can do. The former can only play games and do some
(nowadays minor) video stuff, and the latter is only 'good' for WordPerfect.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2584. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 14:57:42 UTC
From: avg@cwi.nl
Message-ID: <CpLDK7.DtJ@cwi.nl>
Source record: 187547

warwick@cs.uq.oz.au (Warwick Allison) writes:

>knarf@nasim.sta.sub.org (Frank Bartels) writes:

>>WINX with MiNT and without MultiTOS should work.
>>WINX has much more features than MultiTOS now has. Have a look at the
>>latest free beta version 2.3g.

>Do you mean that WINX makes plain TOS 3.06 have coloured icons, 3D buttons,
>and allow multitasking of GEM applications (with MiNT)????!!!

>That would be very nice, if true.

I can hear Martin Osieka saying: ``Too little patch space, too little
patch space''.
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2585. comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 15:05:28 UTC
From: avg@cwi.nl
Message-ID: <CpLDx4.E0p@cwi.nl>
Source record: 187548

> FIRST CALL FOR VOTES (of 2)
> moderated group comp.sys.atari.announce

>Newsgroups line:
>comp.sys.atari.announce Atari related hard/software announcements. (Moderated)

Let's all vote YES on this one. I tried to get announcements going in the groups comp.sources.atari.st and comp.binaries.atari.st but people apparently didn't find these groups appropriate for that purpose. (I can get into that.) If you need a moderator, I'd be happy to do the job.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2586. FORSALE: Atari Mege ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 16:08:26 UTC
From: ctorres@alumni.caltech.edu
Message-ID: <2qobhq$f6b@gap.cco.caltech.edu>
Source record: 187550
Cross-posted to: comp.sys.atari.st,la.forsale,misc.forsale.computers.other

I have an Atari Mega ST forsale with the following items:

20 Meg external HD
Keyboard
Mouse
Internal floppy drive
SC1224 Monitor

The best offer gets it. You pay shipping, or if you live in the
Pasadena.South Pasadena area something can probably be worked out.

-chon

2587. Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 17:24:40 UTC
From: selick@bu.edu
Message-ID: <2qog0o$86c@news.bu.edu>
Source record: 187401

Hi!

I have Diamond Back 2.42, and am looking to upgrade it to 3. Is it out yet?
What is the upgrade path?

What SCSI tape drives will it support? Will it support a Digital TK50
tape drive with a Link 2 SCSI interface?

Thanks,
Steve

2588. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 19:44:46 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2qoo7e$9tu@nasim.sta.sub.org>
Source record: 187437

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> In message <2qj8r5$239@nasim.sta.sub.org>, knarf@nasim.sta.sub.org said:
> >
> >WINX has much more features than MultiTOS now has. Have a look at the
> >latest free beta version 2.3g.

> Where can I get it from?

Via anon-uucp here at nasim. See signature for details.

/pub/atari/System:
-rw-r--r-- 1 jimmy admin 44630 Apr 5 05:08 winx23g.lzh

It comes without beginner's documentation. Have a look at WiNX 2.2
if you don't know how to use.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2589. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 19:47:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dcff39b@daggskim.ct.se>
Source record: 187478

> [...]
> I doubt if Atari cares either, but just because it came with every ST
> does not automatically make it public domain, of course.

Whenever questions like this arose with Atari stuff, the distiction made was usually the technical legal one: "the code is _not_ public domain (i.e. Atari reserved copyright), but if you pass it on (unmodified) as freeware noone will kick up a fuss".

(illegible signature) Bo Leuf

2590. Re: quirky 3.6 (was Gfa Basic 4.0)

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 19:51:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dcff698@daggskim.ct.se>
Source record: 187477

> Nothing really major. It just seems like I was crashing a LOT more
> frequently when using 3.6 than I was with 3.5 so hey, why fight it? :) I
> have friends that use 3.6 all the time and claim no problems so go
> figure.

Right. Actually, the most problem I had with 3.5 or 3.6 was when I tried the
German "patch libraries" tips to kill Line-A (among other things).

> GFA 3.6 was actually supposed to be the "TT-compliant" version with
> support for TT resolutions and such. It has no support for Falcon-
> specific features.

No, I didn't mean F030 specific, rather 68030-compliant compiler library.
> Since most of my previous work was for ST resolutions only, GFA 3.5 was
> fine. But for anyone programming for TT resolutions, MultiTOS, or heavy
> Falcon use, I'd recommend a different language altogether.

Yeah, though when I started looking at my HiSoft 2.1 manual again, I got a
headache. Don't get me wrong, a fine product, but my internal fuzzy logic seems
to be GFA compliant after these years of coding, rather than GeeWiz based ;)
(... HS default is pass by variable, GFA is pass by value, HS defaults to short
integer, GFA to long, and of course another editor...)

(illegible signature) Bo Leuf

2591. Re: ICD Pro Utils & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 20:06:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dcff8df@daggskim.ct.se>
Source record: 187471

> I've recently bought ICD Pro Utilities for my Falcon but cannot get it
> to install ICDBOOT driver software on drive C of my IDE internal disk.
>
> I've tried running INSTALL.PRG but it just dialogs 'You need an ICD
> Host adaptor' or something to that effect and quits. I then tried to
> run HDUTIL.PRG and that said that I need either a host adaptor or
> [...]

Scheesh... sounds like you _don't_ have the PRO level. Those dialogs shouldn't be there except when running the AdSCSI or Link versions which do test for the hardware. If you run ICDBOOT.PRG (yes, even from desktop is ok), it should report itself as the Pro version 6.x.x even if it can't find any valid drives.

> All in all I'm conpletely stuck, I suspect that some of the software may
> not be from the PRO version (though most of it's on the same disk which
> clearly states it's ICD SCSI Pro Utilities Version 6.5.1).

Strange, though I have in fact encountered the problem of commercial disks having been incorrectly made with wrong contents. No often, but still...

(illegible signature) Bo Leuf

2592. Need some E-Mail addresses

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 20:11:10 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16FB2B973S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 187403

I just learned that I can send Internet E-mail from GEnie using my Atari Mega STe. Can anyone provide me the E-mail addresses for the following individuals? I'd like their full E-mail addresses:
President Bill Clinton (the White House)
Rush Limbaugh (he's on Compuserve)
Post your replies to comp.sys.atari.st, or E-mail me at:
M.VANWYK1@GENIE.GEIS.COM
Thanks ---Mark van Wyk

2593. Atari mouse wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 20:30:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405101951.AA03729@ilmen.lanl.gov>
Source record: 187404

I need a replacement Atari mouse, one that is in good working condition.

I've tried a couple of after market units but I just don't like them as
well as the original equipment. So if you have a spare, email me.

Thanx,

-Hutch- @ Fair Dinkum Tech hutch@ilmen.lanl.gov

2594. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 20:43:54 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994May10.204354.1142@ccc.amdahl.com>
Source record: 187421

In article <CpLDx4.E0p@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>> FIRST CALL FOR VOTES (of 2)
>> moderated group comp.sys.atari.announce
>
>>Newsgroups line:
>>comp.sys.atari.announce Atari related hard/software announcements. (Moderated)
>
>
>Let's all vote YES on this one.

Fine by me ... but where is the CFV ? (I didn't see it until AVG posted
it here).
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

2595. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 21:33:54 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2qouk2$7ds@freenet.hut.fi>
Source record: 187423

Edellisess&#65533; artikkelissa steve@earth.ox.ac.uk (Stephen Usher) sanoo:

```
>>computers fully working. And Good Heaven, what a speed..!!! 64 MHz 68040 with
>
>Hmm.. that's only about three times the speed of the TT030.. quite slow
>these days.

Did you notice it was a 64 MHz _68040_ ? This processor is faster than a
486 66 MHz processor, correct me if I'm wrong, but I think it was 26 MIPS,
the DX 66 is less. It is way over 3 times the speed of the TT030.
>
>I wonder how much the Medusa costs?

I _think_ it was 2000 dollars.
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.
```

2596. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 21:37:22 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2qouqi$7i3@freenet.hut.fi>
Source record: 187424

Edellisess&#65533; artikkelissa avg@cwi.nl (A.V. Groenink) sanoo:

>ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>I personally think that it's a shame about the Amiga. It is after all a
>>fine machine and I'd hate to see more people lost to the PC+Windows.

Did anybody HAPPEN to notice that the amiga is being bought??? The
copmany buying seems to be Samsung, which I think is the world's 2nd biggest
electronic co. If this is true, amiga is going to present pretty big troubles
for atari...

--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2597. Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 21:39:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.47611.4514.0N19DE27@canrem.com>
Source record: 187419

The requirements of 8MB RAM and 170MB HD are relatively reasonable for a UNIX-like operating system running X-Windows. One could not get away with less by "moving up" to a 68000.

In other words, it's not resource intensive because it's Intel-based, it's resource intensive because X-Windows is a pretty big graphics interface building system. Moving over to a Motorola chip wouldn't allow you to cut the amount of memory or other resources to any great extent.

(Shock of the month: I dropped by a Mac store and inquired about what they'd sell running their version of Unix. They couldn't imagine the idea of running with less than 48MB of RAM and a gig of disk space. I don't think they believed me when I said that Sun had been selling machines running BSD Unix in 8MB for years... 'Twould have been foolish to mention the fact that Unix was developed on DEC machines which had a mere 256K of RAM. Or was it 128K...)

2598. GE-Soft and Yati Soft

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 22:20:10 UTC
From: arnor@veda.is
Message-ID: <CpLy24.AsF@veda.is>
Source record: 187426

Hi!

Does anyone know the fax numbers for GE-Soft in Germany
and Yati Software in France. A friend of mine has fax numbers
for both but they don't seem to work so they must be wrong or
something.

Please reply to me by e-mail.

Thanks in advance!

Arnor Ingthorsson
e-mail: arnor@veda.is
IRC Nick: __ED030__

2599. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 23:47:28 UTC
From: Lexicor@world.std.com
Message-ID: <CpM235.DAM@world.std.com>
Source record: 187406

In article <1994May10.204354.1142@ccc.amdahl.com>,
-8151 548 Roger Burrows <rzb20@JUTS.ccc.amdahl.com> wrote:
>In article <CpLDx4.E0p@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>>> FIRST CALL FOR VOTES (of 2)
>>> moderated group comp.sys.atari.announce
>>
>>>Newsgroups line:
>>>comp.sys.atari.announce Atari related hard/software announcements. (Moderated)
>>
>>
>>Let's all vote YES on this one.
>
>Fine by me ... but where is the CFV ? (I didn't see it until AVG posted
>it here).

Both the Charter _and the CFV has been posted to news.groups, comp.sys.atari.st,
comp.sys.atari.8bit and others...

You probably missed it, please select old articles and make a search: CFV

Cheers

Yat

>--
> Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
> Amdahl Corporation | | |
> [The opinions expressed above are mine, solely, and do not]
> [necessarily reflect the opinions or policies of Amdahl Corp.]

2600. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-10 23:54:12 UTC
From: Lexicor@world.std.com
Message-ID: <CpM2ED.FEI@world.std.com>
Source record: 187407

In article <2qouk2$7ds@freenet.hut.fi>,
Kris Lawson <krlawson@freenet.hut.fi> wrote:

>Did you notice it was a 64 MHz _68040_ ? This processor is faster than a
>486 66 MHz processor, correct me if I'm wrong, but I think it was 26 MIPS,
>the DX 66 is less. It is way over 3 times the speed of the TT030.
>>
>>I wonder how much the Medusa costs?
>
>I _think_ it was 2000 dollars.

In the USA it's roughly 2,500 but you need to add harddrive/+ram and
diskdrive so a complete 8 Meg setup and 300 Meg Harddrive with 1.44
and ET-4000 Graphics Board in full tower should be abou 3,200-3,300

That's U.S.A., I believe the price in Germany is around 8,000DM or less

Cheers

Yat

>--
>Kristoffer Lawson
>norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
>-
>Even before the beginning and after the end time is still only time.

2601. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 00:02:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZhmM0F9LKKk@semprini.waterloo-rdp.on.ca>
Source record: 187466

In <12794222849.2151@musical.fdn.org>, Taras Golovanivsky writes:
> Linux for ATARI ST?!
>
> It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
> RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
> _correctly_ on at least a 486/25 ! So ST...

I think you're on drugs. Linux works fine on a '386sx/20 with 2M of RAM
and a 20M hard drive. You can run Linux off of two floppies if you want
to.

If you want to run X windows, you will need more RAM and disk space. A
faster CPU will help, too.

UNIX is generally large, but Linux is small and fast. Then again, UNIX
also does a whole lot more than DOS or Atari GEM.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2602. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 00:03:09 UTC
From: jk@panix.com
Message-ID: <2qp7bt$67h@panix.com>
Source record: 187408

>>>Let's all vote YES on this one.

I'm ignorant -- how do I go about voting YES?
--
Jim Kalb "Nirgends bleibt sie zurueck, dass wir ihr *ein* mal entroennen
jk@panix.com und sie in stiller Fabrik oelend sich selber gehoert.
Sie ist das Leben,--sie meint es am besten zu koennen,
die mit dem gleichen Entschluss ordnet und schafft und zerstoert."

2603. HOWFAST - where is it?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 00:06:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Xlfp_Dv4pb2@semprini.waterloo-rdp.on.ca>
Source record: 187467

I've looked on the FTP sites that I can access at a reasonable speed...
I've asked archie...

Where is HOWFAST, the disk speed tester?

It's a pity there isn't more of an effort made to mirror German Atari
archives onto the official Atari archive at umich.edu; when I uploaded
UnZip 5.1, I put it on atari.archive, and about a half dozen German
sites....

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2604. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 00:56:02 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2qpaf2$9rp@acme.gatech.edu>
Source record: 187410

In article <2qouqi$7i3@freenet.hut.fi> krlawson@freenet.hut.fi (Kris Lawson) writes:

>Did anybody HAPPEN to notice that the amiga is being bought??? The
>copmany buying seems to be Samsung, which I think is the world's 2nd biggest
>electronic co.

That may be so, but it doesn't mean Samsung will continue to produce Amigas. Afterall, Canon obtained NeXT hardware but hasn't produced a NeXT computer to my knowledge. In fact, I believe they converted the factory to produce laser printers.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2605. 1040ste for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 01:36:22 UTC
From: Jason Szostek <bpmf@delphi.com>
Message-ID: <5+4Mch+.bpmf@delphi.com>
Source record: 187409

I have an atari 1040ste w/ color moniter, mouse and Sympte track
software, as well as other misc software, for sale.
Make me an offer here, or better still email me at
bpmf@delphi.com

Jason

2606. TEMPUS 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 01:41:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qpd3f$b4g@golem.wcc.govt.nz>
Source record: 187414

***** TEMPUS 2.2 *****

Hi Does any one know about Tempus 2.2..

From the Demo version that is on tu-berlin,
It looks like it works with Overscan and ADspeed..

Can any one confirm this....

What are the canges from version 2.07....

If you are not using Tempus, then you are not using your Atari, this would be
the Best Text Editor for the Atari computers...

From memory this was the very first German program to be converted to English..

There is a Full working version on ST-Users Feb 1994...version 2.07 that is..

The Keyboard can be set up for any keys that you like, has built in Keyboard
tables and the same with the printer, the printer can replace words with what
ever you like.....so like the Keyboard it has Printer tables....

Hisoft in the UK sells the latest 2.2 UK, version....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2607. Re: Keyedit program needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 02:08:13 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpemd$6np@ugle.unit.no>
Source record: 187412

In article <2qf19u$hu8@yrsa.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
|>
|> I have an STE which i ordered from the UK a few years ago. As I live in Norway
|> I'd want to use the three additional Norwegian/Danish characters to the English alphabet.
|> I've changed the TOS to v2.06, but i didn't want the Danish or Swedish one, so I opted
|> for the UK version instead. I have found key-edit programs that are to reside in the auto
|> folder. That's okay if I want to use the Norwegian character, but what if I want to use
|> those characters that I lose, because the Norwegian letters are in place of those.
|> It's the characters: "]", "[", "}", "{", "|", "\".
|> Is there a similar program (to reside in the auto folder) that I can use, and change
|> between two different keyboard layouts with some kind of key-sequence?
|> Like, the "normal", original keyboard layout (the one that corresponds correctly to the
|> keyboard) and the Norwegian keyboard.
|> Thanks.
|>
|> Hallvard, Oslo, Norway

```
Hi,
I have written a program that places the norwegian characters on the usual place, and
let you access the keys that originally were there with the ALT key.
Unfortunately, this only work with newer TOSes (TOS >= 4.0), because it relies on
functionality in TOS only added thereafter.
(the _AKP cookie is an indication of the presence of this functionality)
However, if you use multiTOS, this feature is added to the new AES, so the keyboard
tables my program generates can be used with multitos. Just copy the generated
keyboard table to the multitos folder, and you won't even need the auto-folder
program (which is intended for Falcons without multitos).
The program can be found on Lars Erik Oesteruds BBS (ABK-BBS) in Norway.
I also think he has a program that he uses on his MegaSTE (TOS 2.06) to access
the norwegian characters.
Give him a call !

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

2608. help with keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 02:09:33 UTC
From: Jason Szostek <bpmf@delphi.com>
Message-ID: <5c8MEF1.bpmf@delphi.com>
Source record: 187411

Hey,
Last I knew, there was a retrofit for the ST that would
allow you to attach a pc keyboard to your ST.

Does anybody know who makes it, and how I can get
a hold of it,

Thanks
Jason

BPMF@delphi.com

2609. Re: ST as (X)Terminal?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 02:24:59 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpflr$6np@ugle.unit.no>
Source record: 187413

In article <CpHwnu.BGB@news.DrB.Insel.DE>, brun@news.DrB.Insel.DE (Dr. Stefan Brunthaler) writes:
|> In article <2q5ut5$499@urmel.informatik.rwth-aachen.de> stephan@abmx.rz.rwth-aachen.de writes:
|>
|>
|> IMHO, it isnt worth to spent the money and the time on the subject
|> "X on ST/TT" before ATARI or any other party comes up with a stable
|> and long time supported tcp/ip package that runs also with MTOS (or MiNT),
|> uses effordable ethernet hardware and is well documented.
|>
|> *** Did You hear me out there? Its a challenge! ***

The challenge has allready been taken.
Check out mintnet on atari.archive.

Also, work is started on porting X using this package. It seems to be
going very well so far.
No server running yet, but... atleast the clients are done, including twm.
It should be possible to run xclients on a TT, with display on a Linux
X-server via SLIP, but noone has actually tested this yet.
Anyone want to test one of my client programs ? Send me email.
(They are compiled with -m68030)

On the tcp/ip side of things, you can now run nfs on ataris connected
either via serial interface or the parallell printer port.
There is also someone having a go on a scsi-ethernet device.

So there.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2610. Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 02:25:47 UTC
From: schokmrp@ac.wfu.edu
Message-ID: <2qpfnb$aif@quad.wfunet.wfu.edu>
Source record: 187416

Hello all,

I have the following items I NEED to sell - I'm going back home to
Australia in about three weeks.

SM124 monochrome monitor $75
520ST w/ Tech Specialties board $60
SF354 SS floppy drive $20
SX212 1200 baud modem $20
Parrot 1200 baud modem $20
Computer power supplies ..... $20 each
Panasonic KXP-4410 laser printer
upgraded to 2.5Mb $500

all prices are NEGOTIABLE and don't include shipping. E-mail me if any of
you are interested (or want to negotiate).

Rick

P.S. I also have WordUp 3.0 (word processor) for $30.
P.P.S. I'll consider trading (especially for a Tech Specialties Combo Tower
case)

--
---+-----------------------------------
Rick Schokman | "The same thing we do every
Olin Physical Laboratory, Wake Forest | night, Pinky. Try to take over
E-mail: schokmrp@ac.wfunet.wfu.edu | the World!!!"
rick@kb.phy.wfu.edu |
rick@planck.phy.wfu.edu | The Brain
Phone: (910) 759-4957 |
---+-----------------------------------

2611. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 02:28:36 UTC
From: erlingh@idt.unit.no
Message-ID: <2qpfsk$6np@ugle.unit.no>
Source record: 187415

In article <12794222849.2151@musical.fdn.org>, golovani@musical.fdn.org (Taras Golovanivsky) writes:
|> Linux for ATARI ST?!
|>
|> It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
|> RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
|> _correctly_ on at least a 486/25 ! So ST...

Nah, not ST.
But for TT or Falcon, yes there is a bootable Linux kernel.
It requires at least 4 Mb of ST-ram.

Quote from the Linux Activists mailing list:

==========
Topics:
Announce of Linux/68k pl2 for Atari

From: <linux@mailhost.uni-koblenz.de>
Subject: Announce of Linux/68k pl2 for Atari
Date: Mon, 9 May 1994 10:58:42 +0300

Hamish moved the file ata_lx02.lzh to the src/ directory on tsx-11. Bjoern has announced the next patchlevel to come very soon. Here the read.me file from the archive:

****

ATARI Linux 68K Version 0.01 PL 1

Release Date : 20/4/93

Based on: : Amiga Linux Kernel 0.07 and 0.08

Chief developer : Bj&#65533;rn Brauel (In MAUS-Net : Bjoern Brauel @ WI2)

[Note: Bjoern_Brauel@wi2.maus.de from the Internet]

Additional developers : Nobody yet

****
see GNU Public License for release notes

This is the first release of Linux 68k for ATARI 030-computers.

This document is only a (very) short introduction ! Future versions will contain more detailed informations about ATARI Linux 68K.

Hardware you need to compile Linux 68K:

Atari F030 or TT030 with a minimum of 4 megs ST-Ram.
2 (!) Harddrives (one for ST-stuff other for Minix FS)
You CAN use only one Harddrive but keep in mind that
Linux or MinixFs/MTOS could cause data-loss.

Software you need to compile Linux 68K:

MTOS (with MiNT 1.04 - 1.10)
MinixFS (I use 0.6 PL9)
Gemini 2 (1.99)
GCC (2.5.8 and linker in linux/tools)

General information :

- Use the linker in "linux/tools"
- to start compilation,first set the environements of GNU to the
Linux directories !
- some compilations of GNU do not allow to use filenames > 8+3 !
Check whether your GNU does or not . The .mup files are
set to use a GNU that cannot handle fnames > 8+3 ! Change them
if you need .
- All .o-files which are needed to build "vmlinux" are being transferred
into linux/makedir. When you build the bootstrap , you can also
find "bootstrap.ttp" in "linux/makedir" . -> Start Linux only
in "linux/makedir"
- actually the bootstrap does NOT allow to configure vmlinux via the
command line ... So e.g you want to change the ROOT_DEVICE from
"fd" (floppy) to "rd" (ramdisk) you'll have to set the commandline
in "init/main.c" (strcpy(boot_info.command_line,"root=/dev/xx"); | where
xx is the device -- actually only "fd" or "rd" !)
- The floppy-driver is everything else but a good implementation !
I will change this later but for now it should be enaugh . It is doing
what it's supposed to do .
- THIS version doesn't work directly on a TT . You'll have to make
some changes is "tools/atari/bootstrap.c" ; The second MFP
has to be turned off as long as the exception handler doesn't
support the second MFP.
- If you make ANY relevant changes ... contact ME !

Bye
Bj&#65533;rn

End of 680X0 Digest
****

==========
quote off.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)

```
------ / \ /____ / / |/ \____| o Oh well.
```

2612. DBman 5.3(or...Relation databasing!)

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 04:03:23 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2qpleb$kbf@bronze.coil.com>
Source record: 187418

I seem to remember hearing that the new DBman (v5.3?) is suppossed
to be either the clone of or at least compatible with DBase IV. True?

Does this mean that we Atariians actually have a relational
database to play with? Not just another flat-file something or other
information organizer?

Any and all discussion and comments are welcome, as I find myself
in the market for some such product! :-)

-Matt
mbmccabe@bronze.coil.com
--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

2613. TOS 1.04 (1.4) 6 Chip Set For Sale $40US

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 04:27:40 UTC
From: bmaraldo@io.org
Message-ID: <2qpmrs$nb7@ionews.io.org>
Source record: 187425
Cross-posted to: misc.forsale,comp.sys.atari.st

Yes, a TOS 1.04 (1.4) 6 chip set for sale for $40US.

brett maraldo

--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

2614. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 04:46:02 UTC
From: Lexicor@world.std.com
Message-ID: <CpMFwr.6GK@world.std.com>
Source record: 187422

In article <2qp7bt$67h@panix.com>, Jim Kalb <jk@panix.com> wrote:
>>>>Let's all vote YES on this one.
>
>I'm ignorant -- how do I go about voting YES?

What you do is email:

voting@qualcomm.com with the body

I vote YES for comp.sys.atari.st or
I vote NO for comp.sys.atari.st

you may also abstain

Please read the CFV for more details

Thankyou

Yat

2615. Atari Music Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 06:13:15 UTC
From: bmaraldo@io.org
Message-ID: <2qpt1r$r8f@ionews.io.org>
Source record: 187432
Cross-posted to: misc.forsale,ont.forsale,comp.sys.atari.st

Greetings. I have a collection of atari music software for sale:

Digidesign Sound Designer $85US
Digidesign Turbosynth $95US
CLAB Creator SL $200US
Super Librarian $50US
MidiQuest Ed/lib $150US

All are original disks and manuals.

brett maraldo

--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

2616. Atari Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 06:14:15 UTC
From: bmaraldo@io.org
Message-ID: <2qpt3n$rb2@ionews.io.org>
Source record: 187433
Cross-posted to: misc.forsale,ont.forsale,comp.sys.atari.st

KRoget: a cool DA that gives you a full Longman's Thesaurus at your command.
Does that thing where it give suggestions on spellings based on
phonetic spelling (eg say "fonitic" and it gives "phonetic").
3 disks and manual, need hard disk $25US

VIP: a comprehensive spreadsheet program with manual $15US
Masterplan: The Ditek spreadsheet. Very nice. $15US (disk/manual)
Alice Pascal $20US
STWriter: the classic and standard atari st word processor $20US

plus... (tubular bells :-)

Digidesign Sound Designer $85US
Digidesign Turbosynth $95US
CLAB Creator SL $200US
Super Librarian $50US
MidiQuest Ed/lib $150US

All are original disks and manuals.

brett maraldo

--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

2617. 1200 baud modem (slick looking) $30US For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 06:15:20 UTC
From: bmaraldo@io.org
Message-ID: <2qpt5o$re3@ionews.io.org>
Source record: 187436
Cross-posted to: misc.forsale,ont.forsale,comp.sys.atari.st

A very slick looking atari 1200 baud modem. Brand new will all the
stuff for $30US. Too bad it wasn't a 14.4k or VFast because it looks so
nice. Go for it!

brett maraldo

ps. Will work with any computer (RS232)

--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

2618. Re: Need HELP w/ ICD "Link"

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 07:41:48 UTC
From: shall@oregon.uoregon.edu
Message-ID: <2qq27t$n5s@pith.uoregon.edu>
Source record: 187438

In article <CpGyyp.A7u@iat.holonet.net>, MBATES@HOLONET.NET writ>I have the following system:
>
>Mega 4 St w/ TOS 1.2
>SH205
>SC1224
>ICD's "The Link"
>Quantum 120 SCSI Hard Drive
>Apple Cd300 CD-ROM Drive
>
>The problem I am having is this:
>
>I can not get the damned thing to recognize the Quantum OR the Cd-ROM let
>alone try and format them. I have tried connecting just each of them.
>Connecting The Link WITHOUT the SH205 connected. With it connected. EWith
>the Atari HD Boot installed, with the ICD Boot.SYS installed. Al no go
>PLEASE HELP!
>mbates@holonet.net
This may be an obvious question, but do you have a termination plug on your last scuzzy peripheral? From working with macs I learned the hard way that you must terminate the end of the line, ie after the printer that is chained to the hard-drive which is linked to the Lynx connector.
>
>Also, is there any other driver for CD-ROMS which will work with what I
>have that I can download or something?
>
>-Marlin
>
>---
> This copy of Freddie 1.2 is being evaluated.

2619. ST Package for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 07:57:10 UTC
From: bensmith@teleport.com
Message-ID: <2qq34m$cu3@elaine.teleport.com>
Source record: 187428

For Sale:

ATARI 520STM Computer Upgraded to 1 MegaByte of RAM, with RF Port for
Output to TV(B&W or Color), Mouse & Power Supply, Atari Floppy Drive
and a MonoChrome Monitor: $150+UPS Shipping+COD Charges.

Reply in E-Mail.

Ben
--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2620. SC1224 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 08:02:10 UTC
From: bensmith@teleport.com
Message-ID: <2qq3e2$d0s@elaine.teleport.com>
Source record: 187429

For Sale:

ATARI SC1224 Color Monitor(JVC, I think.): $125+UPS Shipping+COD Charge.
Reply in E-Mail.

Ben

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2621. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 08:11:08 UTC
From: erlingh@idt.unit.no
Message-ID: <2qq3us$g7u@ugle.unit.no>
Source record: 187430

In article <2qoo7e$9tu@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
|> Ofir Gal (ogal@cix.compulink.co.uk) wrote:
|> > In message <2qj8r5$239@nasim.sta.sub.org>, knarf@nasim.sta.sub.org said:
|> > >
|> > >WINX has much more features than MultiTOS now has. Have a look at the
|> > >latest free beta version 2.3g.
|>
|> > Where can I get it from?
|>
|> Via anon-uucp here at nasim. See signature for details.
|>
|> /pub/atari/System:
|> -rw-r--r-- 1 jimmy admin 44630 Apr 5 05:08 winx23g.lzh
|>
|> It comes without beginner's documentation. Have a look at WiNX 2.2
|> if you don't know how to use.
|>
|> Bye,
|> Knarf
|> --
|> Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
|> knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

How about an upload to an ftp.site ? Please ?

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2622. Atari SF314 DSDD Drive for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 08:41:28 UTC
From: bensmith@teleport.com
Message-ID: <2qq5no$dml@elaine.teleport.com>
Source record: 187431

For Sale:

ATARI SF314 DSDD Floppy Drive with Cable and a Repairable Power
Supply(I think?): $75+UPS Shipping+COD Charges.

Reply in E-Mail.

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2623. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 08:42:03 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2174.2DD09A5A@dhhalden.no>
Source record: 187440

In article <2qouk2$7ds@freenet.hut.fi> krlawson@freenet.hut.fi (Kris Lawson) writes:

>Did you notice it was a 64 MHz _68040_ ? This processor is faster than a
>486 66 MHz processor, correct me if I'm wrong, but I think it was 26 MIPS,
>the DX 66 is less. It is way over 3 times the speed of the TT030.

Can we please get back down on earth again and refer to this system as an
33MHz system? Repeat after me: there is *no such thing* as a 64MHz 040 chip.
The fastest one around is 40MHz. Don't bother with internal speeds - that's
Intel's way of confusing people.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

2624. Atari SM124 Mono Monitors for Sale!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 08:45:35 UTC
From: bensmith@teleport.com
Message-ID: <2qq5vf$dop@elaine.teleport.com>
Source record: 187434

For Sale:

ATARI SM124 MonoChrome Monitor (4 of them): each goes for $75+UPS
Shipping +COD Charges. UPS only, unless you wan't to come and pick it
up? Reply to me in E-Mail.

Ben

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2625. Atari HDw DSDD Floppy in a PC Tower Case, Plug and Play!

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 08:52:34 UTC
From: bensmith@teleport.com
Message-ID: <2qq6ci$dt9@elaine.teleport.com>
Source record: 187435

For Sale:

Plug and Play Hard Drive for your Atari, 65 Megs, with ICD Host Adapter, PC Power Supply, DSDD 3.5" Floppy Drive In a PC Style Tower Case. Room to expand and add more SCSI Devices. Complete and ready to run: $300+UPS Shipping+COD Charges.

leave E-Mail.

Ben

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2626. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 09:14:18 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.768647658@Roche>
Source record: 187439

selick@bu.edu (Steven Selick) writes:

>Hi!

>I have Diamond Back 2.42, and am looking to upgrade it to 3. Is it out yet?
>What is the upgrade path?

>What SCSI tape drives will it support? Will it support a Digital TK50
>tape drive with a Link 2 SCSI interface?

At the Midi And Electronic Music Show (MEMS 94) HiSoft were present. I managed to get one of their new catalogues, which had Diamond Back 3 in it, but there were no copies at the show. When I get home I will look through the book and check the details for you.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

2627. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 09:41:54 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <2qq992$5mh@hpsystem1.informatik.tu-muenchen.de>
Source record: 187455

In article <2qouk2$7ds@freenet.hut.fi>, krlawson@freenet.hut.fi (Kris Lawson) writes:
|>
|> Edellisess&#65533; artikkelissa steve@earth.ox.ac.uk (Stephen Usher) sanoo:
|>
|> >>computers fully working. And Good Heaven, what a speed..!!! 64 MHz 68040 with
|> >
|> >Hmm.. that's only about three times the speed of the TT030.. quite slow
|> >these days.
|>
|> Did you notice it was a 64 MHz _68040_ ? This processor is faster than a
|> 486 66 MHz processor, correct me if I'm wrong, but I think it was 26 MIPS,
|> the DX 66 is less. It is way over 3 times the speed of the TT030.
|> >
|> >I wonder how much the Medusa costs?
|>
|> I _think_ it was 2000 dollars.
It's surely more. The price in Deutsche Mark is 8000.-
And one Dollar (i'm not sure in that point) is about 1.80 DM - 1.90 DM or so.
Correct me if i'm wrong.

```
But i AM sure with the price of the MEDUSA. It's really that expensive. Included
is 8MB RAM, i think and a harddisk of a size i've forgotten.

(Seems that i know quite few things... :-) )

greetings,
Michael
```

2628. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 10:26:08 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May11.102608.17805@cen.ex.ac.uk>
Source record: 187441

In article <2qnqb2$eco@ionews.io.org> diehl@io.org (Eric March) writes:

>Hmm. I didn't know you were able to "sell" people to those who were looking
>for them ... interesting. Mind you, I wouldn't want to tarnish my alreadty
>fairly decent reputation just for a few bucks; hell, I've made myself
>millions, I don't need money.

If you have millions then you needn't worry about your reputation. You
can do anything you like and then easily repair your reputation to the
point where people will pay you 10% extra by donating say 100,000 credits
to a convenient charity.
--
+-------------+
| {{{ Dan }}} |
+-------------+

2629. Re: sending sharware fees to UK and to Canada?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 10:42:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2qqcrd$fd5@golem.wcc.govt.nz>
Source record: 187443

In article <2qlpmm$295@nic.umass.edu>, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) writes:
>What's the best way to send funds to the UK from the US? (I need
>to send the Llamatron folks some money...)
>
>Also, what about to Canada? I owe Alan Page for STorm...
>
>
>--mp

I do suguest you wait a while for Alan Page, there has been no support for THE STORM since Oct 1993...

He has not been seen on GEnie since then......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2630. MiNTOS Distribution World Wide Web Page available.

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 10:52:24 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May11.105224.12236@zaphod.earth.ox.ac.uk>
Source record: 187446

Well.. I've just set up a WWW page for the MiNTOS distribution. If you want to have a look call up the following URL using your favourite WWW client.

http://earth.ox.ac.uk/~steve/mintos.html

or go via our home page:-

http://earth.ox.ac.uk/

-> Steve's Place
-> MiNTOS Distribution page.

Share and Enjoy.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2631. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 11:03:39 UTC
From: mdw@liverpool.ac.uk
Message-ID: <CpMxE3.FFx@liverpool.ac.uk>
Source record: 187444

In article <CpLDG3.DrA@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
> I don't think that will happen. As far as I can see there isn't one thing
> an Amiga can do and a PC can do. The former can only play games and do some
> (nowadays minor) video stuff, and the latter is only 'good' for WordPerfect.
>
>
Untrue. There are some damn fine games on the PC at the moment. I use my
Falcon for programming and music, but like to relax now and again by
playing games. Las tyear I bought an A600 for just this, but now I'm
selling it because all the good stuff is either for PC only, or would work
better on a hard disk system. I'll probably buy a PC at some stage - if
nothing else, the size of the market for any software I might write is very
tempting.

Kev
---
kebab@cix.compulink.co.uk

2632. Re: sending sharware fees to UK and to Canada?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 11:25:09 UTC
From: mdw@liverpool.ac.uk
Message-ID: <CpMyDy.FqB@liverpool.ac.uk>
Source record: 187445

In article <2qqcrd$fd5@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

> I do suguest you wait a while for Alan Page, there has been no support
> for THE STORM since Oct 1993...
>
>
> He has not been seen on GEnie since then......
>
>

Oops, I must have missed the bit in the definition of shareware that stated that once a program is no longer being actively developed it becomes free. Continuing to use shareware without paying for it is no less piracy than ripping off conventionally distributed software folks. It might be easier to make excuses to yourself, but its still theft.

Kev

2633. Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 11:27:37 UTC
From: ti6tl@tick.ti6.tu-harburg.de
Message-ID: <2qqff9$m41@rzsun02.rrz.uni-hamburg.de>
Source record: 187488

In article <CpJ9M5.IC4@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
> Linux Atari currently only runs on a TT, it will never run on an ST at all as
> it requires a PMMU - only in 68030 onwards CPU's. It may run on a Falcon one day.
>
This is not quite correct. It is developed on a Falcon, so it definitely runs on a Falcon! It may run on a TT one day. (Rumors say, it actually does.)

Greetings, TL

2634. Re: TEMPUS 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 12:13:40 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2qqi5kINNfkf@sat.ipp-garching.mpg.de>
Source record: 187452

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
[about Tempus 2.2]

: What are the canges from version 2.07....

Since the original programmer doesn't work on Tempus any more (at least
according to CCD, the company who developes and sells Tempus in Germany),
other programmers at CCD have made only minor modifications, mainly
aiming at greater compatibility with "exotic" hardware. That is,
Tempus now works with more different video hardware than before etc.
(Sorry, don't have my CCD info sheet with me.)

Personally, I like Tempus a lot, but tastes are different :-) In fact,
this is one of the few Atari programs which (IMHO) are still better
than on other platforms.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2635. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 13:00:38 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2qqktm$rer@aggedor.rmit.EDU.AU>
Source record: 187448
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

I am looking for a 6 chip set If anyone has one lying around (UK ver)
or USA set whichever it is, either way i am in Australia so I need the
dollar symbol at least...

--

Rob. (roba@it.ntu.edu.au)

2636. ICD Driver wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 13:14:19 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2qqlnb$jc0@ccpnws.in2p3.fr>
Source record: 187449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st,fr.comp.sys.atari

I am looking for the latest version of the ICD hard-disk driver.
I have an adSCSI ST plus and my driver version is 6.0.8. Since it
is quite difficult in France to get anything from ICD, help me.

Thank you

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

2637. ICD BBS NUMBER

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 13:21:01 UTC
From: bign@eskimo.com
Message-ID: <Cpn3r2.KnG@eskimo.com>
Source record: 187464

Is the ICD BBS still up and running? Every time I call its busy
and I'm wondering if the number has been changed or something. I would
think the line would have been disconnected if it went down though.

Todd

2638. Keyedit program needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 13:28:04 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <768664117.AA05537@byte.bbs.no>
Source record: 187476

>The program can be found on Lars Erik Oesteruds BBS (ABK-BBS) in Norwa
>I also think he has a program that he uses on his MegaSTE (TOS 2.06) t
>the norwegian characters.

I do, I do :-)

>Give him a call !

I'm here (finally finished the report at Datahogskolen on friday :-)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2639. Re: Screen???

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 13:30:10 UTC
From: matija@sirius.ijs.si
Message-ID: <1994May11.133011.1084@cathy.ijs.si>
Source record: 187447

In article <Cp8FEt.6Eo@world.std.com>,
ysiu@lexicor.com <Lexicor@world.std.com> wrote:
>It's called the Speed Resolution Card and it is from H&S It speeds up your
>system to a maximum of 40Mhz CPU 20Mhz memory bus so I hear, however users
>have had probems setting it at 40/20
I can confirm that, since I actualy have one installed right now. It speeds
your falcon considerably, especialy when you boost the bus up to 20MHz.
(Why not higher? See my article on Ulm faire in the next AEO).

I actualy have problems when using the 20 MHz bus settings, but the problems
go away if I turn off the blitter. (You need NVDI to do this for resolutions
other than 256).

Even without the blitter, the machine feels so much faster that I don't
want to go back. In fact, since a friend of mine, who has a revision C board
(mine's a B) in his falcon has no problems at 20/40, I am considering selling
my current machine and immediately buying a late revision falcon, so I can
use the board at it's max. For the price (400 DEM without instalation) it is
very good indeed.

Other things in that line worth thinking about are eagle sonic (more expensive)
and BlowBoost (still under development) and, of course, afterburner 040
(still under development, expected price arround $1000).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2640. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 13:34:34 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2qqmta$2e7j@info2.rus.uni-stuttgart.de>
Source record: 187450

N/A M.D. White (mdw@liverpool.ac.uk) wrote:
: Anh how long have you been working in the real world, and on what sort of
: projects? I think you're a bit out of synch. Remember, you don't have to
: fully document your code, just make it readable and understandable. Well
: chosen variable and function names, and a few comments where appropriate is
: all it takes

Hm. but you can also do all of this in GFA-Basic.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

2641. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 13:58:21 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2qqo9t$kug@fbi-news.informatik.uni-dortmund.de>
Source record: 187454

In article <2ql0jn$31rf@info2.rus.uni-stuttgart.de>, higgi@news.uni-stuttgart.de (Heiko Hartmann) writes:

|> You better believe it...
|> I have read a mail which says that the Linux86K port for Atari is already
|> on the Maus-Net. Linux will only run on TT/Falcon and needs at least 80 MB
|> HD space (I don't know if it runs with 4 MB RAM...).

That's true. I am Maus-Net User and I know that it's on my Box.

|> I'm waiting for Linux68K to arrive on a ftp-Server.

If it's not too much I`ll try to download it next time from my Box and will
upload it to a ftp-server.
Wait a little bit! Perhaps next week available!

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

2642. FalconSpeed, Was: Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 14:04:16 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405111325.AA03792@ilmen.lanl.gov>
Source record: 187451

In article 164107STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>
>Right now the 286 emulator from Compo is available called falcon
>Speed. It is clocked at 16Mhz. It costs about $260 U.S.

Thanks for the info, Scott. I had heard of Falcon Speed but I wasn't aware that
it was available for sale yet. Have there been any reviews about this product?
A 286 clocked at 16MHz still seems pretty slow but the price is right.

Cheers,

-Hutch- @ Fair Dinkum Tech

2643. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 14:04:24 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2qqol8$loq@fbi-news.informatik.uni-dortmund.de>
Source record: 187453

In article <2ql0jn$31rf@info2.rus.uni-stuttgart.de>, higgi@news.uni-stuttgart.de (Heiko Hartmann) writes:

|> You better believe it...

Yes

|> I have read a mail which says that the Linux86K port for Atari is already
|> on the Maus-Net. Linux will only run on TT/Falcon and needs at least 80 MB
|> HD space (I don't know if it runs with 4 MB RAM...).

That's true. I'm user of the Maus-Net and I think it's on my box.

|> I'm waiting for Linux68K to arrive on a ftp-Server.

If it's not too much I will download it next time from my box and upload it on a FTP-Server.
Wait a little bit. Perhaps next week it's available!

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

2644. HENSA/micros new machine experiment

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 15:03:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpn8Ex.EGB@westminster.ac.uk>
Source record: 187456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear friends

HENSA/micros' new machine is now on-line, but only as an experimental
service. What this means that you may be logged out at any time.

We will only switch it to full service when we are sure that it is
stable on it's own, and that it will not fail without the old machine.

Please help us, by logging in, so that we can test the system.

You may log in via PAD/telnet, ftp, gopher, and World Wide Web

The address: mic2.hensa.ac.uk

Thanx in advance.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2645. Re: f030 mpeg player on ftp

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 15:22:17 UTC
From: incp@verleihnix.rz.tu-clausthal.de
Message-ID: <1994May11.152217.3665@solaris.rz.tu-clausthal.de>
Source record: 187468

Michael Baffoni (mbaffoni@farad.elee.calpoly.edu) wrote:

: Hi,

: If it doesn't run on anything but a Falcon, any chance you can make
: one for us TT-owners? I bet the guys who bought Medusas(Pandoras) would love
: one too.

: -MikeB
Since I'm not the author of the player, I can't make it run on TT. But
read the docs for the author's email address.

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +---------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

2646. HD/DD floppy Problem!

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 15:55:27 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2qqv5f$qei@netnews.upenn.edu>
Source record: 187469

[Article crossposted from comp.sys.atari.st.tech]
[Author was Rob S. Rice]
[Posted on 11 May 1994 15:52:40 GMT]

He-e-l-l-l-p!!

I am the proud owner of a Mega STE 4 with TOS 2.06 and an Atari HD floppy conversion kit, which has previously given me no trouble.

I was attempting to do my first hard drive back-up in some time when, on the first disk, I got a "Bad Disk" warning after Diamond Back 2.42 made its usual repeated tries to reformat and recover the data. Every time I put in a new disk, the same thing happened, although Diamond Edge and other disk scanners found nothing wrong with any of the disks I tried.

When I got out of Diamond Back, I found that my HD drive ALWAYS stops formatting on track 45/6 of a DD/DS format and gives me an "DOS Error -16 Message." It can format any HD disk or format without trouble, and scan and read to a DD/DS floppy. It just can't format one--or do whatever it is that Diamond Back does as part of of the back-up procedure. I was able to format and scan all the DD/DS disks involved on my old SF 314 external DD/DS drive.

HELP! Do I have to replace the drive I got with my conversion kit? I tried cleaning the drive with a cleaning disk, and the problem has persisted through that and multiple re-boots.

Any help would be very much appreciated.

Rob S. Rice
rrice@ccat.sas.upenn.edu

2647. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 15:58:57 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2qqvc1$9t2@cnn.sim.ES.COM>
Source record: 187457

In article <94126.112841STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:

[stuff deleted]

> How compatible is GEMulator, anyway? I mean as far as copy
^^^^^^^^^^^^^^^^^^^^
> protected stuff? I thought about getting GEMulator but had
^^^^^^^^^^^^^^^^
> doubts about how fast it would be on a 486SX-25 (the only IBM
> I could find for under $1000). I feel that a Falcon with
^^^^^^^^^^^^^^^^^^^^^^^^^
> a 286 emulator would be better (I've heard that the emulator
^^^^^^^^^^^^^^^^^^
> run at about 486SX-25 speed anyway /source: David Troy/).
> And the PC was at $1000 with no sound card. I love the Falc's
> sound capabilities.
> Anyway, I think your post was a little mean-spirited regarding
> Ataris. Posting in an Atari group that Ataris are doomed as
> a fact is flame bait. Have fun at your evil employer's :-).
> -scott tirrell

I don't understand your post, you complain about Gemulator's
ability to handle copy protected software, then go on to
mention that you're going to buy a PC emulator. How
compatible is your PC emulator? With today's software, a 286
is not considered a useful machine. There is a tremendous amount
of software that requires a 386+ machine, so your compatibility
is severely limited. On the other hand, the majority of ST
software works just fine on the Gemulator.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

2648. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 16:00:43 UTC
From: orres@teleport.com
Message-ID: <2qqvfb$86q@kelly.teleport.com>
Source record: 187458

In article <cc103.768647658@Roche>, NORMAN S L <cc103@city.ac.uk> wrote:
>selick@bu.edu (Steven Selick) writes:
>
>>Hi!
>
>>I have Diamond Back 2.42, and am looking to upgrade it to 3. Is it out yet?
>>What is the upgrade path?

Yes, it is available now please contact Oregon Research in the States or
HiSoft in Europe for upgrade information.

>
>>What SCSI tape drives will it support? Will it support a Digital TK50
>>tape drive with a Link 2 SCSI interface?

The DB3 Tape driver is designed to support all SCSI tape drives and has
been tested on over 100 different models from ancient 40 meg's to
10 gig DAT drives. If you can talk SCSI to it, it will work.

Best regards,

Bob Luneski
Oregon Research

2649. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 16:15:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpnBt2.FFv@cix.compulink.co.uk>
Source record: 187475

In message <2qoo7e$9tu@nasim.sta.sub.org>, knarf@nasim.sta.sub.org said:
>> Where can I get it from?
>
>Via anon-uucp here at nasim. See signature for details.
>
>/pub/atari/System:
>-rw-r--r-- 1 jimmy admin 44630 Apr 5 05:08 winx23g.lzh
>
>It comes without beginner's documentation. Have a look at WiNX 2.2
>if you don't know how to use.

I don't understand what uucp is.

Ofir ogal@cix.compulink.co.uk

2650. QUESTION: which wordprocessor to use?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 16:29:20 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qr150$597@sognsvann.ifi.uio.no>
Source record: 187459

I'm looking for a decent wordprocessor package that will let me intregrate
text (with different font styles) and graphics (.IMG).

I'm using "write on" now, which was supplied for free with an issue of ST Format
some time ago, but the problem is that images take up a whole line. I can't put
text beside the image, or another image beside that one, and fonts are a bit tricky
too. There's a screen font and a printer font, and as I don't have a hard disk
I can't have an unlimited amount of fonts, because it needs to have the default font
on the disk when printing, so how can I do that with a 720K disk when it's already
mostly filled up?

I would like a wordprocessor that gives you a what-you-see-is-what-you-get display,
that lets you change to many different text styles at an impulse, without having to
plan every detail first, like assigning a GDOS system etc. (ugh!!), and lets you put
images anywhere you like.

I guess a wordprocessor like that would be commercial, but I don't care if it just does
what I want it to do. But it would be great to find something like that as PD/shareware
though!
Thanks.

Hallvard, Oslo, Norway

2651. Re: Dbase

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 17:18:33 UTC
From: lannie@picard.infonet.net
Message-ID: <2qr419$958@insosf1.infonet.net>
Source record: 187461

alm02@rrz.uni-koeln.de (Bram Gaetjen) writes:

>In <qD6wLc1w165w@cybernet.cse.fau.edu> jmitzen@cybernet.cse.fau.edu (Joseph Mitzen) writes:

>>Was the program that ran DBase programs DBMan?
>Yes!
>--
>Bram Gaetjen
>Musikw. Institut, Abt. Mus. Akustik, Universitaet zu Koeln, 50923 Koeln
>e-mail alm02@rs1.rrz.uni-koeln.de

I have a copy of the first DBMan for Sale. I have the whole
package. Give me an offer. I will sell it CHEAP!

Lannie
Lannie@data.infonet.net

2652. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 17:28:05 UTC
From: <>
Message-ID: <2qr4j5$aji@mother.usf.edu>
Source record: 187460

Compo's FalconSpeed 286 emulator is nifty and relatively fast, but it lacks the 386 protected mode that is so important for many applications. If they'd used a 386xs, or given the option of doing do, then I'd be much happier about it.

2653. Re: Atari mouse wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 17:28:33 UTC
From: lannie@picard.infonet.net
Message-ID: <2qr4k1$9cu@insosf1.infonet.net>
Source record: 187463

hutch@ilmen.lanl.gov (John Hutchinson) writes:

>I need a replacement Atari mouse, one that is in good working condition.

>I've tried a couple of after market units but I just don't like them as
>well as the original equipment. So if you have a spare, email me.

>Thanx,

>-Hutch- @ Fair Dinkum Tech hutch@ilmen.lanl.gov

I have a Cordless Mouse for the Atari.
Let me know if you would be interested or not.

Lannie

Lannie@data.infonet.net

2654. LAN Support with Mint (?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 17:48:33 UTC
From: Lexicor@world.std.com
Message-ID: <CpnG4y.Kq@world.std.com>
Source record: 187462

I was wondering with what configurations I could possibly have LAN Support with Mint. PowerNET doesn't work with Mint (or Geneva for that matter..does it work with Mag'x?).

I can give up for now a complete network ;-), but I've been wondering how can I get a comms program to support Lan properly? I tried with HSModem but on a falcon it _did_ seem rather flakey, and connect does not support LAN on a Falcon as it seems.

I would appreciate any helpful tips and/or solutions for a good connection between Falcon and TT via Lan.

Yat

2655. Re: Klingon War

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 18:28:41 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2qr84p$ct3@charm.magnus.acs.ohio-state.edu>
Source record: 187465

I got my copy off of a.a.u.e. But that was last spring (93) isn't it
still there?

Dan Ackerman
ackerman.29@osu.edu

2656. Diamond Back 3 info..

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 19:27:18 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994May11.162718.23988@dal1>
Source record: 187472

Supports multiple removable media volumes.
Multitasking background backups.
above with any TOS version.
Support for ANY SCSI tape backup.
Icon dropdown menus, (Looks Pretty) <grin> :-)
A new like Xtree for DOS file selector for file backup selections.
As well as SCSI tape backups, also DAT drives can be used.

Upgrade mentioned on this information sheet, states Upgrade
from any previous versions for $29.00USD + $4.00 SIPPING until
July 31, 1994. After that $34.00 and $4 S&H.

16200 SW Pacific Hwy, Suite 162, Tigard, OR. 97224.

2657. ATARI STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 19:31:11 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.768684671@vela.acs.oakland.edu>
Source record: 187470
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

I have the following stuff still lying round even though I sold my ST over
a year ago:

Books:

Compute's ST programmers Guide

Abacus
2 ST INTERNALS
3 GEM Programmers Reference
4 Machine Language
5 Tricks & Tips
6 Graphics & Sound
10 Introduction to MIDI Programming
11 BASIC to C
12 3D Graphics

Software:
Flight Simulator 2.0 (color version works on new TOS)
dBMAN V dBASE II+ power on Atari ST Ver:5.1
MIG-29 Fulcrum - wartime flight simulator
Michtron Super Conductor (simple sequencer)
gSTc Atari ST C compiler

I prefer to sell a complete as possible, though I will take offers on
seperates and consider selling as such if most of the stuff is spoken for.
I would like $5+$1 shipping for the books or $35 (including my paying shipping)
for all of the books.

The Software I will sell for $40 for all or make offers.

swood

(810) 394-0351
--

2658. FOR SALE: 1040 ST, etc.

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 19:59:26 UTC
From: c2zjjq@kocrsv01.delcoelect.com
Message-ID: <1994May11.195926.11564@kocrsv01.delcoelect.com>
Source record: 187483

I have a 1040ST, color monitor and associated outdated
software and attachments (1200baud modem, joysticks, etc.). It was
purchased in 1986 when I lived out in CA. I haven't used it much
since then and I just would like to get rid of it. It will go to the
highest bidder. Please respond to my e-mail address. Thanks...

--
Jerry Queen \/\/\/ c2zjjq@kocrsv01.delcoelect.com
Delco Electronics Corp. 0 0 [Opinions are strictly mine]
Kokomo, IN <
- NASCAR at Indy! FINALLY! `..' #5 and #18

2659. Re: S: Util for loking folders

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 20:11:04 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994May11.201104.11222@nessie.mcc.ac.uk>
Source record: 187473

(schaub@chclu.chemie.uni-konstanz.de) wrote:
>I'm looking for a program to lock folders on the atari st. So that one user
>only can open his own folders.
>It would be goud if its a PD or shareware program.
>
>Does anyone know something like this ???

Why exactly do you want this ???

If you want a multi-user machine you could try using MiNT/MinixFS/Init which will
give you a very UNIX-like system with passwords and restricted access to files,
folders etc.

[sorry if this is a bit over the top compared to what you actually want]

Bye for now,

Andrew

~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~

==
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * _/ = go on. =
==

2660. MacMiNT ?????

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 20:28:02 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994May11.202802.12088@nessie.mcc.ac.uk>
Source record: 187480

Hi All,

Could someone tell me exactly WHAT MacMiNT will do ???

Could I use a Mac to run Atari software ?
Or is MacMiNT just a pre-emptive multitasker for a Mac ??

Who wrote MacMiNT - Eric Smith ???

Questions, questions ....

Bye for now,

Andrew.

~~~~~~
~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
~ this VERY frequently ! :-) ~
~~~~~~

```
=========================================================================
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * \_/ = go on. =
=========================================================================
```

2661. 1040 STe / Spectre GCR system FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 21:02:21 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2qrh4t$8us@vixen.cso.uiuc.edu>
Source record: 187474

Atari 1040STe / Spectre 3.0 system for sale:

---***<<< BUY!! BUY!! BUY!! >>>***---

o Atari 1040 STe with 2 meg RAM, internal DS/DD floppy, TOS 1.62!

o Atari SM124 High resolution monochrome monitor with 3rd party
anti-glare screen attachment and sidearm paper clip!

o Gadgets by Small Spectre GCR 3.0 Macintosh emulator, with ROMs,
appropriate Mac system software and some Mac shareware!

o Panosonic kx-p1124i 24 pin multi-mode printer with nice printer stand!

Everything comes with original boxes/packing/manuals/etc!

. The 1040STe and Spectre GCR are in mint condition!

. The STe comes with some 256k SIMMs if you want to upgrade to 2.5 MB!

. Spectre GCR 3.0 is fully registered and upgradeable to 3.1, with
system 7 compatibility as soon as Dave gets it out the door, which
should be Real Soon Now!

. The monitor goes off if you turn the cord just the wrong way, but is
otherwise perfect. It's perfectly useable now, and it'd be a quick
fix for an electronic fixit type!

ASKING ONLY!: Spectre GCR: $218 OBO!
1040 STe: $325 OBO!
SM 124 Monitor: $65 OBO!
kx-p1124i printer: $117 OBO!
The whole schmeel: $629 OBO!

I need to finance a college education. Obviously, I'd like to get as
much as possible for this excellent equipment, but I need to sell it
sometime this century. Any and all offers will be *eagerly* considered.

The system is in Takoma Park, MD (near Washington). We'll talk if it
needs to be shipped.

Thank you very much,
~Adam Aulick
--
Adam Aulick ||Oh, if you're a bird, be an early bird
a-aulick@uiuc.edu ||And catch the worm for your breakfast plate.
http://www.cen.uiuc.edu/~a-aulick||If you're a bird, be an early early bird--
-Shel Silverstein ->>But if you're a worm, sleep late.

2662. the best C++

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 21:24:46 UTC
From: mvera@inf.utfsm.cl
Message-ID: <Cpnq5x.Bv8@inf.utfsm.cl>
Source record: 187479

Can anyone tell me what is the best C and C++ public domain
programs ? Where I could find them ?
Thanks in advance.

--
mvera@inf.utfsm.cl | "Gracias a la vida que me ha dado tanto..." |
Marcos Vera Yanez | (Violeta Parra) |
Universidad Tecnica ==
Federico Santa Maria (Valparaiso, Chile) **********************************

2663. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 21:45:18 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.768692718@txfs1.hfb.se>
Source record: 187482

In <2qq992$5mh@hpsystem1.informatik.tu-muenchen.de> eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
>In article <2qouk2$7ds@freenet.hut.fi>, krlawson@freenet.hut.fi (Kris Lawson) writes:

>|> I _think_ it was 2000 dollars.
>It's surely more. The price in Deutsche Mark is 8000.-
>And one Dollar (i'm not sure in that point) is about 1.80 DM - 1.90 DM or so.
>Correct me if i'm wrong.

>But i AM sure with the price of the MEDUSA. It's really that expensive. Included
>is 8MB RAM, i think and a harddisk of a size i've forgotten.

>(Seems that i know quite few things... :-))

Hmmm.. I also heard that the Medusa would cost about 2000$, but then there was NO RAM no HD or anything...

So maybe the 8000.- Dm is about what it would cost!!!! WAY to much :^((

>greetings,
> Michael

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

2664. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 21:45:42 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <768891626.1@mettav.royle>
Source record: 187179

Peter bibbled on 06 May 94 to All...

> Other question: Everyone I try to contact on the Bulletin Board keeps
> telling me that I wasn't trustworthy, "I don't deal with s.o. of your
> reputation" and stuff.
>
> Why did I lose my reputation, and how do I improve? Any hints? Do I
> have to murder someone or something?

:) You've obviously been a bit norty when it comes to delivering people and packages, haven't you? :)))

To get your reputation back simply donate money to the various charities that advertise...

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2665. Re: Backup Copy via Digital Duplicator

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 22:45:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qrn6p$k1g@golem.wcc.govt.nz>
Source record: 187481

In article <2qm68q$2bc@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>Scott Dunham (dunham@src.honeywell.com) wrote:
>> I have a purchased software disk that is copy-protected, and I'd like to make
>> a safety backup, especially since the company, DigiDesign, no longer supports
>
>If you have two floppies, you can do this yourself by making a simple
>cable. The instructions and software I am thinking of are for Blitzcopy,
>but there are several available (including Synchro Express, which was a
>commercial product).

I don't think the Synchro Express is be sold at the moment, also there can be
big problems with it, the main thing is Disk 'A' must run faster than Disk
'B' or you will end up waiting all day....

The Blitzcopy is a bit dumb, but the Synchro Express uses a Chip for syncing
the drives and data, that is why your 'A' drive needs to be a tad faster than
'B' drive, if 'B' drive is faster, then the 'B' track would have gone by while
the 'A' drive is still reading it....

>* Mickey Boyd *

There are disks that can't be copied, like the Readysoft stuff....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2666. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 23:22:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CpnvKy.JJy@cix.compulink.co.uk>
Source record: 187485

>It comes with TOSWIN. With old versions, only in source form. With the
>TOSWIN I most recently uploaded to a.a, it is built.

Could somebody post a filename and path for this file? I've been trying
to find it on a a.a mirror with no luck.

Thanks

Roland.

@CiX

2667. Re: SM124 Picture just started jiggling, what to do?

Newsgroup: comp.sys.atari.st
Date: 1994-05-11 23:22:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CpnvL0.JKJ@cix.compulink.co.uk>
Source record: 187486

>The picture on my SM124 is jiggling now, it is worst in upper left hand corne

This happens to mine if I turn on the SC1435 next to it. You haven't put
a new peice of equipment beside your SM124 recently?

Roland.

@CiX

2668. digital foot

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 01:19:54 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1776@usdtsg.DaytonOH.NCR.COM>
Source record: 187489

Oh well, folks, sometimes ya gotta go "oops." I was kindly
reminded that 1) the Gemulator is still quite supported and
2) Darek's work at Microsoft has nothing to do with his Atari stuff.

So in the interest of civility (on the internet? that's heresy! ;-)
I shall say "BUY A GEMULATOR BUY A GEMULATOR BUY A GEMULATOR."
There ya go, Darek, I just won ya back all those lost sales :-)

Or what the heck, "BUY ME A GEMULATOR." Yes, that's better ...

::being released from the digital dungeon of foot-in-mouth::

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2669. Re: FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 02:43:50 UTC
From: dav <burnight@delphi.com>
Message-ID: <pW4PIIG.burnight@delphi.com>
Source record: 187497

Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> writes:

>Yup! I just emailed it to him. If anyone else want one I'll email it to ya!

I would appreciate a copy. Thanks....

2670. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 03:43:37 UTC
From: diehl@io.org
Message-ID: <2qs8l9$b6v@ionews.io.org>
Source record: 187499

> If you have millions then you needn't worry about your reputation. You
> can do anything you like and then easily repair your reputation to the
> point where people will pay you 10% extra by donating say 100,000 credits
> to a convenient charity.

What would constitute a "convenient charity"? I've donated to charities on occasion, but havn't really given it much thought; does it help one's reputation any? Can it fixed a tarnished one? Does one get any medals for such donations?

Also ... is there *any* way to do assassination missions with a huge ship? (I've got the biggest, bulkiest Clipper ship I could find, and I don't want to give it up; I like my turrets!) I've tried, but my ship is too slow to follow my quarrey into hyperspace; he gets there long before I do. I've tried saving my game a week before he's to take off from where he launches from, then hyperspacing to his intended destination ahead of time and waiting for him; but he never showed up. (Or perhaps he did, but in a very different location of space) I've tried blasting him right from orbit as he takes off, and thiough it does achieve my goal, I get a huge squadron of police on my tail and my reputation shot to hell -- even though I pay the appropriate fines.

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

2671. syquests, spectre

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 04:56:14 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CpoB1r.C92@cunews.carleton.ca>
Source record: 187490

Cc:

Ok, some requests here:

I have a Spectre. 3.0 (the latest, I think). Also a Canon Bubble Jet BJ200 (the latest). The problem is that fromthe Mac mode, nothing prints.
The usual test mode prints a little line saying that the printer is connected. I use the chooser to pick epson lq-2550 mode,which is what the BJ's dip switches are set for. All seems well until i try to print. Then I get a 'file is corrupted... cannot print...' sort of message.
I have tried: MacWrite II, Word Perfect for the Mac (v2) and Microsoft Word 4. Same thing. So it is a system fault of some kind, not a program fault. System: 6.07, True type fonts (with the right True type Init installed as per instructions). Anyone got any suggestions? Files written in any of these programs can be saved to a Mac disk and printed on Mac systems. But not fromthe Atari itself. (ST Mega, 4 MB). Can someone with Spectre experience help?

b) I have one of the older 44mb Syquests. Unfortunately, I did not get ICD software with it when I bought it second hand. My regular software is Supra,which I have on two other HD ataris.
Will this work withthe Syquests? How does one (a) partition a syquest so that Mac and ST partitions can exist on the same cartyridge,or is it more sensible to have separate cartridges formatted differently?
My ordinary HD has two Spectre partitions, recognized as SI and SII and mounted by pressing the Function keys -- ok,no problem there. How can I partition the Syqquest and let the computer know that these are new drives?? The manual (Toad computers) does not help at all.

2672. Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 05:47:51 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <157C9538@starnetbbs.com>
Source record: 187496

RI> My mouse is deathly ill. It works fine when I turn on
RI>my computer for about ten minutes then, its verticle movement
RI>gets seizures, followed by either only upward or downward
RI>movement.

RI> Please, don't let my mouse die! I can't afford the

The rememdy if you can't afford a replacment mouse is to use the keyboard equivalent commands to move the mouse. I trioed this for a while and it soon grows tiresome. Finally I broke down and purchased a Beetle Mouse from: E. Arthur Brown Company; 3404 PAwnee Drive; Alexanderia, MN 56308. They were charging $29.95 whle the genuine Atari Mouse had an asking price of $49.95

The keyboard replacement was to do all the movement with the mouse which could be done and then key in the sequence to get positioned etc. This is not easy and thats why you will soon opt for replacement.

---Gary---
gary.ratliff@starnetbbs.com

• OLX 2.1 TD • Difference between Windows and a Virus? A Virus works.

2673. Minix on a Falcon ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 05:50:51 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2qsg3r$csu@news.dmpe.CSIRO.AU>
Source record: 187283

some easy ones ...

1. Has anyone installed Minix on a Falcon 030!?
2. Does it work ;^)
3. Is Minix PD/Shareware/Whatwear!?
4. What is the latest version!?
5. Approx size of Minix!?
6. Is it Unix compliant, or just very close (i.e. re-compile of sources!?)

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2674. Re: TEMPUS 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 08:39:38 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2qsq0a$i6f@percy.cs.bham.ac.uk>
Source record: 187201

sheppard_r@ix.wcc.govt.nz writes:
>Hisoft in the UK sells the latest 2.2 UK, version....

No they don't -- the version that was given away by ST user was the
latest (and the last, probably) translated version.

IIRC, it doesn't work on 68030 machines, nor most graphics cards. Nor
MultiTOS, I suspect. Apart from that, it was a fine program :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2675. HARDWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 08:54:14 UTC
From: ez007793@bambam.ucdavis.edu
Message-ID: <CpoM2E.B6q@ucdavis.edu>
Source record: 187202

I have a few 1040ST systems for sale, I will test again, but all are in great working condition:

2 1040STf with mouse...
2 SC1224 Color monitors
1 SM124 Mono Monitor

Like I said, all work great. We had three, I'm keeping one, the rest are for sale.
As you might imagine, I'd like to keep the units together as much as possible and sell as complete systems, but I will hear offers for individual pieces as well since I want to move this stuff...

I've been seeing lots of different prices for this type of stuff, so I don't know what to ask for it, I only ask for offers that seem reasonable.

Reply via e-mail to ez007793@chip.ucdavis.edu

Thanks a lot,
Brian

2676. Monitor Questions

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 09:58:35 UTC
From: bhf@st-andrews.ac.uk
Message-ID: <2qsukb$e7f@calvin.st-and.ac.uk>
Source record: 187493

Hi there,

Is it possible to use a PC SVGA monitor with a basic 520STFM ?

If so, are adaptors readily available, cheap...etc?

Also, if it is possible, is there any complex circuitry in the adaptor or
is it possible to make one by connecting the relevant pins together ?

If I can do this, could I then use the ST in high res screen mode ?

Thanks,

Bruce.

"Irn"-Bruce : Made in Scotland, from Girders.

--
2 2 3 4 5 6 ... etc. plus - C, D-flat, D, E-flat, E, F,
- - - - - - | G-flat, G, A-flat, A, B-flat, B ...
2 4 4 4 4 8 |
-- 18+ signatures in one !!

2677. Re: UPDATES of my uploaded games.

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 10:02:55 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <768736975.125186@minster.york.ac.uk>
Source record: 187494

In article <768486012.8396@minster.york.ac.uk>,
<ae-a@minster.york.ac.uk> wrote:
>I have uploaded updated versions of my following games:
>
>pacmen.zip (PACMEN)
>3d_ski.zip (3D_SKI)
>alienation.zip (ALIENATION)
>linecras.zip (LINE CRASH)
>mazewar.zip (MAZEWAR ST)
>video_g1.zip (VIDEO GAMES I v.0.5)
>
> [...]
>
>Note: Some sites may take a while to recieve these games.

They are now available as I write this in
cnam.cnam.fr /pub/Atari/Games
ftp.cs.ruu.nl /pub/ATARI-ST/games

Enjoy.

AE.

2678. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 10:28:57 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2qt0d9$gij@newshost.uni-koblenz.de>
Source record: 187491

In article <d93rkr.768692718@txfs1.hfb.se>, d93rkr@t.hfb.se (Robert Krenn) writes:
|> In <2qq992$5mh@hpsystem1.informatik.tu-muenchen.de> eberl@Informatik.TU-Muenchen.DE (Michael Eberl) writes:
|> >In article <2qouk2$7ds@freenet.hut.fi>, krlawson@freenet.hut.fi (Kris Lawson) writes:
|>

|> Hmmm.. I also heard that the Medusa would cost about 2000$, but then there was NO RAM no HD or anything...
|>
|> So maybe the 8000.- Dm is about what it would cost!!!! WAY to much :^((
|>
|> >greetings,
|> > Michael
|>

No wonder that the Medusa is so expensive - it isn't a mass product;
every machine is assembled by hand and the amount of units sold is
very small. It's a pity somehow ... a machine that runs applications
like Calamus SL 7 times faster than a TT (statement from a professional
DTP user on the ProTOS computer show), but that one can hardly afford.

For 8000 DM (4700 US$), I get a very well equipped PowerMAC which
already is a big leap ahead the 680X0 technology ...

Christoph

2679. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 10:30:02 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May12.103002.5410@cen.ex.ac.uk>
Source record: 187492

>> If you have millions then you needn't worry about your reputation. You
>> can do anything you like and then easily repair your reputation to the
>> point where people will pay you 10% extra by donating say 100,000 credits
>> to a convenient charity.

>What would constitute a "convenient charity"? I've donated to charities on
>occasion, but havn't really given it much thought; does it help one's
>reputation any? Can it fixed a tarnished one? Does one get any medals for
>such donations?

A convenient charity is one which advertises on the bulletin board
at the station you're docked to. :)
I usually use the Ban Military Drives charity, but that's only cos
I have a grudge against military drives after being fined for smuggling
the radioactives it produced...

Donations boost your rep - give you the appearance of a nice friendly
generous person. You can fix a tarnished rep quite easily by donating
a lot. You won't get any medals for it though, just thanks from the
charity.

>Also ... is there *any* way to do assassination missions with a huge ship?
>(I've got the biggest, bulkiest Clipper ship I could find, and I don't want to
>give it up; I like my turrets!) I've tried, but my ship is too slow to follow
>my quarrey into hyperspace; he gets there long before I do. I've tried saving

Well my Panther Clipper (ZQ-733) has a small plasma accelerator mounted
on the front which I use in preference to the turrets. In Engines Off
mode you can spin the entire ship just as easily as you can spin a turret.

It's a mistake to let the guy go into hyperspace - very rarely do they
go somewhere in your range, even more rarely can you find them when they
get there.
So you have to do one of two things:
a) Blast them before they go into hyperspace. (Easy with a plasma accel.)
b) Prevent them from hyperspacing. You can normally do this by hitting them
a couple of times with your lasers - then they'll attack instead of
running away. Or you can send them a 'surrender or die' warning and then
they might come for you. Once I prevented a cobra from getting away by
sending an SOS - believe or not the guy turned around and came back.

BTW - Don't attack with missiles - kills with missiles aren't counted as
done by you...

>of space) I've tried blasting him right from orbit as he takes off, and
>thiough it does achieve my goal, I get a huge squadron of police on my tail
>and my reputation shot to hell -- even though I pay the appropriate fines.

If you pay the fine instantly then it won't affect your rep. Doesn't seem to affect mine anyway. A cloud of vipers is a good way to boost your kills and elite rating - just take em out one by one, their 1Mw beam lasers can't penetrate a Panther with 100 shields. And there's always the energy bomb...

--
+-------------+
| {{{ Dan }}} |
+-------------+

2680. Getting 'ecology' to work...

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 11:05:14 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2qt2ha$ak6@clss3.bangor.ac.uk>
Source record: 187495

Has anyone use the vector graphics based evolution program in the PD called 'ecology' ?
I've attempted to on my STe but the program doesn't get past the introduction screen with the quote fron Darwin. There doesn't seem to be any documentation with it either.
Can anyone help ?

dylan

2681. Re: Shift's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 11:09:56 UTC
From: hz@caesar.gun.de
Message-ID: <Up-EEMLFGUS@caesar.gun.de>
Source record: 187206

In <1994May7.104751.8575@city.ac.uk> HALL B J wrote :

>Jeff Beeghly (jbeeghly@u.washington.edu) wrote:
> Howdy all... I own a copy of Interface, the resource editor from Shift
> (in Germany, I believe) from Gribnif (here in the states).
>
> Does anyone know of an e-mail address for Shift? I have a request for
them.

It's true, SHIFT does not exist anymore.
The following company is handling the former SHIFT-software:

Germany
TEAM Computer GmbH
Klettenbergguertel 5
D-50939 Koeln
Phone: 49 221/466774
Fax: 49 221/466775

An e-mail-address is not available.

E-Mail-Adresse:
===============
InterNet: hz@caesar.gun.de CompuServe: 100024,2012
MausNet: Hartmut Zieser@KR GEnie: H.Zieser

--

2682. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 12:13:02 UTC
From: mathew@mantis.co.uk
Message-ID: <2qt6ge$i3@sunforest.mantis.co.uk>
Source record: 187498

In article <1994May12.103002.5410@cen.ex.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>If you pay the fine instantly then it won't affect your rep. Doesn't seem
>to affect mine anyway. A cloud of vipers is a good way to boost your
>kills and elite rating - just take em out one by one, their 1Mw beam lasers
>can't penetrate a Panther with 100 shields. And there's always the energy
>bomb...

A hundred shields? Blimey, and I thought I was a sleazy cheat for having
ten.

mathew
--
Seeking a decent bug-tracking system for Windows, DOS, UNIX, Mac...
http://www.mantis.co.uk/~mathew/

2683. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 12:58:21 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994May12.125821.22269@unix.brighton.ac.uk>
Source record: 187207

Will the Diamond Back 3 Demo be made available on any FTP servers ?
--

pf21@unix.bton.ac.uk

2684. Are There any FIDO utilities

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 13:05:34 UTC
From: dicky@rphd.stu.spb.su
Message-ID: <AAUcYqjS34@rphd.stu.spb.su>
Source record: 187216

Dear All!!!
I live in St.Petersburg, Russia, where many BBS are working.
I have an Atari 1040 ST computer at home, terminal program, modem,
but I have not any FIDO-mail software.
My question is:
Are there any programs like (IBM) 'Blue Wave'- offline mail reader,
GoldED, T-MAIL, simple automatic mailer or other FIDO utilities.
If yes, and you can say me where I can download it, please reply on

dicky@rphd.stu.spb.su
FIDO:
Dima_Wild 2:5030/153

Thanks a lot in advance,
Dima.

2685. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 13:13:52 UTC
From: bjgrier@bnr.ca
Message-ID: <Cpoy3D.21w@nrtpa22.bnr.ca>
Source record: 187210

In article <2qqvfb$86q@kelly.teleport.com>, orres@teleport.com (Bob Luneski) writes:
|> >
|> >>What SCSI tape drives will it support? Will it support a Digital TK50
|> >>tape drive with a Link 2 SCSI interface?
|>
|> The DB3 Tape driver is designed to support all SCSI tape drives and has
|> been tested on over 100 different models from ancient 40 meg's to
|> 10 gig DAT drives. If you can talk SCSI to it, it will work.
|>
|> Best regards,
|>
|> Bob Luneski
|> Oregon Research

Does DB 3 support the TT SCSI port, or will I have to get a host adapter?

My current system:
TT030
2mb ST Ram
8mb TT Ram

Connected to my TT SCSI port is:
420mb Quantum HD
80mb Seagate HD
CD-Rom Chinon 431
CD-Rom NEC-84
TECMAR 525 tape drive

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

2686. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 13:28:36 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cpoyrp.B5p@newcastle.ac.uk>
Source record: 187500

In article <2qqff9$m41@rzsun02.rrz.uni-hamburg.de>, ti6tl@tick.ti6.tu-harburg.de (Thomas Ludewig) writes:
>In article <CpJ9M5.IC4@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk
>(Craig Graham) writes:
>>
>> Linux Atari currently only runs on a TT, it will never run on an ST at
>all as
>> it requires a PMMU - only in 68030 onwards CPU's. It may run on a
>Falcon one day.
>>
>This is not quite correct. It is developed on a Falcon, so it definitely
>runs on a Falcon! It may run on a TT one day. (Rumors say, it actually
>does.)
>

This does rather depend on which Linux port we are talking about - the Maus one runs on a f030 (sorry - my mistake there), but the inet version admin'ed by Robert H. de Vries <robert@and.nl> runs only on a TT at the moment.......

Craig.

2687. Re: HOWFAST - where is it?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 13:32:09 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2qtb4pINNlpq@sat.ipp-garching.mpg.de>
Source record: 187209

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: I've looked on the FTP sites that I can access at a reasonable speed...
: I've asked archie...

: Where is HOWFAST, the disk speed tester?

Found with archie:

Host ftp.cs.ruu.nl (131.211.80.17)
Last updated 23:57 9 May 1994

Location: /pub/ATARI-ST/diskutil
FILE -rw-r--r-- 24302 bytes 09:46 29 Mar 1994 howfast.zoo

Have fun!

(Hint: to search German ftp sites, try the German archie at
archie.th-darmstadt.de. This worked although their database crashed a
few days ago :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2688. Do real people work at ICD?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 13:58:51 UTC
From: trevor@ccc.govt.nz
Message-ID: <1994May12.135851.1@ccc.govt.nz>
Source record: 187487

Is something I should know about work scheduling practices at ICD?

I ordered a Link from them in November and I'm still waiting for it. I gather from previous discussions here that some shipping was delayed to accommodate an upgrade release, but I'm getting rather concerned that my package may have been lost at sea somewhere.

Everytime I phone them, their 'Electronic Assistant' never puts me through to interactive liveware (real people :), and there hasn't been a reply to the messages I leave.

Is there a good time to phone to be able to speak to a real person to find out whether or not (and possibly when) the thing was actually posted?

Trevor "why aren't there any uses for a dead Miniscribe?" Ingham.
--
Trevor Ingham Database Administrator
trevor@ccc.govt.nz Christchurch City Council, New Zealand

2689. Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 14:46:23 UTC
From: rimfax@bu.edu
Message-ID: <2qtffv$soj@news.bu.edu>
Source record: 187211

Thanks to Everyone who has posted a response to my Mouse
Illness! I have downloaded several virus detection programs and
killers, but there have been no infectious diseases running rampant
through my system. (or at least none that were detected :-O)
I booted my system just by itself (no floppy, no HDD) and
discovered that the problem is either with the mouse or the
Keyboard. I have a MEGA ST2. I replaced the Keyboard cable (I had
an extra), opened up the mouse (cleaned it as best as possible),
opened up my Keyboard (Yich!! Hair, dust, and Gwee!!!) in which I
could find no damage, no loose connections, etc...

Oh, well... Any other ideas???

I am currently using a combination of the mouse, and the <alt> <arrow>
keys, needless to say that it is annoying.

Is there any shell, such as gulam, which can be used instead of the
desktop???

Thanks again!
Wayne

2690. Teletext Adaptor

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 15:22:24 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994May12.152224.2653@bradford.ac.uk>
Source record: 187203

I don't know if they're still floating about new anywhere but I'd like to get some sort of teletext adaptor (Microvitec was the only firm I can think of that used to sell them in the UK). If anyone has an address for somewhere I could buy a new one, or even better, someone has a second hand one they want to sell, I'd appreciate it a lot if you could email me or post here.

Cheers

Paul

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

2691. Re: FalconSpeed, Was: Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 15:41:42 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94132.114142STIRRE31@MAINE.MAINE.EDU>
Source record: 187213

Hutch,
There haven't been any reviews in the American magazines. It is
for sale and Compo told me that they'd send me some information
about it. I'll post it when I get it. For now, all I know is that
Compo claims that it is 100% compatible with a 286 and all of the
ports are supported (except ports not used by IBMs like the cartridge
port). The MIDI ports also aren't supported. Again David Troy
from Toad said that the speed is roughly equivalent to a 486SX
running at 25MHz. For me, that's pretty decent. I am wondering
how Compo's 486 emulator will be?
-scott tirrell

2692. New Atari programs on HENSAs new baby

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 16:00:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpp5py.HID@westminster.ac.uk>
Source record: 187205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
The new HENSA machine is now on-line as an experimental service. Please
log in via telnet, ftp, UK JANET, gopher, World Wide Web on

mic2.hensa.ac.uk

I will be uploading some more software tonight (hopefully another five
packages), so keep an eye out.

I hope you like the revived atari section....I have a lot planned.

If you would like to be put onto our mailing-list, then send a message
to archive-server@micros.hensa.ac.uk, no subject, and body containing
help

You will then get back some help file, telling you how to subscribe.

New software for the Atari TOS section
--------------------------------------

All files are now in binary format.

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
n106 29/04/94 ---- DESKMORF 1.0 3D look to your ST desktop. DEMO, lasts 10 mins
n107 03/05/94 S--- GEMAR 2.20 A SCSI Tape Back Up Program
n085 03/05/94 ---- GZIP 1.2.4 GNU file compression utility
n108 03/05/94 S--- ASSASSIN.SYS 1.0 Ease the process of setting up GDOS
n109 11/05/94 ---- ESS-Code 5.07 GEM'd UUE/UUD program with loads of features
n110 11/05/94 S--- KANDINSKY 1.57e A powerful vector drawing/CAD package
n111 11/05/94 S--- PHOTOCHROME 4.0 Display high colour pictures on your ST
n102 20/04/94 ---- ACCESSORY 1.3 Allows loading of DAs from a folder
n077 21/04/94 S--- MASTERBROWSE 4.0 Fast GEM text file viewer
n103 22/04/94 S--- AUTOSORT 1.1 Sort the programs in your Auto folder
n104 22/04/94 ---- BOMB Find out what the bombs mean
n105 22/04/94 ---- BUTTON FIXER Fixes double-click bug
m619 18/04/94 ---- STZIP 2.4 Fast GEM/Command Line Zip archiver
n098 18/04/94 ---- ST ZIP 2.5 Zip archiver. MultiTOS friendly
n099 18/04/94 ---- BOOZGEM 2.1.3 GEM based zoo file extractor
n100 18/04/94 S--- LHARC 3.0 A GEM based LHARC. Fast.
n101 18/04/94 ---- CHAMELEON 1.19 DA to load other DA on the fly
n074 15/04/94 ---- ESS-CODE 5.06 GEM based UUEncode/Decode util
n097 15/04/94 ---- PACK-ICE 2.40 Packs executables & data files
```

n096 14/04/94 S--- HP LaserJet 4 CONFIG 1.00 Printer config CPXs

Also, please note that the toolkit directory has been updated with the
following software:

/micros/atari/tos/tools/
arc 6.02
ess-code 5.06
gzip 1.2.4
lha 3.01
stzip 2.4
stzip 2.5
zoo 2.1

All the files here are in self extracting format, and uuencoded
versions are available under the ascii subdirectory.
Also please note that ess-code 5.06 will be updated soon......prob by
the end of this week to v 5.07 (it is already installed on the
archive.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2693. Re: Monitor Questions

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 16:11:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May12.161100.11811@bradford.ac.uk>
Source record: 187204

Bruce Henry Freshwater writes:

: Is it possible to use a PC SVGA monitor with a basic 520STFM ?
YES
: If so, are adaptors readily available, cheap...etc?
THEY ARE AVAILABLE. CONTACT LADBROKE COMPUTING, PRESTON.
: Also, if it is possible, is there any complex circuitry in the adaptor or
: is it possible to make one by connecting the relevant pins together ?
I DON'T KNOW
: If I can do this, could I then use the ST in high res screen mode ?
YOU CAN _ONLY_ USE THE ST IN HI-RES, UNLESS IT IS A LOW-RANGE
MULTISYNC MONITOR, IN WHICH CASE YOU CAN USE ALL 3 RES'S.
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2694. Case sofware needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 17:21:02 UTC
From: mvera@inf.utfsm.cl
Message-ID: <Cpp9Jn.KqF@inf.utfsm.cl>
Source record: 187219

Hi, I'd like to know if there's some case software for atari ?
I need the host address because I'll get it by ftp service.
Thanks in advance

--
mvera@inf.utfsm.cl | "Gracias a la vida que me ha dado tanto..." |
Marcos Vera Yanez | (Violeta Parra) |
Universidad Tecnica ==========
Federico Santa Maria (Valparaiso, Chile) **********

2695. NeoDesk 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 17:24:23 UTC
From: gruber@austin.ibm.com
Message-ID: <Cpp9on.1006@austin.ibm.com>
Source record: 187208

Does anyone know if NeoDesk 4.0 is done yet ?

Still waiting.

Thanks, Scott

2696. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 17:25:25 UTC
From: ilo@dsinet
Message-ID: <3523@dsinet>
Source record: 187217

What's the latest version? Does it support hardware flow control?
How fast will it drive the serial port?

--
Il Hwan Oh |
Network Administrator | "Jazz is just musical wanking!"
Digital Systems International |
ilo@dsinet.dgtl.com |

2697. '.hqx'ed to death!

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 17:41:12 UTC
From: pagan@meiko.co.uk
Message-ID: <2qtpno$lud@bart.meiko.com>
Source record: 187218
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

Hi,

I am having some hassles trying to un-.hqx files that I have ftped
from umich/info-mac. I am using compactor-pro (1.3 I think) and
it is telling me that things must be corrupted or of a higher
version of binhex than it can handle.

It's all a bit chicken and egg really as all the things that I
need to unhex seem to be hexed (I have a copy of binhex4.bin but am
stuck at work with not a ResEdit to be seen so I can't change it to
an app, yet...I will try at home but thought I would try this
post to see if there was anyone with a mind to help).

My 'mac' is a Spectre box on a 4Mb ST, BTW, so any help from another
Spectre owner would be greatly appreaciated.

Thanx.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2698. Atari St STuff 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 18:46:13 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <qJ58Lc2w165w@sys6626.bison.mb.ca>
Source record: 187214

********* Atari ST SUPER Systems *********

HEY! Now you're getting "MORE POWER, than the original PRICE!"

~~

LOOK at THESE!

' Quality used ST HARDWARE with a 90 day warranty!

_/

1 - Atari TT 030, 80 Meg Hardrive with TTM 19" Mono Monitor

4 Megs ST Ram & 4 Megs TT Ram upgradable to 32 megs

1 - PTC 1436, colour monitor for the Atari TT030.......$???.??

1 - MEGA STE 4 meg with 105 Meg Hard Drive, TOS 2.05...........

1 - MEGA STE 2 meg with 85 Meg Hard Drive, TOS 2.05...........

1 - MEGA STE 4 meg/60 MEG Hard Drive, TOS 2.05/math co-procesor

1 - 1040ST/ 4 megs RAM and 16mhz accellator/TOS 1.4.......$CALL

1 - 520 STfm/1 meg/double sided drive.............. ..$225.00

1 - 520 STfm/double sided drive.....................$CALL

1 - 20 meg Hard Drive with ICD Host/clock/ICD Boot........$CALL

1 - Super Charger 8088 PC Emulator.....................$100.00

1 - GVC 2400/9600B Pocket FAX Modem, Class 2 device.....$125.00

1 - SLM 804 Laser Printer, as is, needs drum kit,.......$300.00

1 - Set Joystick/Mouse Port Extender Cables.............$ 24.95

Eklipse ST Replacement Mouse...NEW.................$ 34.95

For Atar 8-bit..80 Column Video Display Controller $??????

*** Please call Compu Ware @ 204-339-0191 ***

Prices in Canadian $$$$ taxes and shipping extra

2699. Atari Jaguar <GROWL>

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 18:48:07 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <wm58Lc3w165w@sys6626.bison.mb.ca>
Source record: 187215

```
-------------------------------------------
|__ ___/ |/ ___\| | | | / | _ \
| | / | | __| | | | / | |_| |
| |/ / | | |_ | | | |/ / | _ <
| |_| / _ | |__| | |_| / _ | | \\\
\___/_/ |_|\____/ \___/_/ |_|_| \\\
\\\
(6) (4) (-) (B) (I) (T) \\\
-------------------------------------------
The Atari JAGUAR STALKS WINNIPEG!
---------------------------------
This FANTASTIC 64bit console system is priced at $359.00.
The JAGUAR comes with CYBERMORPH packed in game and a 17 button
joypad controller.
Game Cartridges available now are:
---------------------------------
RAIDEN........$69.00....CRESCENT GALAXY....$69.00...DINO DUDES..$69.00
Consumer Electronic's "GAME OF THE SHOW WINNER" TEMPEST 2000...$79.00
Slated for JUNE Release:
------------------------------
WOLFENSTIEN 3-D by ID Software.................Brutal Sports Football
KASUMI NINJA.....with 96 different moves..by Atari....MOVE OVER MK..!
Coming Soon....gonna' be a HOT SUMMER!!
--------------------------------------
CHECKERED FLAG II RACING........$79.00 CLUB DRIVE...........$69.00
ALIEN vs PREDATOR.....150 Megabytes of Full Motion Action......$79.00
```

>>>>> Look for more TERRIFIC games from over 83 developers <<<<<

ACCESSORIES For your JAGUAR:

Additional JoyPad Controller.....$35.95

JoyPad Extender Cable.....$17.95

Composite Video Cable.....$29.95

Super VHS Video Cable.....$29.95

Order your JAGUAR Today! Please call COMPU WARE at 204-339-0191

"Have YOU played Atari Today?"

**** YOU WILL NOW! ****

Please note: .....These prices are in Canadian Dollars.....

.d91.93
?
?
?

2700. Re: LAN Support with Mint (?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 19:06:18 UTC
From: Koos_Kuil
Message-ID: <2dd27ea4@f397.n282.z2.fidonet>
Source record: 187146

In a message of <Wed 11 May 94 19:48>, ysiu@lexicor.com (2:281/202.0) writes:

y> how can I get a comms program to support Lan properly? I tried with
y> HSModem but on a falcon it _did_ seem rather flakey, and connect does not
y> support LAN on a Falcon as it seems.

Get the SerialFix CPX module, when you remap the Lan-port, it's possible to use
it under Connect.

I use it on my Falcon because i use the lan-port like a 3-wire serial port
between my ST and PC and i don't have to swap cables :-)

Greetings,
Koos

| FidoNet: 2:282/397 NeST: 90:500/103 UseNet: koos_kuil@textlitho.nl |

--- JetMail 0.99beta8 [unreg]
* Origin: Willie's Atari STe/TT BBS, 05978-18087 ABC/V32B (2:282/397)

2701. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 19:21:22 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994May12.192122.27486@abo.fi>
Source record: 187223

In <2qouk2$7ds@freenet.hut.fi> krlawson@freenet.hut.fi writes:

>
> Edellisess&#65533; artikkelissa steve@earth.ox.ac.uk (Stephen Usher) sanoo:
>
> >>computers fully working. And Good Heaven, what a speed..!!! 64 MHz 68040 with
> > >
> > >Hmm.. that's only about three times the speed of the TT030.. quite slow
> > >these days.
>
> Did you notice it was a 64 MHz _68040_ ? This processor is faster than a
> 486 66 MHz processor, correct me if I'm wrong, but I think it was 26 MIPS,
> the DX 66 is less. It is way over 3 times the speed of the TT030.

The Medusa T-040 can be equipped with 68060 - and then we'll speak about a power of about 100 MIPS... That should be enough for most of us ;-) ? Medusa T-060 is, b.t.w, already near completion.

One can't compare T-040 directly with Atari TT-030; T-040:s buses and the overall architecture is much faster. As an example: the standard hard-disk installed in the cheapest (?) model is capable of moving 4 MB/s - if the brochures didn't lie...

Most important, I think, was this: in real, hard work, T-040 seemed to be from another planet compared with TT-030..! The difference was hard to believe - but it was VERY convincing... ;-) ! The machine is very expensive, I admit, but the overall "feel" of speed was well comparable to a Pentium PC.

It's good to know that such machines exist. It'll be interesting to see, what the next Atari-clone "GE-Soft EAGLE" will be like.. It's cheaper - still much faster than TT-030, they say.. Let's see.

> Even before the beginning and after the end time is still only time.

2702. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 19:31:55 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qu07b$4dd@holmenkollen.ifi.uio.no>
Source record: 187212

> I don't understand what uucp is.

I *think* it stands for: UNIX to UNIX Communications Protocol, whatever that means.

Hallvard, Oslo, Norway

2703. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 20:38:04 UTC
From: r.evans@ic.ac.uk
Message-ID: <R.EVANS.94May12213804@afs1.ic.ac.uk>
Source record: 187226

In article <2qu07b$4dd@holmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
> > I don't understand what uucp is.
>
> I *think* it stands for: UNIX to UNIX Communications Protocol, whatever that means.

It is a venerable (read: old) and still quite widely used method for transferring data between UNIX (suprise!) machines. It is usually used over dial-up lines. Suppose remote machine 'lonely' has no network connection, but has a modem and dial-up access. Also there's a machine called 'cables' that has network connections coming out of it's ears. 'Lonely' could use 'cables' to send and receive email by using uucp.

For example, if you wanted to copy the file "mint.zoo" (what else:-) from lonely to cables. On lonely you'd type:

```
prompt% uucp mint.zoo cables\!~/mint.zoo
```

Periodically, a program runs on cables called 'uucico'. What this does is see what files have to be copied, then dials up the remote machine, logs in as "uucp" and sends them. You'd end up with a file called mint.zoo in the directory /usr/spool/uucppublic on cables.

Uucp's main advantage is that you don't pay for a permanent connection, files are only transferred when uucico is called.

Uucp used to be used for virtually all mail transfers, using what are called "bang paths" - some old-timers (:-) still have them in their sigs. To send email, you'd have to specify an exact route from your machine to the destination machine, separated by bangs (!'s). To get an idea of what a bang path sort-of looked like, look at the Path: header of any news article.

Cheers,
Rob

--
Robert Evans r.evans@ic.ac.uk Analyst/Programmer
Centre for Computing Services, Imperial College of Science, Technology and Medicine, Exhibition Road, London. SW7 2BX. UK.
Telephone: +44 71 589 5111 x4907

2704. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 20:46:15 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <2qu4in$v8@nyx10.cs.du.edu>
Source record: 187225

In article <2qlg5e$ceg@sunforest.mantis.co.uk>,
mathew <mathew@mantis.co.uk> wrote:
>In article <2qkc02$a7o@ionews.io.org>, Eric March <diehl@io.org> wrote:
>>Usually you get a bad reputation if you fail to deliver a package in the
>>alotted time, or fail to carry out a contract, or fail to deliver someone in
>>the alotted time.
>
>Naah. The *best* way to get a bad reputation is to find someone who
>has an assassin on his tail, offer him passage, ask for half the money
>up front, then shop him to the assassin.
>
>Do that, and I guarantee nobody in trouble will ever offer you a job
>again.
>
>
>mathew
>[Mr Business Ethics 3202.]
>--
>Seeking a decent bug-tracking system for Windows, DOS, UNIX, Mac...

Hmm how do you shop him to the assassin? Another way of getting the
missing person lot upset is to lie: alot. On the other hand if you
get a good reputation they'll give you more money, they give me 10%
more (anyone get any more?).
Anyone found any class 4 mil drives yet, or something else before
it gets too boring ?
Steve (Deadly+Lieutenant).

2705. Moniterm Graphics Card?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 22:17:32 UTC
From: daveh@netcom.com
Message-ID: <davehCppn99.Lw2@netcom.com>
Source record: 187228

I have the opertunity to get a cheep Viking Moniterm moniter and was wondering if I could get the old moniterm graphics card from anywere?

Dave.

2706. Re: New Atari programs on HENSAs new baby

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 22:26:02 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEMXBEUT@dksoft.ping.dk>
Source record: 187172

In <Cpp5py.HID@westminster.ac.uk> Denesh Bhabuta wrote :

>Pfx Date Key Details
>--- ---- --- -------
>n106 29/04/94 ---- DESKMORF 1.0 3D look to your ST desktop. DEMO, lasts 10 mins
>n107 03/05/94 S--- GEMAR 2.20 A SCSI Tape Back Up Program
>n085 03/05/94 ---- GZIP 1.2.4 GNU file compression utility
>n108 03/05/94 S--- ASSASSIN.SYS 1.0 Ease the process of setting up GDOS
>n109 11/05/94 ---- ESS-Code 5.07 GEM'd UUE/UUD program with loads of features
>n110 11/05/94 S--- KANDINSKY 1.57e A powerful vector drawing/CAD package
>n111 11/05/94 S--- PHOTOCHROME 4.0 Display high colour pictures on your ST
>n102 20/04/94 ---- ACCESSORY 1.3 Allows loading of DAs from a folder
>n077 21/04/94 S--- MASTERBROWSE 4.0 Fast GEM text file viewer
>n103 22/04/94 S--- AUTOSORT 1.1 Sort the programs in your Auto folder
>n104 22/04/94 ---- BOMB Find out what the bombs mean
>n105 22/04/94 ---- BUTTON FIXER Fixes double-click bug
>m619 18/04/94 ---- STZIP 2.4 Fast GEM/Command Line Zip archiver
>n098 18/04/94 ---- ST ZIP 2.5 Zip archiver. MultiTOS friendly
>n099 18/04/94 ---- BOOZGEM 2.1.3 GEM based zoo file extractor
>n100 18/04/94 S--- LHARC 3.0 A GEM based LHARC. Fast.
>n101 18/04/94 ---- CHAMELEON 1.19 DA to load other DA on the fly
>n074 15/04/94 ---- ESS-CODE 5.06 GEM based UUEncode/Decode util
>n097 15/04/94 ---- PACK-ICE 2.40 Packs executables & data files
>n096 14/04/94 S--- HP LaserJet 4 CONFIG 1.00 Printer config CPXs
>
>
I didn't really understand how to get the files. Could you please tell
me how to get eg. LHARC 3.0 from the above list. Please remember i'm
running UUCP, which means i need to know the exact address and directory.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2707. Re: ST as (X)Terminal?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 22:58:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2quc9r$6ri@uqcspe.cs.uq.oz.au>
Source record: 187199

The old Sun 3/50's here have been converted to run as X-terminals. They
are adequate ... but that is a 68020 running at 32MHz. ie. expect that
a TT or maybe Falcon could be an X-terminal, but not an 8MHz 68000!

X is a large and powerful system with considerable demands on the terminal.
Atari ST's can handle GEM ok, as it is simple, but X11 is very complex.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2708. help connecting tape drive to ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 23:01:29 UTC
From: opti@ace.com
Message-ID: <3875.UUL1.3#25274@ace.com>
Source record: 187164

Hi. I have a Wangtek 5150ES SCSI tape drive. Can I use this with my Mega
and an old ICD host adaptor?
TIA.
Opti@ace.com

2709. Re: fax-software that will send a .dvi file?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 23:19:56 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.U5y9Pzdd88Q@harvee.billerica.ma.us>
Source record: 187221

In <sourada.768405874@las1.iastate.edu>, Steven D Ourada writes:
>In <H.eg.jeZIAvCy8GY@harvee.billerica.ma.us> esj@harvee.billerica.ma.us (Eric S
Johansson) writes:
>
>>how about some way of sending .dvi file as a fax?
>
>I'm sure most fax programs would send .img files. So .dvi->.img, then send
>that.

ok, I'm clueless. how do I do that with CS-TeX 4.0?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

2710. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 23:28:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2que2n$83o@golem.wcc.govt.nz>
Source record: 187220

In article <2qog0o$86c@news.bu.edu>, selick@bu.edu (Steven Selick) writes:
>Hi!
>
>I have Diamond Back 2.42, and am looking to upgrade it to 3. Is it out yet?
>What is the upgrade path?
>
>What SCSI tape drives will it support? Will it support a Digital TK50
>tape drive with a Link 2 SCSI interface?
>
>Thanks,
>Steve
>

Press Release April 12, 1994

Oregon Research is proud to announce a major upgrade to it's premier
hard disk backup and restore program. Diamond Back 3 began shipping today.
Among the enhancements to Diamond Back are:

* A completely redesigned icon and drop down list driven full windowed
user interface.

* New Visual Directory tree interface for backup and restore path
selection. Easy point and click selection of paths and files.

* Multiple volume removable media(e.g. Syquest, floptical) support

* Support for ANY SCSI tape drive attached to ACSI, TT SCSI, or Falcon
SCSI-2 ports.

* Custom Backup configurations saved with "Human Readable" descriptions
that you can remember rather than cryptic 8 character file names

* Backup Logfiles remember EVERYTHING for you. All your backup options
and where the files came from. To restore just load a log file and go!

* Multi-Tasking background backups with any version of TOS. Use any
event driven ACC while you backup!

* Many more enhancements

Diamond Back 3 retails for $69.95 and is available now. Upgrades from
previous versions of Diamond Back are $29 + $4 S&H from now until
July 31, 1994 and $34 + $4 S&H thereafter. If you have not sent in your
registration card then you will need to send you original disk(or a xerox
copy of your original disk) with your upgrade order.

For more information contact us below or download the Diamond Back 3 demo.

Oregon Research
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Phone: (503) 620-4919
FAX: (503) 624-2940

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2711. Re: SM124 Gets REALLY HOT

Newsgroup: comp.sys.atari.st
Date: 1994-05-12 23:55:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cpprt0.1p7@cix.compulink.co.uk>
Source record: 187222

>My SM124, purchased in December of 1988 gets REALLY HOT on the top panel.
>I can touch it and all, but it's pretty bad. Is this normal? I know

No.

My SM124 was bought Sept? 1988 and I've never noticed it getting the least bit hot. OTOH it does have plently of space arround it, and its not as though I live in a hot country ;-)

:-)

Roland.

@CiX

2712. Re: FalconSpeed, Was: Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 01:02:20 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2qujis$gg6@news.dmpe.CSIRO.AU>
Source record: 187256

>>Right now the 286 emulator from Compo is available called falcon
>>Speed. It is clocked at 16Mhz. It costs about $260 U.S.
>
>Thanks for the info, Scott. I had heard of Falcon Speed but I wasn't aware that
>it was available for sale yet. Have there been any reviews about this product?
>A 286 clocked at 16MHz still seems pretty slow but the price is right.

I have thought about the same thing, but due to Uni constraints, I must buy a
486 sx at least. Now has Compo done that yet!? I was told it is finished,
just not released.

As for the 286, it runs reasonably fast (sorry no benchmarks with me), but I
have seen it running windows at 800*600*256 at a reasonable pace (for windows
;^)) not bad considering windoze is really only for 386 and above ...

Regards,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2713. Re: Backup Copy via Digital Duplicator

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 01:05:36 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2qujp0$gg7@news.dmpe.CSIRO.AU>
Source record: 187255

>There are disks that can't be copied, like the Readysoft stuff....

You mean like space ace!? Bollox Roger. I have a discovery cartridge and it copies these babies fine. Has anyone got a version of the software greater than 2.6a!?

Regards,

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2714. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 01:52:50 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2qumhi$l0l@vixen.cso.uiuc.edu>
Source record: 187224

ilo@dsinet (Il Oh) writes:

>What's the latest version? Does it support hardware flow control?
>How fast will it drive the serial port?

The latest version is 3.0. 3.1, a software upgrade, is supposed to come
out real soon now. I don't know what it does about flow control, but
it will drive the serial port however fast a Mac + drives the serial
port (19,200 baud, I think). I would imagine there exists mac software
to up the serial rate.
--
Adam Aulick ||Oh, if you're a bird, be an early bird
a-aulick@uiuc.edu ||And catch the worm for your breakfast plate.
http://www.cen.uiuc.edu/~a-aulick||If you're a bird, be an early early bird--
-Shel Silverstein ->>But if you're a worm, sleep late.

2715. Re: THIS MAY INTEREST EVERYONE...

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 02:36:40 UTC
From: agrcam@lux.latrobe.edu.au
Message-ID: <1994May13.023640.18140@lugb.latrobe.edu.au>
Source record: 187227
Cross-posted to: alt.games.doom,comp.sys.ibm.pc.games.misc,comp.sys.amiga.games,comp.sys.atari.st,comp.sys.mac.games

SynTech (syntech@access1.digex.net) wrote:
: How can people bitch about wasting bandwidth? DON'T THEY REALIZE THAT
: MOST OF THESE GROUPS ARE A WASTE OF BANDWIDTH?! But the bandwidth is
: there...and it's fun to B.S. with people who have the same interests.

If this is your opinion, then create a newsgroup
alt.stupid.peoples.names and leave groups for their creational purposes.

--
Andrew A filofax consists of a lot of twigs mashed up
to a pulp and flattened out into sheets, and
agrcam@lux.latrobe.edu.au then held together with something that had
agrcam@lust.latrobe.edu.au previously held a cow together.
studly@zot.apana.org.au - Douglas Adams.

2716. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 03:38:12 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cpq23q.Fxs@cbnewse.cb.att.com>
Source record: 187229

In article <Cpoy3D.21w@nrtpa22.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <2qqvfb$86q@kelly.teleport.com>, orres@teleport.com (Bob Luneski) writes:
>|> >>What SCSI tape drives will it support?Will it support a Digital TK50
>|> >>tape drive with a Link 2 SCSI interface?

>|> The DB3 Tape driver is designed to support all SCSI tape drives and
>|> has been tested on over 100 different models from ancient 40 meg's to
>|> 10 gig DAT drives. If you can talk SCSI to it, it will work.
>|> Best regards,
>|> Bob Luneski
>|> Oregon Research

>Does DB 3 support the TT SCSI port, or will I have to get a host adapter?
>
>My current system:
> TT030
> 2mb ST Ram
> 8mb TT Ram
>
>Connected to my TT SCSI port is:
> 420mb Quantum HD
> 80mb Seagate HD
> CD-Rom Chinon 431
> CD-Rom NEC-84
> TECMAR 525 tape drive
>
>Brian

From the DB3 manual:
Extra Special Features:
* Support for most SCSI Tape Drives including DAT drives

so it looks like it should be able to handle it. Post orres@teleport.com
for confirmation on your particular drive. Wayne

PS- DB3 has an amazing list of features to meet almost everyone's needs
in backup capabilities from the 260ST to the Falcon (including TT) - and
a good manual comes with it.

2717. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 03:45:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768796572.0@mettav.royle>
Source record: 187235

It was none other than Allanon that wrote on 9 May 94 that ,

A> Yeah, I agree with Ofir. C= may have given us alot of ameoba owners,
A> but the more choice people have, the less chance they will go PC. It's
A> does however push the Jaguar boat out a bit more which can only be
A> good :)

But then again potential jaguar owner's are also likely to be eyeing up the PC
market following Signum's deal with Atari to produce 'Jaguar' expansion
card's for the contemptibles .

Graham Irvine
grin.mettav.royle.org

2718. Re: '.hqx'ed to death!

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 03:55:25 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2qutnd$3oc@mailer.fsu.edu>
Source record: 187230
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

Stephen Payne (pagan@meiko.co.uk) wrote:
> I am having some hassles trying to un-.hqx files that I have ftped
> from umich/info-mac. I am using compactor-pro (1.3 I think) and
> it is telling me that things must be corrupted or of a higher
> version of binhex than it can handle.

Do you have access to a Sun workstation? I use mcvert on the Sun to convert
everything to Macbinaries as I grab stuff. This saves a lot of download
time. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2719. Re: Do real people work at ICD?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 04:23:06 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2quvba$4pb@mailer.fsu.edu>
Source record: 187238

Trevor Ingham (trevor@ccc.govt.nz) wrote:
>
> Everytime I phone them, their 'Electronic Assistant' never puts me through to
> interactive liveware (real people :), and there hasn't been a reply to the
> messages I leave.

That is a great term! Interactive liveware indeed! :-)

> Is there a good time to phone to be able to speak to a real person to find out
> whether or not (and possibly when) the thing was actually posted?

I have not called in awhile, but I do remember that there are certain days of
the week and times of the day when the Atari folks are in. They should be
told to you by the phone robot. I don't know what they are offhand, though.
Perhaps someone else can post these for you.

> Trevor "why aren't there any uses for a dead Miniscribe?" Ingham.

They made an artificial reef with dead hard drives in south Florida somewhere.
Also, rumor has it that dead drives "go really good" when spun up with a car
battery and hit by a 12 gauge shotgun slug from about 50 yards away....

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2720. Re: syquests, spectre

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 04:33:07 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2quvu3$4pb@mailer.fsu.edu>
Source record: 187231

George Frajkor (gfrajkor@superior.carleton.ca) wrote:
> b) I have one of the older 44mb Syquests. Unfortunately, I did
> not get ICD software with it when I bought it second hand. My regular
> software is Supra,which I have on two other HD ataris.
> Will this work withthe Syquests? How does one (a) partition a
> syquest so that Mac and ST partitions can exist on the same
> cartyridge,or is it more sensible to have separate cartridges
> formatted differently?
> My ordinary HD has two Spectre partitions, recognized as SI and
> SII and mounted by pressing the Function keys -- ok,no problem there.
> How can I partition the Syqquest and let the computer know that these
> are new drives?? The manual (Toad computers) does not help at all.

I infer from the above that you do not have an ICD host adaptor? If so,
I suggest you either get one (which will come with ICD software), or buy
the Pro level ICD stuff (which will work with just about any host adaptor).
The Supra software is very old, and the ICD stuff is excellent. I have no
idea if the Supra stuff will recognize a media change on the Syquest. Also,
if you can get a copy of the non-Pro level ICD software, it should work on
your system, but will not allow caching. You can use a separate cache program
(though I think you will probably be convinced to by the ICD stuff so you can
use theirs, as it is very good). This is the version that is distributed
from their BBS, Genie, Compuserve, etc.

With my setup, I format a cartridge with the partition sizes I want using
the ICD format program, then use Spectre to properly prepare the Mac
partitions. I seem to remember that you have to have any ST partitions
ahead of the Mac ones after you are done. I usually have an ~4mb ST partition
and a ~40mb Mac partition per Spectre cartridge (for silly reasons, which I
intend to fix soon!).

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2721. HELP! Upgrade my 1040 so I can use Notator

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 04:40:35 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994May13.004035.18047@wmichgw>
Source record: 187239

I just recieved Emagic's Notator Logic and found that I need to upgrade my 1040stf. It has TOS 1.0 and 1 meg of RAM.

1) Where do I get an upgrade for TOS? How much will it cost? How long will I wait to get it? Can I install it myself?

2) What type of SIMMS do I use to upgrade the memory to 2 megs at least? Can I install this myself?

3) Would it be cheaper to buy a used ST? What will work with Notator Logic?

Thanks in advance for any advice.

Brian Mc

2722. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 04:52:12 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768796572.1@mettav.royle>
Source record: 187244

```
It was none other than Warwick Allison that wrote on 9 May 94 that ,
>> And where can I find this RUNTOS.PRG???
WA> It comes with TOSWIN. With old versions, only in source form. With
WA> the TOSWIN I most recently uploaded to a.a, it is built.

Can someone hatch this out into the Atari file echo's ? I haven't seen it
so far and don't have FTP access.

Graham Irvine
grin.mettav.royle.org
```

2723. Masterbrowse 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 04:52:36 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768796572.2@mettav.royle>
Source record: 187245

I have set the my environment's MB_RESOURCE and MB_CONFIG to point to the correct Files but it insist's on Asking for Disk B to be inserted in Drive A when Masterbrowse is first called before loading the text selected.

Simply clicking on OK allow's it to continue and It will work subsequently without this dialogue . Strange since there is no Masterbrowse files on the Floppy disk.

I installed it into a system folder on drive c: using the install program and selecting MAGX (which is the operating system I use). Needless to say my Magx config point's to the correct/file path aswell !

Have I overlooked anything or is this a known problem ?

Graham Irvine
grin.mettav.royle.org

2724. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 04:58:55 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2qv1ef$edq@freenet.hut.fi>
Source record: 187232

Edellisess&#65533; artikkelissa jonal@dhhalden.no (Jon A. Lovstad) sanoo:

```
>
>Can we please get back down on earth again and refer to this system as an
>33MHz system? Repeat after me: there is *no such thing* as a 64MHz 040 chip.

OK, OK, so it is a 32 MHZ (so such thing as 33 MHz motorola) running at
twice it's normal speed to make it run at 64 MHz. Happy? Now tell me what
the difference is?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.
```

2725. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 05:02:40 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2qv1lg$eqs@freenet.hut.fi>
Source record: 187242

Edellisess&#65533; artikkelissa eberl@Informatik.TU-Muenchen.DE (Michael Eberl) sanoo:

>It's surely more. The price in Deutsche Mark is 8000.-
>And one Dollar (i'm not sure in that point) is about 1.80 DM - 1.90 DM or so.
>Correct me if i'm wrong.

I don't know about the exchange rate, but I just heard that it was 2500
dollars in the US. (I don't myself live there, so I wouldn't know)
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi, Net Writers' mail: quill@freenet.hut.fi
-
Even before the beginning and after the end time is still only time.

2726. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 05:21:58 UTC
From: diehl@io.org
Message-ID: <2qv2pm$lq9@ionews.io.org>
Source record: 187243

hmm ... some interesting points you brought up; I hadn't thought of communicating with my quarrey as it takes off! (Actually, I usually forget about that option altogether; I rarely hear anything useful. :-) I've got two 100MW lasers on both my turrets, so that shouldn't be a problem; I completely ignore my front and aft lasers; they don't do me much good since I always fight with my turrets. As far as Military drives are concerned ... I havn't even been able to find a place that sells hyperdrives above a class 6, never mind what I'm looking for -- which is anything above a class 8, either hyperdrive OR military drive. *sigh*

And I didn't know about that missile bit ... perhaps that's why someone I was talking to had problems returning to the place he got the contract from only to find that his employer was disappointed that he had failed ... even though he HAD gotten the guy. I'll have to keep that in mind...

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

2727. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 05:42:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qv3va$c48@golem.wcc.govt.nz>
Source record: 187151
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

In article <2qqktm$rer@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>I am looking for a 6 chip set If anyone has one lying around (UK ver)
>or USA set whichever it is, either way i am in Australia so I need the
>dollar symbol at least...
>
>--
>
>Rob. (roba@it.ntu.edu.au)

You need the UK version, but please tell me why you need the 6 chip set..???

A 2 chip version can be used in most machines....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2728. Network across platforms for storage?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 06:41:03 UTC
From: ath@cscns.com
Message-ID: <CpqAKF.4qs@cscns.com>
Source record: 187247

Hi there,

I had a crazy idea; I have an old atari 520ST without a harddrive. I also hav
a 486 w/250 mg harddrive. Is there any way to network the atari to the ibm
for purpose of file storage? I have a fast modem on ibm, and would like to
use that for all internet downloading(Atari files as well).

If anyone has any comments about hardware and software requirements/costs,
please let me know.

I am setting up the Atari for my kids, and would like them to be able to
access files easily(without having to mess with the floppies).

Thanks,

Matthew.

--
The NightWatchman . . .
ath@cscns.com

2729. Re: Masterbrowse 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 08:37:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <CpqFvF.D9C@westminster.ac.uk>
Source record: 187236

Graham Irvine (Graham.Irvine@mettav.royle.org) wrote:

: I have set the my environment's MB_RESOURCE and MB_CONFIG to point to the
: correct Files but it insist's on Asking for Disk B to be inserted in Drive A
: when Masterbrowse is first called before loading the text selected.

: Simply clicking on OK allow's it to continue and It will work subsequently
: without this dialogue . Strange since there is no Masterbrowse files on the
: Floppy disk.

: I installed it into a system folder on drive c: using the install program
: and selecting MAGX (which is the operating system I use). Needless to say
: my Magx config point's to the correct/file path aswell !

: Have I overlooked anything or is this a known problem ?

This is a known problem, which has been fixed in Masterbrowse v4.4

You may grab this new file from mic2.hensa.ac.uk under the path:

micros/atari/tos/n/n114/mb44_bin.lzh

and it's description file, under the same directory n114.msg

Please remember that I 'try' and support all the software on-line at
hensa, as I test the software as much as possible.

Or you may grab it from a.a.u.e....can be found under Newitems.
Filename: mb44_bin.lzh

Danny.
=);-) CyberSTrider

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2730. Re: Re:Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 09:12:33 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May13111234@issan.informatik.uni-dortmund.de>
Source record: 187240

In article <Cpoyrp.B5p@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:

|> In article <2qqff9$m41@rzsun02.rrz.uni-hamburg.de>, ti6tl@tick.ti6.tu-harburg.de
(Thomas Ludewig) writes:
|>> In article <CpJ9M5.IC4@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk
|>> (Craig Graham) writes:
|>>>
|>>> Linux Atari currently only runs on a TT, it will never run on an ST at
|>> all as
|>>> it requires a PMMU - only in 68030 onwards CPU's. It may run on a
|>> Falcon one day.
|>>>
|>> This is not quite correct. It is developed on a Falcon, so it definitely
|>> runs on a Falcon! It may run on a TT one day. (Rumors say, it actually
|>> does.)
|>>

|> This does rather depend on which Linux port we are talking about - the Maus one
|> runs on a f030 (sorry - my mistake there), but the inet version admin'ed by
|> Robert H. de Vries <robert@and.nl> runs only on a TT at the moment.......

It's a pity that the Maus people didn't coordinate their efforts with
the official coordinator as they started working on linux. This way
the development is only slowed down. The internet version already
runs quite stable on the TT, i have already compiled and running GNU
emacs, for example. It is at least as stable as the Amiga Linux.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2731. Re: '.hqx'ed to death!

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 10:05:56 UTC
From: pagan@meiko.co.uk
Message-ID: <2qvje4$i0b@bart.meiko.com>
Source record: 187249

Horahh,

Just to let you all know that I went home last night and actually suss things
out and managed to use transverter to generate a mac file from a .bin
one (Stuffit Expander 3.0.7) which I then used to un-.hqx everything. Let's
just hope all my woes have helped another spectre owner eh?

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2732. Re: '.hqx'ed to death!

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 10:06:20 UTC
From: terje.rydland@ifi.unit.no
Message-ID: <terje.rydland-130594110621@majestix.ifi.unit.no>
Source record: 187237

In article <2qtpno$lud@bart.meiko.com>, pagan@meiko.co.uk (Stephen Payne)
wrote:

> Hi,
>
> I am having some hassles trying to un-.hqx files that I have ftped
> from umich/info-mac. I am using compactor-pro (1.3 I think) and
> it is telling me that things must be corrupted or of a higher
> version of binhex than it can handle.
>
> It's all a bit chicken and egg really as all the things that I
> need to unhex seem to be hexed (I have a copy of binhex4.bin but am
> stuck at work with not a ResEdit to be seen so I can't change it to
> an app, yet...I will try at home but thought I would try this
> post to see if there was anyone with a mind to help).
>
> My 'mac' is a Spectre box on a 4Mb ST, BTW, so any help from another
> Spectre owner would be greatly appreaciated.

I think that files on umich are UNIX compressed (extension gZ), so you have
to do an uncompress on a UNIX box first.

Terje Rydland Tel.:07/591845 (+47-7-591845)
Dept. of Informatics Fax.:07/591733 (+47-7-591733)
UNIT/AVH E-Mail:terje.rydland@ifi.unit.no
N-7055 Dragvoll AppleLink: NOR0103
Norway

2733. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 11:03:47 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May13.110347.25690@cen.ex.ac.uk>
Source record: 187155

In article <2que2n$83o@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> Oregon Research is proud to announce a major upgrade to it's premier
> hard disk backup and restore program. Diamond Back 3 began shipping today.
> Among the enhancements to Diamond Back are:

Who (if anyone) is distributing this in the UK?
--
+-------------+
| {{{ Dan }}} |
+-------------+

2734. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 11:12:48 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May13.111248.27094@cen.ex.ac.uk>
Source record: 187156

In article <2qv2pm$lq9@ionews.io.org> diehl@io.org (Eric March) writes:

>about that option altogether; I rarely hear anything useful. :-) I've got
>two 100MW lasers on both my turrets, so that shouldn't be a problem; I
>completely ignore my front and aft lasers; they don't do me much good since I

I used to do that too, till I found out how useful a small plasma accelerator
is for taking out Panther Clippers whoose sheilding matches my own...

>And I didn't know about that missile bit ... perhaps that's why someone I was
>talking to had problems returning to the place he got the contract from only
>to find that his employer was disappointed that he had failed ... even though
>he HAD gotten the guy. I'll have to keep that in mind...

The only way to succeed at contracts is either to destroy them with
lasers or by crashing into them. Anything else, including missiles,
them crashing into the ground/space stations/other ships, does not
count.
--
+-------------+
| {{{ Dan }}} |
+-------------+

2735. Cannon Fodder

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 11:28:52 UTC
From: kc_koepf@ifwsn6
Message-ID: <1994May13.112852.15260@newsserver.rrzn.uni-hannover.de>
Source record: 187246

Hi!

I tried the demo from STF's Cover Disk on my MSTE with TOS 2.05, but when a
level is completed or all men are dead it could happen that the music plays
on and the game hangs up. Then I have to push the reset button to start it new.
I'd like to buy the game, but I think it's too unIstable at the moment.
Is there a newer version which will run without hanging up?
What are your experiences on a MSTE with TOS 2.05?

Please send me a PM.

Andreas

2736. Problems with Fujitsu SCSI harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 11:31:33 UTC
From: rs@tweety.informatik.uni-dortmund.de
Message-ID: <2qvoel$aib@fbi-news.informatik.uni-dortmund.de>
Source record: 187241
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello everybody!
Yesterday I killed the rootsector of my 2614ESA Fujitsu SCSI harddisk,
which is connected by an ICD
AdSCSI to my st. When I try to restore it with Cleanup, I get the message:
SCSI Error $31. Is there
any chance to get back the format of the disk? There is _REALLY_
IMPORTANT data on it.... :-(((((

Roland.

Roland Schwan
rs@irb.informatik.uni-dortmund.de

It's better to burn out, than to fade away! (Kurgan)

2737. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 13:16:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2qvuji$eh9@percy.cs.bham.ac.uk>
Source record: 187248

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>In article <2que2n$83o@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>
>> Oregon Research is proud to announce a major upgrade to it's premier
>> hard disk backup and restore program. Diamond Back 3 began shipping today.
>> Among the enhancements to Diamond Back are:
>
>Who (if anyone) is distributing this in the UK?

HiSoft distributed previous versions, I suspect they are doing this
one too.

Will DB3 backup and restore Minixfs partitions properly?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2738. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 13:33:46 UTC
From: nj1@ukc.ac.uk
Message-ID: <7864@merlin.ukc.ac.uk>
Source record: 187250

In article <1994May13.110347.25690@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>> Oregon Research is proud to announce a major upgrade to it's premier
>> hard disk backup and restore program. Diamond Back 3 began shipping today.
>> Among the enhancements to Diamond Back are:
>
>Who (if anyone) is distributing this in the UK?

HiSoft are distributing this in the UK - it's in their catalogue.

Their phone number is (0525) 718181 I think - you'd better check it in an ST Mag first....

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

2739. Spice

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 13:34:18 UTC
From: sean_c@sn3001.oldham.gpsemi.com
Message-ID: <Cpqtp7.IDu@lincoln.gpsemi.com>
Source record: 187152

Does anybody know the most recent version of the Spice circuit simulator
available for the ST ? I have a copy of ver 2G6 but this is getting a
little long in the tooth now. I am running a 1040 STFM with 170 MB HD.
I think that ver3 sources are in the public domain now (?) but I can't
find either these or the binaries in any of the usual places.
Any help would be greatly appreciated.

Cheers.

Sean.

2740. English prompts in WinRec?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 13:36:11 UTC
From: nj1@ukc.ac.uk
Message-ID: <7865@merlin.ukc.ac.uk>
Source record: 187160

Has anybody worked out how to get the English prompts in WinRec 1.37???

I know I need to use the AKP files, but all I can glean from the documents
is that I need to install a cookie to set it to read the correct AKP file.
How on earth do I install a cookie?!?!?

Any help would be appreciated,

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

2741. Re: HELP! Upgrade my 1040 so I can use Notator

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 13:54:46 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.768837286@Goonhaven>
Source record: 187154

mcwilliams@wmich.edu writes:

>I just recieved Emagic's Notator Logic and found that I need to upgrade my
>1040stf. It has TOS 1.0 and 1 meg of RAM.

>1) Where do I get an upgrade for TOS? How much will it cost? How long will
>I wait to get it? Can I install it myself?

Worthwhile TOS upgrades are TOS 1.4 or TOS 2.06. Cost will vary depending on
the country - I am in England and 2.06 costs 60 UKP.

Installation is a tricky process and best done by the dealer.

>2) What type of SIMMS do I use to upgrade the memory to 2 megs at least? Can
>I install this myself?

Your ST is an STF and they don't use SIMMS. Most upgrades solder directly onto
the mother board. You can get some upgrades that, once in place, take SIMMS.
Your best be is to contact an Atari dealer.

>3) Would it be cheaper to buy a used ST? What will work with Notator Logic?

Possibly - a 2meg STE can be had relatively cheaper these days. Yes, Logic will
work fine. I have it running on a 4meg STE.

>Thanks in advance for any advice.

No worries! And come and join the Logic mailing list if you haven't done so
already. We're a nice bunch!

Sen mail to majordomo@mcc.ac.uk with the body text of
subscribe logic-users.

Then to send mail to the list, send it to logic-users@mcc.ac.uk

See you there!

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2742. Re: '.hqx'ed to death!

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 14:04:31 UTC
From: jhoward@ariel.ucs.unimelb.EDU.AU
Message-ID: <jhoward.768837778@ariel>
Source record: 187153
Cross-posted to: comp.sys.atari.st,comp.sys.mac.misc

pagan@meiko.co.uk (Stephen Payne) writes:

>Hi,

>I am having some hassles trying to un-.hqx files that I have ftped
>from umich/info-mac. I am using compactor-pro (1.3 I think) and
>it is telling me that things must be corrupted or of a higher
>version of binhex than it can handle.

Try Stuffit Expander (freeware), which allows you to drag and drop, and
then de-hqxs and unsits/uncpts the file.

Hope this helps,

/============================\
| Jeremy P. Howard | "Logic must take care of itself."
| jhoward@ariel.unimelb.edu.au | Ludwig Wittgenstein
\============================/ Tractatus Logico-Philisophicus

2743. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 15:14:58 UTC
From: orres@teleport.com
Message-ID: <2r05hi$mpm@kelly.teleport.com>
Source record: 187157

>|> The DB3 Tape driver is designed to support all SCSI tape drives and has
>|> been tested on over 100 different models from ancient 40 meg's to
>|> 10 gig DAT drives. If you can talk SCSI to it, it will work.
>|>

>Does DB 3 support the TT SCSI port, or will I have to get a host adapter?

The Diamond Back 3 Tape Driver works on SCSI Tapes drives attached to any of
the ST ACSI, TT SCSI, or Falcon SCSI-2 ports

Bob Luneski
Oregon Research

2744. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 15:18:39 UTC
From: orres@teleport.com
Message-ID: <2r05of$ms9@kelly.teleport.com>
Source record: 187158

In article <1994May13.110347.25690@cen.ex.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>
>Who (if anyone) is distributing this in the UK?
>--

HiSoft is our UK distributor for both Diaomnd Back 3 and Diamond Edge.
You can contact them at +44 525 718181 or:

HiSoft
The Old School
Greenfield, Bedford MK45 5DE
UK

Bob Luneski
Oregon Research

2745. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 15:22:12 UTC
From: orres@teleport.com
Message-ID: <2r05v4$mur@kelly.teleport.com>
Source record: 187159

In article <2qvuji$eh9@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:

>
>Will DB3 backup and restore Minixfs partitions properly?
>

Diamond Back 3 does not directly support the Minix file system, however
they can be backed up and restored via the Raw Image backup option.

Sincerely yours,

Bob Luneski
Oregon Research

2746. Re: Masterbrowse 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 15:45:27 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Cpqzrs.2DK@arc.ab.ca>
Source record: 187162

In article <768796572.2@mettav.royle>, Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>
>I have set the my environment's MB_RESOURCE and MB_CONFIG to point to the
>correct Files but it insist's on Asking for Disk B to be inserted in Drive A
>when Masterbrowse is first called before loading the text selected.
>
>Simply clicking on OK allow's it to continue and It will work subsequently
>without this dialogue . Strange since there is no Masterbrowse files on the
>Floppy disk.
>
>I installed it into a system folder on drive c: using the install program
>and selecting MAGX (which is the operating system I use). Needless to say
>my Magx config point's to the correct/file path aswell !
>
>Have I overlooked anything or is this a known problem ?
>
>
>Graham Irvine
>grin.mettav.royle.org
>

This has been fixed in v4.4. I believe it's at atari.archive.umich.edu

---
Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2747. Re: Do real people work at ICD?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 15:51:52 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cpr02I.Gup@cbnewse.cb.att.com>
Source record: 187196

Trevor Ingham (trevor@ccc.govt.nz) wrote:
>>
>> Everytime I phone them, their 'Electronic Assistant' never puts me
>> through to interactive liveware (real people :), and there hasn't
>> been a reply to the messages I leave.
>> Is there a good time to phone to be able to speak to a real person to
>> find out whether or not (and possibly when) the thing was actually
>> posted?

ICDs phone hours and numbers are:
Mon, Wed, Fri 10AM-2PM Central Daylight Time
voice: 1-815-968-2228
bbs: 1-815-968-2229

(for Wellington NZ that would be Tues, Thurs, Sat 4AM-8AM if I figured
it out right) Wayne Booth

2748. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 15:59:06 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cpr0EK.Gz5@cbnewse.cb.att.com>
Source record: 187195

In article <1994May13.110347.25690@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>In article <2que2n$83o@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>> Oregon Research is proud to announce a major upgrade to it's premier
>> hard disk backup and restore program. Diamond Back 3 began shipping today.
>> Among the enhancements to Diamond Back are:
>
>Who (if anyone) is distributing this in the UK?
>--
>+-------------+
>| {{{ Dan }}} |
>+-------------+

Hisoft handles European distribution. Wayne

2749. Re: Legends of Valour HD installable?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 16:16:57 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994May13.161657.6397@vax.sbu.ac.uk>
Source record: 187161

In article <CpJK9q.A4M@csc.ti.com>, a740778@san.tiuk.ti.com
(Jason Julyan 0004 JBEJ) writes:
> Hi all,
> Can someone out there who has the game "Legends of Valour" tell me if
> it is hard disk installable - and if not whether it is OK to run from floppy.
> Also any other comments about it (I've got a playable demo).
>

LOV is harddisk installable. It's also a lot better if you have an accelerated
machine of some kind, so you can have speed AND a decent screen size at the
same time!

I must admit, I haven't found all that much to do in the game so far...

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

2750. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 16:26:37 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.768846397@Luxulyan>
Source record: 187168

nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>In article <1994May13.110347.25690@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>>> Oregon Research is proud to announce a major upgrade to it's premier
>>> hard disk backup and restore program. Diamond Back 3 began shipping today.
>>> Among the enhancements to Diamond Back are:
>>
>>Who (if anyone) is distributing this in the UK?

>HiSoft are distributing this in the UK - it's in their catalogue.

>Their phone number is (0525) 718181 I think - you'd better check it in an ST
>Mag first....

That is the correct phone number.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

2751. Mega4Ste or Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 16:33:26 UTC
From: eu696@cleveland.Freenet.Edu
Message-ID: <2r0a4m$o4f@usenet.INS.CWRU.Edu>
Source record: 187166

I would like to purchase a Mega4Ste or a Falcon. If anyone wishes
to sell their computer, please e-mail me an offer. I need to get one in
the next 2 weeks. Thanks.

My alternate email is cdodd@knox.bitnet, or call (309)343-0112 ext. 449.

Chris

2752. Re: Problems with Fujitsu SCSI harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 16:50:23 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.768847823@acp5>
Source record: 187163
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

rs@tweety.informatik.uni-dortmund.de (Roland Schwan) writes:

>Yesterday I killed the rootsector of my 2614ESA Fujitsu SCSI harddisk,
>which is connected by an ICD
>AdSCSI to my st. When I try to restore it with Cleanup, I get the message:
>SCSI Error $31. Is there
>any chance to get back the format of the disk? There is _REALLY_
>_IMPORTANT_ data on it.... :-(((((

Try the demo version of DISKUS on ftp.uni-kl.de in /pub/atari/other_demos.
It should give you some hints concerning your data.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2753. JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 17:21:50 UTC
From: mclambl@eoas1.pafb.af.mil
Message-ID: <9405131721.AA18394@eoas1.pafb.af.mil>
Source record: 187167

Could someone point me towards a viewer for *.jpg files? So far I've had no luck finding one on my own.

Thanks in advance,
Lee | mclambl@eoas1.pafb.af.mil

2754. Re: '.hqx'ed to death!

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 18:36:23 UTC
From: chuck@gte.com
Message-ID: <chuck-130594133623@choffman.gte.com>
Source record: 187165

In article <2qtpno$lud@bart.meiko.com>, pagan@meiko.co.uk (Stephen Payne) wrote:

> Hi,
>
> I am having some hassles trying to un-.hqx files that I have ftped
> from umich/info-mac. I am using compactor-pro (1.3 I think) and
> it is telling me that things must be corrupted or of a higher
> version of binhex than it can handle.
>

When you download an .hqx file, be sure that you download it as TEXT, not as a binary. I don't know about the Atari, but for the Mac this certainly makes a difference.

--
Chuck Hoffman
GTE Laboratories, Waltham, MA, USA
617-466-2131

I'm not sure why we're here, but I am sure that
while we're here we're supposed to help each other.

2755. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 20:21:24 UTC
From: lannie@ins.infonet.net
Message-ID: <2r0ng4$jtd@insosf1.infonet.net>
Source record: 187169

I have the following items for sale:

1040STf
1224 Color Monitor
Mono Monitor ----------SOLD $45
ICD ADSCSI+ ----------SOLD $45
TOS 1.4 6 Chip Set
Citizen 180D Printer
Practical Solutions Cordless Mouse
1200 Baud Modem & Joystick free to next purchaser of hardware.

I will post what I can remeember of my GAME Software, complete packages:

Championship Basketball
Championship Wrestling
Gone Fish'in
Hard Driv'in II
Hunt For Red October
Outrun
Karate Kid II
Arena
Dungeon Master

Other Software Pakacges:
GFA Basic 3.07
DBMan 2.0

I will sell these at quite low prices. Just make an offer and I'll probably
sell it to you at that price!

Lannie Schafroth
Lannie@ins.infonet.net
Lannie@data.infonet.net

2756. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 20:45:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May13.204521.5747@bradford.ac.uk>
Source record: 187173

MCLAMBL@csr3300 writes:
: Could someone point me towards a viewer for *.jpg files? So far I've had no
: luck finding one on my own.

mgif, GemView.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2757. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-13 22:41:15 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CprJ0t.IG0@sdf.lonestar.org>
Source record: 187298

```
==========================================================================
For 8000 DM (4700 US$), I get a very well equipped PowerMAC which
already is a big leap ahead the 680X0 technology ...
==========================================================================

I've seen them as cheap as $1819. I've seen Pentiums even cheaper (but the
Pentium sucks, IMHO)

--
==========================================================================
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org
```

2758. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 00:24:11 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2r15nb$bu6@news.ysu.edu>
Source record: 187175

If you use a missile on your Hit target he will escape in
the ejection pod (or whatever it is called). The only way to be
sure with missiles is to use an energy bomb after you nail him. This
also has the added advantage of getting the hoards of police off
your tail. I have taken a couple of contracts where the target
never showed! Always keep a save game of before you take the contract!
One way to get around the distance needed to get to some
hits is use a viper with class3 mil. drive to get there and then
buy something suitable for the job at hand!

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu)

2759. Re: Cannon Fodder

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 00:30:59 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2r1643$c78@news.ysu.edu>
Source record: 187176

I have the same cannon fodder disk from STF and it runs
just great on a 1040STe! Of course this is a boot type disk and
might not take kindly to 16mz! Mega STe's seem to have more than
the usual trouble with games! Cannon Fodder is great, but not my
cup of tea! I'm more into adventure type games! Lots of time to
think and all mouse input. At least they have the mouse part right.

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu)

2760. Atari 520ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 01:29:54 UTC
From: noah@cats.ucsc.edu
Message-ID: <2r19ii$bjd@darkstar.UCSC.EDU>
Source record: 187174
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I'm selling this system for someone who does not have net access.
I can't answer too many question about it except that it
looked pretty clean and it does work... I see this guy about
once a week so if it's an important question then give me a
few days to get back to you.

So,

F O R S A L E

Atari 520ST

system contains:

520ST
SF-314 3.5 inch drive
"Air" 3.5 inch drive
floppy drive (I'm guessing 5.25 inch)
mouse
SC1224 Color Monitor

Software:
LDW Spreadsheet: Lotus123 clone
publishing parter:professional
dozens of games
word processing program
Paint programs
Language and Utilities Programs

Books:
Atari Internals
GEM programmer reference
ST Machine Language
ST Tricks and Tips
Graphics and Sound
ST LOGO user's guide
ST Peeks and Pokes
ST BASIC training guide
ST BASIC to C
2 Joy sticks

plus an extra special swivel stand for the monitor.
no mention of what makes it special, but it won't
cost you extra.

Email me if you are interested. Highest offer takes it all away. You pay shipping, so take that into account. I bet the monitor and books weigh a lot. I'm willing to break up the package if you just want the 520ST and no monitor or books.

Noah Spurrier
noah@cats.ucsc.edu

2761. Re: CFV: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 01:33:40 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <17657@beacon.dev.com>
Source record: 187178

to: voting@qualcomm.com

> I vote YES on comp.sys.atari.announce

Thank you.

2762. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 02:42:56 UTC
From: Paul.Baker@mettav.royle.org
Message-ID: <768891626.0@mettav.royle>
Source record: 187180

In a previous message Steven Selick wrote

> From: selick@bu.edu (Steven Selick)
> Organization: Boston University
>
> Hi!
>
> I have Diamond Back 2.42, and am looking to upgrade it to 3. Is it out
> yet? What is the upgrade path?
>
> What SCSI tape drives will it support? Will it support a Digital TK50
> tape drive with a Link 2 SCSI interface?

It seems to support all tape streamers with no problems....it won't work on a falcon though....gives 3 bombs.

running on a 4 meh 16Mhz STE with a video 8 tape streamer...I get 5 megs a minute...but using Gemar 2.20 I get 8.5 megs a minute...not sure which one I prefare yet.

```
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
/ Comms Lnk Between USENET and Turbonet mettav.royle.org /
\ 300-14400 MNP5 V42Bis 44-(0)81-445-6514 24 Hours \
/ Turbonet 100:1011/0.0 Nest 90:102/140 AtariNet 51:502/0 Fido 2:254/108 /
\ Usenet access for 5 pound a quarter for Fido style Points \
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
```

2763. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 04:05:59 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2r1in7$l2c@terminator.rs.itd.umich.edu>
Source record: 187177
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- boydm 90719 May 8 19:10 ./0ls-lR.Z
-rw-r--r-- boydm 90601 May 8 19:11 ./0ls-lRc.Z
-rw-r--r-- boydm 111431 May 8 19:09 ./0compind.Z
-rw-r--r-- boydm 243340 May 8 19:09 ./0index
-rw-r--r-- molin 37069 May 9 04:00 ./Utilities/phwclk2.lzh
-rw-rw-r-- entropy 26437 May 11 00:37 ./Utilities/0index
-rw-r--r-- molin 90697 May 11 00:44 ./0ls-lR.Z
-rw-r--r-- molin 90687 May 11 00:45 ./0ls-lRc.Z
-rw-r--r-- molin 111379 May 11 00:42 ./0compind.Z
-rw-r--r-- molin 243547 May 11 00:42 ./0index
-rw-r--r-- 20867 72141 May 12 14:57 ./Mint/tw14w12b.zoo
-rw-r--r-- 20867 92760 May 12 14:57 ./Mint/tw14w12s.zoo
-rw-rw-r-- entropy 9197 May 12 15:01 ./Mint/0index
-rw-r--r-- 20867 67200 May 12 14:51 ./Programming/cpp111.zoo
-rw-r--r-- entropy 5356 May 12 14:52 ./Programming/0index
-rw-r--r-- 20867 106496 May 12 15:05 ./Falcon/acp12.lzh
lrwxr-xr-x molin 28 Apr 10 10:32 ./Falcon/phoenix2-030.zip -> ../Graphics/phoenix2-030.zip
-rw-r--r-- dpz 4879 May 12 15:07 ./Falcon/0index
-rw-r--r-- molin 291 May 12 15:51 ./Jaguar/0index
-rw-r--r-- 20867 298665 May 12 15:49 ./Jaguar/avpfin.jpg
-rw-rw-r-- weiner 6562 May 13 21:44 ./Applications/0index
-rw-r--r-- molin 23478 May 4 04:24 ./Applications/Math/n_anova.lzh
-rw-r--r-- molin 64362 May 4 16:59 ./Games/3d_ski.zip
-rw-r--r-- molin 89298 May 4 17:00 ./Games/alienate.zip
-rw-r--r-- lenn 19047 May 13 21:57 ./Games/0index
-rw-rw-r-- entropy 9237 May 13 21:52 ./Mint/0index
-rw-r--r-- molin 4339 May 4 04:24 ./Utilities/n_althlp.lzh
-rw-r--r-- molin 30976 Apr 17 01:29 ./Utilities/takeoff.lzh
-rw-rw-r-- entropy 26552 May 13 21:46 ./Utilities/0index
-rw-r--r-- molin 91393 May 13 22:02 ./0ls-lR.Z
-rw-r--r-- molin 48640 Apr 30 17:38 ./Falcon/icons04.zip
-rw-r--r-- dpz 4864 May 13 21:30 ./Falcon/0index
-rw-r--r-- molin 89425 May 13 21:21 ./Magazines/Aeo/aeo_0308.lzh
-rw-r--r-- molin 91293 May 13 22:03 ./0ls-lRc.Z
-rw-r--r-- molin 111603 May 13 22:01 ./0compind.Z
-rw-r--r-- molin 243935 May 13 22:01 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2764. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 04:52:09 UTC
From: diehl@io.org
Message-ID: <2r1ldp$gt1@ionews.io.org>
Source record: 187102

I figure I will probably fit a couple of plasma accellerators on my turrets.
Either that or I will put it on my fore laser mounting... that way I can just
stick the ship on autopilot and shoot the bugger right out of the sky. :-)

```
__________________ ______ ________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

2765. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 05:18:52 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768891626.2@mettav.royle>
Source record: 187182

It was none other than David Stevenson that wrote on 9 May 94 that ,
DS> Incidentally, ST Review's review of the GEMulator was particularly
DS> poor. It went something like 'my PC blew up, so it must be
DS> GEMulator's fault, so it must be crap'. Not really up to the
DS> standard I normally expect from the good-and-getting-better (and
DS> independent) ST Review.

Getting better I agree ,but I wish to add that last month's " let's have a go at STF " was also a bit childish and disappointing . I buy all 3 UK Mag's (and STA),because I think there is room for all and whilst I may (or indeed may not) agree with what the editorial line was I don't think it was either neccessary or relevant to take up space with what is to all intent's was a bit of publishers tit for tat.

I know where STF's fault's lie and IMO verdicts about its merits should be left to the reader's and to what type of magazine they wish to read.

The Coment's in STR came across as just plain sour grapes at Format's higher sales I'm afraid ,higher sales because they appeal to a certain audience but then we Atari dedicated must surely be the last to fall
sucker to the ' more popular is best' line of thought !

/////
Graham Irvine
grin.mettav.royle.org

2766. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 05:36:01 UTC
From: Lexicor@world.std.com
Message-ID: <Cps282.Art@world.std.com>
Source record: 187198

In article <1994May13.204521.5747@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>MCLAMBL@csr3300 writes:
>: Could someone point me towards a viewer for *.jpg files? So far I've had no
>: luck finding one on my own.
>
>mgif, GemView.

Personal Jpeg favourite is Speed of Light..(not counting DSP Falcon version)
but for regular Atari 1040's etc. SOL is much more ideal

Yat

>
>--
> Steve Taylor. Computer Science Student, Bradford University, U.K.
> Disclaimer: All the above may or may not be true.
> "Rules are for the obedience of the ignorant and the guidance of the wise."

2767. Legends of Valour HD installable?

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 05:41:52 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768891626.3@mettav.royle>
Source record: 187181

```
It was none other than Jason Julyan that wrote on 9 May 94 that ,
JJ> Can someone out there who has the game "Legends of Valour" tell me
JJ> if it is hard disk installable - and if not whether it is OK to run
JJ> from floppy.

Harddisk installable

JJ> Also any other comments about it (I've got a playable demo).

Plenty long term interest ,I liked it ,only trouble though was I keep getting
arrested for being drunk and disorderly :-))

///
Graham Irvine
grin.mettav.royle.org
```

2768. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 05:55:14 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768891626.4@mettav.royle>
Source record: 187185

It was none other than Warwick Allison that wrote on 9 May 94 that ,
>> WINX with MiNT and without MultiTOS should work.
>> WINX has much more features than MultiTOS now has. Have a look at
>> the latest free beta version 2.3g.
WA> Do you mean that WINX makes plain TOS 3.06 have coloured icons, 3D
WA> buttons, and allow multitasking of GEM applications (with
WA> MiNT)????!!!
WA> That would be very nice, if true.

And one hell of an upgrade from 2.2 !

I think however he might be referring to the added Window gadgetry only.

///
Graham Irvine
grin.mettav.royle.org

2769. Fax software

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 05:58:16 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768891626.5@mettav.royle>
Source record: 187183

It was none other than Jeffrey Ray that wrote on 10 May 94 that ,
JR> The bottom line is that I am hoping that someone can suggest some
JR> fax software, commercial or (preferably) otherwise.

There is only one option IMO ,Straight Fax 2 . Expensive if you only Have a passing interest but worth every penny if you use FAX regularly.

I beleive Toad Computer's are the main US supplier's but check with

c.s.smeton@genie.geis.com for any alternatives.

or NewSTar on (410)544-6943 Voice
(410)544-6999 Support BBS

///
Graham Irvine
grin.mettav.royle.org

2770. Re: ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 06:03:36 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <768891626.6@mettav.royle>
Source record: 187184

It was none other than John Hutchinson that wrote on 9 May 94 that ,
>> Many PD libraries however do distribute it [ST BASIC] ,both the 'old'
>> and the new version. Don't think there is anything wrong with that.
>> Every ST user did get it anyway.
JH>
JH> I doubt if Atari cares either, but just because it came with every

Wouldn't be too sure ,they got a bit stroppy about Neochrome being on PD library list's not too long ago.

///
Graham Irvine
grin.mettav.royle.org

2771. Re: syquests, spectre

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 06:51:02 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2r1scm$ssa@cxc1.cl.msu.edu>
Source record: 187103

boyd@sonya.math.fsu.edu (Mickey Boyd) writes:

>I infer from the above that you do not have an ICD host adaptor? If so,
>I suggest you either get one (which will come with ICD software), or buy
>the Pro level ICD stuff (which will work with just about any host adaptor).

ICD purports that their software will run on any host adaptor (the PRO
Utils...) but my experience isn't quite so reassuring. I've tried no
less than 4 different Supra hard drives and found that SO LONG AS YOU
DON'T TURN ON WRITE VERIFY things seem to work OK. Invariably, the
HDUTIL program will lockup the computer when trying to save the boot
config info if write verify is turned on. Apparently the software is
waiting for some response from the Supra host adapter that just isn't
forthcoming. This happened with version 6.2.4, 6.4.3 and 6.5.0
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2772. WANTED - HD CASE + PSU

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 10:44:51 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May14.104451.6574@cen.ex.ac.uk>
Source record: 187101

I have been offered a 340Mb Maxtor scsi HD at a very reasonable
price.

In order to attach this beasty to my Falcon I require the following items:

HD case
Power Supply
SCSI II cable

If anyone can point me to the cheapest place in the UK to get these items,
or has them for sale 2nd hand I would be very grateful.

Also, would I need a cooling fan in the case in the above set up?
Thanx,
--
+-------------+
| {{{ Dan }}} |
+-------------+

2773. ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 12:08:52 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <768917332snz@vissci.demon.co.uk>
Source record: 187105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
any of you guys know how to transfer files between my ST and
my PC (for backing up my Hard Disk - theres no way I am going to sit
and insert over 200 floppies !).

Dave.

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

2774. Math C0

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 12:38:36 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994May14.093836.24064@dal1>
Source record: 187257

I'm looking for a Math Co-Processor for a Mega STE. Anyone got
one for sale out there?

2775. Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 13:04:48 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <768920688snz@vissci.demon.co.uk>
Source record: 187192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, here goes. A friend of mine (who does not know how to post news)
has the following for sale. If you are interested, then please reply
to

Gordon :
sinigord@cix.compulink.co.uk

1 Atari Falcon Computer (14Mb)
1 Phillips CM8833 monitor
1 528Mb SCSI II Hard Disk (complete with lots of crap on it !)
Joystick, Cables, Box, Instructions, etc....

He also has a 4Mb 65Mb Falcon too. He will deliver to most places
in Scotland and the North of England.

If you are interested, please contact him at the above address,
quoting this article (so he knows what its about !)

Dave.

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

2776. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 13:11:28 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <768921088snz@gw6hva.demon.co.uk>
Source record: 187120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <768917332snz@vissci.demon.co.uk>
davidc@vissci.demon.co.uk "David Cowan" writes:

> any of you guys know how to transfer files between my ST and
> my PC (for backing up my Hard Disk - theres no way I am going to sit
> and insert over 200 floppies !).

Yes, that's no problem. Run NET s/w on both machines and do a TPUT *.* from
the root or whatever directory structure you want to backup.

I would recommend PE1CHL's NET (I can supply this for both PC and the ST)
but there are others (which I can also supply) for both).

Assuming you're using DIS.EXE on the PC, you can add a SLIP connection to
it on another port, which NET on the Atari will happily talk to at 19k2
(with a 16550 in the PC).

I run 3 machines here (plus others remotely) all networked with this s/w
(mostly over radio links) and it's bombproof....

Mail me if you want more details or s/w.

Cheers, Martin.

--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

2777. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 13:50:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VW8IuJ6f&3Y@semprini.waterloo-rdp.on.ca>
Source record: 187112

In <768519086.0@mettav.royle>, Colin Campbell writes:
> Andrzej bibbled on 3 May 94 to All...
>
> > What the hell?????
> > ATARI just jumped in volume....sold 400K+ in shares today, and
> > currently is +9/16.
> > Was there some kind of announcement that I missed????
>
> More likely the market was giving the Jaguar an extra boost of confidence when
> C= went down the plughole.

Could be Commodore investors who didn't want to sink some cash into the
black hole of Intel-based clones or the shiny juggernaut of Apple; ie,
they wanted to keep their investment money on something different (but
still fairly cheap).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2778. Re: NVDI & MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 13:53:27 UTC
From: ramius@hal9000.apana.org.au
Message-ID: <ramius.0050EC80@hal9000.apana.org.au>
Source record: 186982

Hi all,
thankyou to all those people who sent me mail to help me with my
problem of NVDI and MiNT. The correct order is to have NVDI as the first item
in the auto folder, and MiNT as the last item. This definitely results in a
speed increase for MiNT, and makes it a lot more usable.
Thanx'

2779. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 13:55:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WhXBB5mt&02@semprini.waterloo-rdp.on.ca>
Source record: 187110

In <60.47611.4514.0N19DE27@canrem.com>, Christopher Browne writes:
> (Shock of the month: I dropped by a Mac store and inquired about what they'd
> sell running their version of Unix. They couldn't imagine the idea of running
> with less than 48MB of RAM and a gig of disk space. I don't think they
> believed me when I said that Sun had been selling machines running BSD Unix in
> 8MB for years... 'Twould have been foolish to mention the fact that Unix was
> developed on DEC machines which had a mere 256K of RAM. Or was it 128K...)

Less than that I think! I seem to recall hearing 64k of RAM, and some
tiny amount of disk storage (like 9" floppies); supported four
concurrent users on that tiny machine.

64k isn't enough to boot MiNT, let alone do any work!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2780. Ergo!-Pro for Gfa basic

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 15:19:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dd4c2e7@p10.secom.ct.se>
Source record: 187131

The software is called Ergo!-Pro

The company releasing it is called COLOMBUS SOFT.

Does anyone know this product?
Is it really any good?
Do you know anything about the companys "proffessional routines" for Gfa and
their online help-system?

If you don't know - could someone forward this question to Mausnet - and bring
the answer(s) back here. In the advert it sounds like a possible alternative
to Gfa Basic 4.0 - which appearently will never come :-(

Regards

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

2781. Accessory depacker

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 15:27:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dd4c422@p10.secom.ct.se>
Source record: 187130

Does it exist an ACCessory capable of depacking ZIP and/or LZH archives?

Regards

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

2782. HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 15:30:09 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <768929409snz@gw6hva.demon.co.uk>
Source record: 187121

Hi ...

I'm looking for the HSMODEM2 archive for the ST's serial port devices.

Understand that this was writtin by Harun Scheutzow.

Does anyone know if it's on an ftp site somewhere.

Cheers for now, Martin.
--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

2783. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 15:30:33 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2r2qqp$ptv@charm.magnus.acs.ohio-state.edu>
Source record: 187116

>But then again potential jaguar owner's are also likely to be eyeing up the PC
>market following Signum's deal with Atari to produce 'Jaguar' expansion
>card's for the contemptibles .

>Graham Irvine

I don't think you have to worry about that any time soon. The deal was just announced so it's probably going to be at least 6months if not longer before you see the signum cards shipping. Also the signum cards won't handle cartridges (unless I've been sorryfully misinformed). The next question will be how good of a motherboard you will need to get real performance out of the card. Also what will the cost be? If it is the same price as a normal Jag where's the incentive to purchase one unless you already have a really nice 486 sitting around your house.

Don't get me wrong. I think they will sell alot of them and it was a damn smart move. I just don't think that they will be a factor in the purchase of a Jaguar until probably 4th quarter 94 at best.

Dan Ackerman
ackerman.29@osu.edu

2784. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 15:34:46 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cpstxy.n2B@cix.compulink.co.uk>
Source record: 187111

>Who (if anyone) is distributing this in the UK?

Dan you can get it from Hisoft, very nice it is as well, got my copy yesterday.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

2785. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 15:34:49 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cpsty1.n31@cix.compulink.co.uk>
Source record: 187114

>Diamond Back 3 does not directly support the Minix file system, however
>they can be backed up and restored via the Raw Image backup option.

Bob just a note to say well done for the work put into DB3, the front end is superb, and I've now saved a hell of a lot of disks with the 1.6mb floppy option.

You have one very happy UK customer here. Love the new front end.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

2786. Linux 68k

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 15:39:41 UTC
From: hiot@sun.rz.tu-clausthal.de
Message-ID: <1994May14.153941.6661@solaris.rz.tu-clausthal.de>
Source record: 187191

```
hello

an linux-68k mirror is on ftp.tu-clausthal.de now ...

oliver
--
____ ___
/ / / / Oliver Teuber hiot@sun.rz.tu-clausthal.de
/ / / / Schulweg 8
/___/ /__ _/_ D-37534 Badenhausen DH0OAE@DB0KG

ftp.tu-clausthal.de: FTP-Server fuer HAM-RADIO,ATARI,UNIX,DOS,LINUX,MAC,AMIGA
```

2787. Re: Atari 520ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 16:27:51 UTC
From: lordthan@news.delphi.com
Message-ID: <2r2u67$smq@news.delphi.com>
Source record: 187193
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

noah@cats.ucsc.edu (Noah Somerset Spurrier) writes:
>I'm selling this system for someone who does not have net access.
>I can't answer too many question about it except that it
>looked pretty clean and it does work... I see this guy about
>once a week so if it's an important question then give me a
>few days to get back to you.
> F O R S A L E
> Atari 520ST

Gee, and here I was thinking that the 520ST was a sixteen bit computer.

2788. PCHROME & AdSpeedSTE incompatibility

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 17:02:34 UTC
From: dunham@src.honeywell.com
Message-ID: <2r307a$dii@moon.src.honeywell.com>
Source record: 187109

I have added an AdSpeedSTE 16 MHz accelerator to my 1040STE, but when running in "true" 8MHz compatibilty mode, PCHROME3 or PCHROME4 no longer work -- there's obviously a timing error, and lot's of varying diagonal gibberish. This is true for "Photochrome" mode (19,000 colors) all the way down to the "STE 49/512" mode (512 colors). However, UNISPEC (Spectrum) does work as promised. DSLIDE reveals that all 512 color Spectrums are OK, but that any 4096 color Spectrums also suffer from timing weirdness.

Any insights about why the AdSpeedSTE accelerator fails to handle the timing required in PCHROME, even in it's lowest 512 color mode? I don't appear to have a problem with any other programs at 8 MHz...

Scott dunham_scott@htc.honeywell.com

2789. Re: Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 17:51:48 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2r333k$qat@charm.magnus.acs.ohio-state.edu>
Source record: 187266

>It is a real pity that you can't enter galactic co-ordinates as you get fed up
>scrolling to find the next wormhole (even with the right shift key held down)

> > mathew
> > [Just bought myself a beautiful Asp Explorer and completed a
> > military mission...]

>I'm currently roaming around in a viper, with 2 shields and a beam laser and a
>class 3 military drive. I've also got around 4 million credits and am doing
>photographic missions. :))

Tell me more about wormholes and photographic missions. I haven't played
much recently because I had gotten bored with the usual lot and couldn't find a
feaseable way to turn a profit off of exploring.

Sounds like there is alot that I've yet to encounter :)

Dan Ackerman
ackerman.29@osu.edu

2790. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 18:50:44 UTC
From: <>
Message-ID: <2r36i4$284@mother.usf.edu>
Source record: 187270

I've been editind a review of Diamond Back 3, and the program seems to be quite impressive. As soon as I can free up some cash, I'm going to buy me a copy!

Now, if only they'd put an add right next to James Kracht's review of their program in Processor Direct. :)

2791. Re: Fax software

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 19:07:48 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2r37i4$qfs@charm.magnus.acs.ohio-state.edu>
Source record: 187113

Straight Fax is definately the way to go. Very impressive product, the ability it gives your Atari with Fax Modem is truley impressive. Many of my Mac friends drool over it's ease of use. (also note they are all too cheap to purchase anything for their macs) It made the c.s.a.st. Top 10 list last year, so I heartily recommend it to anyone that has the need to send/recieve faxes from their atari.

Dan Ackerman
ackerman.29@osu.edu

2792. Atari 1024 HW info FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 19:18:38 UTC
From: mikel@alpha.ee.ufl.edu
Message-ID: <2r386eINN82@no-names.nerdc.ufl.edu>
Source record: 187115

Hi All:
I have just been donated an old 1024stf, I had thought that i'd
merge it with my PC based MIDI setup. But I dont know anything about
the hardware details of the Atari. Is there an FAQ on some site that
will explain the Atari hardware? I want to know if I can use any
of my PC floppy drives or harddisks, can I upgrade the memory, etc.
Any info will be greatly appreciated.
Thanks,
Mike

2793. Re. high capasity media!

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 20:05:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dd5056f@p10.secom.ct.se>
Source record: 187134

Thanks a lot for all email and answers in this area concerning high capasity media price/storage ratio!

I surely appreciate it!

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

2794. Fax software

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 20:51:46 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <768956672.AA05564@byte.bbs.no>
Source record: 187273

>There is only one option IMO ,Straight Fax 2 . Expensive if you only H
>passing interest but worth every penny if you use FAX regularly.

TeleOffice is great too.. Easy to use with lots of nice stuff..

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2795. Re: PCHROME & AdSpeedSTE incompatibility

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 23:37:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CptGAv.HKy@cix.compulink.co.uk>
Source record: 187122

>running in "true" 8MHz compatibilty mode, PCHROME3 or PCHROME4 no longer
>work -- there's obviously a timing error, and lot's of varying diagonal
>gibberish. This is true for "Photochrome" mode (19,000 colors) all the

Well PCHROME 4 did this on my MSTE at 16Mhz with cache. I had to turn
everything off including the cache - and boot from a floppy before it
wanted to know.

Roland.

@CiX

2796. Atari World-Wide Web pages

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 23:53:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LstjdBeRSv6@semprini.waterloo-rdp.on.ca>
Source record: 187081

There were a couple of WWW pages posted a couple of weeks ago that were
Atari-oriented; one was a hypertext version of the Atari FTP site list,
for example...

Could someone post them again, please?

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2797. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 23:55:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aAR&UTQYZR_@semprini.waterloo-rdp.on.ca>
Source record: 187087

In <CpnvKy.JJy@cix.compulink.co.uk>, "Roland Givan" writes:
> >It comes with TOSWIN. With old versions, only in source form. With the
> >TOSWIN I most recently uploaded to a.a, it is built.
>
> Could somebody post a filename and path for this file? I've been trying
> to find it on a a.a mirror with no luck.

Check Newitems/tw14w12[bs].zoo or Mint/tw14w12[bs].zoo (or maybe that
should be Mint/Utilities/tw14w12[bs].zoo). It was moved out of New on
atari.archive on Friday while I was uploading a new port of NetPBM.

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2798. Re: the best C++

Newsgroup: comp.sys.atari.st
Date: 1994-05-14 23:58:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.uyOrSZs0JIA@semprini.waterloo-rdp.on.ca>
Source record: 187085

In <Cpnq5x.Bv8@inf.utfsm.cl>, Marcos Vera writes:
> Can anyone tell me what is the best C and C++ public domain
> programs ? Where I could find them ?

Hmm, this is getting to be a FAQ...

The _only_ option you currently have for C++ is GNU C/C++; it's also got
a very high-quality C compiler. Needs at least 4M of RAM for C++ coding
though... Look on atari.archive.umich.edu in /atari/Gnustuff/Tos.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2799. What's UUCP? (was Re: WinX with MultiTOS ?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 00:01:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.49cnlLZSq1k@semprini.waterloo-rdp.on.ca>
Source record: 187089

In <CpnBt2.FFv@cix.compulink.co.uk>, "Ofir Gal" writes:
>
> I don't understand what uucp is.

UUCP (Unix to Unix CoPy) is a method of getting news/email/files between computers via serial lines (usually, anyway). That's how I get my news/email here at semprini; my ST (semprini) calls up another computer (tdkcs.waterloo.on.ca) and uploads all of the email/news that I've posted... it then downloads all of the email/news that is waiting for my machine. Eventually, everything filters up to the "live" Internet, which is why you can read my articles... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2800. Re: High capasity media - best prices?

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 00:42:08 UTC
From: steveg@cseic.saic.com
Message-ID: <24243337@MVB.SAIC.COM>
Source record: 187119

While you're on the subject of SyQuest drives etc., does anyone know if there's a driver for MSDOS PC's to read a SyQuest cart (44MB in particular) formatted with ICD's utils on an Atari?

Under Spectre, the ST could directly format, access, use, etc. Mac cartridges, and since DOS and GEM have the same floppy format I'd hoped it would be simple plug and play, but no such luck.

I need to know as I've just (insert your choice: upgraded/downgraded/side stepped) from my Mega 4 to a '486, and kept the SyQuest I was using. There's a fair amount of stuff I'd like to port over, but alas, I can format the carts but not read the old format.

Also, anyone know why the SyQuest seems to be v-e-r-y---s-l-o-w on the PC? I've got it hanging off the back of a SoundBlaster SCSCI II card, and am accessing via Adaptec's ASPIDISK.SYS driver that came with the board. Much thanks in advance.

--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

2801. ST SOFTWARE 4 SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 04:33:13 UTC
From: Charles <chrystal@delphi.com>
Message-ID: <pW3Nt+p.chrystal@delphi.com>
Source record: 187289

I have the following for sale. Make an offer!!

$20.00: Monkey Island, Gretzgy Hockey, Tank Platoon, Civilization,
RR Tycoon

$15.00: Pirates, The Dual + Supercars, Falcon + Mission Disk 1, Midwinter

$5.00: Powerdrome, Dungeon Master, Chaos Strikes Back, Paperboy, Gunship,
Shuttle

$5.00: TV Sports Football, Spitfire 40, Flight Sim, International Soccer,
Arkanoid, Death Sword, Star Raiders, Typhoon Thompson, Leather Goddesses,
Red Alert, Leatherneck, Populus

I also have Desktop Publisher, HiTech Advisors Accounting, Data Manager
Professional.

All software comes with original packaging/docs. I am asking $1.50 postage
per disk/product, maximum $4.50.

Please send e-mail to me at delphi.

Thanks.

2802. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 04:41:42 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2r4966$860@aggedor.rmit.EDU.AU>
Source record: 187288
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <2qqktm$rer@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
: >I am looking for a 6 chip set If anyone has one lying around (UK ver)
: >or USA set whichever it is, either way i am in Australia so I need the
: >dollar symbol at least...
: >
: >--
: >
: >Rob. (roba@it.ntu.edu.au)

: You need the UK version, but please tell me why you need the 6 chip set..???

: A 2 chip version can be used in most machines....

because the current set is 6 chip, and I'm too lazy to solder pads OK ???

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5

--

Rob. (roba@nutmeg.ntu.edu.au)

2803. Re: Do real people work at ICD?

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 04:56:07 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2r4a17$860@aggedor.rmit.EDU.AU>
Source record: 187290

Mickey Boyd (boyd@sonya.math.fsu.edu) wrote:

: Also, rumor has it that dead drives "go really good" when spun up with a car
: battery and hit by a 12 gauge shotgun slug from about 50 yards away....

HaHa, your a sick man Mickey :)

--

Rob. (roba@nutmeg.ntu.edu.au)

2804. Re: help connecting tape drive to ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 07:44:48 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <769141430.0@mettav.royle>
Source record: 187054

```
O> From: opti@ace.com (Opticyan)
O> Organization: Argus Computerized Exchange
O> Message-ID: <3875.UUL1.3#25274@ace.com>
O>
O> Hi. I have a Wangtek 5150ES SCSI tape drive. Can I use this with my
O> Mega and an old ICD host adaptor?
O> TIA.
O> Opti@ace.com
O>
Yes. I used to use mine on an STFM(ICDplus) and now use it on a Falcon no
trouble.

Spencer

spencer@boondock.mettav.royle.org
```

2805. Re: help connecting tape drive to ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 12:00:30 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEPMFJUQ@dksoft.ping.dk>
Source record: 187051

In <3875.UUL1.3#25274@ace.com> Opticyan wrote :

>
>
>Hi. I have a Wangtek 5150ES SCSI tape drive. Can I use this with my Mega
>and an old ICD host adaptor?

Yep. I have simular streamer and it works both on my STE with
ADSCSI+ and on my Falcon. I use Gemar as software.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2806. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 12:27:30 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May15.122730.15166@bradford.ac.uk>
Source record: 187297

ysiu@lexicor.com writes:
: >: Could someone point me towards a viewer for *.jpg files? So far I've had no
: >: luck finding one on my own.

: Personal Jpeg favourite is Speed of Light..(not counting DSP Falcon version)
: but for regular Atari 1040's etc. SOL is much more ideal

When I last used Speed-of-Light (before I got my mono monitor) I thought
it only supported GIF files. are Jpegs a recent addition?
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2807. UPLOAD: CKBD deluxe 1.3, keyboard driver for special characters

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 14:53:28 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <2r5d18$ls0@brachio.zrz.TU-Berlin.DE>
Source record: 187133

Hi everybody!

I just uploaded the freeware program CKBD Deluxe 1.3 for the
author Pascal Fellerich, the ultimate extension for the keyboard
driver in TOS computers. It is an AUTO folder program that runs on
any TOS/MultiTOS/Mag!X, with a CPX for configuration.
Access any special characters on any keyboard using 5 different
methods: Compose, Deadkey, Extkey, ALT-nnn, Keyboard remapping.
PLUS: new flexible reconfigurable mouse speeder. English, German
and French doc's enclosed!

Look for CKBD_13.* under utilities in the following anonymous ftp
sites:

atari.archive.umich.edu
(mirrored at wuarchive.wustl.edu in /systems/atari/umich.edu
src.doc.ic.ac.uk in /computing/systems/mac
and archie.au in /micros/mac/umich.)
ftp.cs.tu-berlin.de
ftp.uni-kl.de
archive.cs.ruu.nl
ftp.cnam.fr

By kind permission of the Pascal Fellerich CKBD Deluxe 1.3 will
also be part of papyrus/papyrus GOLD updates and new versions
since 3.5.

/---\
Christian Nieber	Television: A medium.
R.O.M. Logicware, the Home of Papyrus	So called because it is
email chris@buran.fb10.tu-berlin.de	neither rare nor well done.
	Ernie Kovacs

2808. UPLOAD: CKBD deluxe 1.3, keyboard driver for special characters

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 14:55:20 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <2r5d4o$lu4@brachio.zrz.TU-Berlin.DE>
Source record: 187127

Hi everybody!

I just uploaded the freeware program CKBD Deluxe 1.3 for the
author Pascal Fellerich, the ultimate extension for the keyboard
driver in TOS computers. It is an AUTO folder program that runs on
any TOS/MultiTOS/Mag!X, with a CPX for configuration.
Access any special characters on any keyboard using 5 different
methods: Compose, Deadkey, Extkey, ALT-nnn, Keyboard remapping.
PLUS: new flexible reconfigurable mouse speeder. English, German
and French doc's enclosed!

Look for CKBD_13.* under utilities in the following anonymous ftp
sites:

atari.archive.umich.edu
(mirrored at wuarchive.wustl.edu in /systems/atari/umich.edu
src.doc.ic.ac.uk in /computing/systems/mac
and archie.au in /micros/mac/umich.)
ftp.cs.tu-berlin.de
ftp.uni-kl.de
archive.cs.ruu.nl
ftp.cnam.fr

By kind permission of the Pascal Fellerich CKBD Deluxe 1.3 will
also be part of papyrus/papyrus GOLD updates and new versions
since 3.5.

/---\
Christian Nieber	Television: A medium.
R.O.M. Logicware, the Home of Papyrus	So called because it is
email chris@buran.fb10.tu-berlin.de	neither rare nor well done.
	Ernie Kovacs

2809. papyrus developer now available on net

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 14:58:23 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <2r5dag$lvm@brachio.zrz.TU-Berlin.DE>
Source record: 187132

Hi everybody!

I am the main developer of the DTP-oriented word processor papyrus/papyrus GOLD that is currently available in german and dutch versions and will soon come to the UK and France in the corresponding languages. I want to announce that I will from now on follow this newsgroup 2-3 times a week and will be available for questions, comments and suggestions.

For those who also follow the maus net, my partner Ulli Ramps is doing that as Ulli_Ramps@b2.maus.de

Does anybody know a program that allows to edit keyboard tables (*.KBD) graphically? We have regularly users asking for such a thing, because they want to write in unusual languages or use special Speedo characters they have mapped somewhere into the ATARI font on the keyboard.

```
/-----------------------------------------------------------------\
| Christian Nieber | Television: A medium. |
| R.O.M. Logicware, the Home of Papyrus | So called because it is |
| email chris@buran.fb10.tu-berlin.de | neither rare nor well done. |
| | Ernie Kovacs |
```

2810. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 15:03:47 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2r5dkj$5pe@cxc1.cl.msu.edu>
Source record: 187128

martin@gw6hva.demon.co.uk (Martin Vernon) writes:

>I'm looking for the HSMODEM2 archive for the ST's serial port devices.
>Does anyone know if it's on an ftp site somewhere.

I saw just a few minutes ago that HSMOD03 has been uploaded to a.a.u.e.
and will move it to /Telecomm once I verify file integrity...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2811. PC PCX/BMP conversion to IMG/PI?/NEO/etc

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 15:07:16 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994May13.132525.30374@ucl.ac.uk>
Source record: 187135

I'm sure this must have been covered lots of times before
but I still don't know the answer:-(

I have a Windows PCX mono graphics file which I need to
convert to a format suitable for loading into Timeworks
on the atari.

The format needs to be IMG/PI?/maybe some others, I can't
remember offhand.

Does anybody know of a conversion program that can do this
and also where I can get it?

Thanks,

Bruce C.
b.cotsell@ucl.ac.uk

2812. Minixfs pl10 ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 15:16:48 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <2r5ed0$43t@nyx10.cs.du.edu>
Source record: 187129
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings. Minixfs pl10 has just been sent to atari.archive and
ftp.uni-muenster.de . Quiet a lot has been changed. The docs have been
rewritten (well patching stuff onto 0.55 docs wasn't working anymore).
The filesystem format has changed (slightly) see the docs on what to
do.
The Falcon/TT+Multitos problem has been cured! Now the bad news,
the patch only works with MiNT 1.10 and the addroottimeout patch of net-030.
1.10 isn't publically available though if/when 1.11 appears it should have
the net-030 patch as standard.
Please don't mail me saying you can't find Minixfs, it may take a
day or two to be moved to a publicly readable place.
Bug reports welcome (email not usenet) but read the file bugs.doc
before you submit a report.
Donations also welcome of course ...
Have fun, Steve.

2813. RIP/ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 16:47:41 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2r5jnd$et8@usenet.INS.CWRU.Edu>
Source record: 187137

Is there any kind of RIP viewer for the ST besides STrip?
@@@
##
--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks
about the size of Mickey Rooney. It's big and black and inky, and we are small
and dinky, It's a great big universe, and we're not!"

2814. PCHROME & AdSpeedSTE incompatibility

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 17:09:44 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769043141.AA05570@byte.bbs.no>
Source record: 187149

>Well PCHROME 4 did this on my MSTE at 16Mhz with cache. I had to turn
>*everything* off including the cache - and boot from a floppy before i
>wanted to know.

The problem with some accelerator card (like the Hypercache I had on
my old MEGA ST) is that there is no way to set them to 8 Mhz, the
"slow mode" is 16 Mhz too, but with the cache off (almost 8 Mhz :-)

On the MEGA STE however you CAN set it to 8 Mhz too (16 Mhz without
cache is not faster, but 8 Mhz without cache is compatible....)

A question: I have an original Spectrum 512, but it crashes on my MEGA
STE (the picture is OK, but when I click on some functions - pooof !!!)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2815. Neodesk 3.01 > 3.02 > 3.03 Help

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 18:06:59 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769025219@Paddington>
Source record: 187142

I have Neodesk 3.01, and recently found the neop302a patch upgrade from
3.02 to 3.03.

But does anyone know where I can get the 3.01 to 3.02 version of the patch?
(Internet, not Genie or anything)

Thanks,

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2816. POV atari symbol

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 18:56:29 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994May15.185630.2994@bay.cc.kcl.ac.uk>
Source record: 187143

Hi there,

Has anyone got an Atari fuji symbol definition for POVray ? I'd
create one myself, but the manual warns "practically impossible
to generate by hand" about the smooth_triangle class, which is what I
think I'd need.

POv really is rather nice on an Alpha :-) The basicvue scene takes a
whole 3.5 secs to render :-)))

The idea is to have some sort of representative cover for the CD
jewel box - now that I can archive a.a.u.e to CD :-)

ATB,
Simon.
--

```
_____________________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2817. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 19:04:27 UTC
From: hallvart@ifi.uio.no
Message-ID: <2r5rnr$5r@holmenkollen.ifi.uio.no>
Source record: 187144

In article <9405131721.AA18394@eoas1.pafb.af.mil>, mclambl@eoas1.pafb.af.mil (MCLAMBL@csr3300) writes:
> Could someone point me towards a viewer for *.jpg files? So far I've had no
> luck finding one on my own.

"Gemview"!

Hallvard, Oslo, Norway

2818. Syncronous CD-rom transfer which driver ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 19:09:55 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <2r5s23$ma1@karhu.Helsinki.FI>
Source record: 187145
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I was recently offered some CD-rom readers that I'd like to
install to my TT030 and the seller insisted thet the drive would require
a driver/interface_? that would support syncronous CD-rom transfer.

-is there a certain standard for that kind of thing ?
-does TT's built in scsi port support the standard ?
-is there an existing product called a driver for such thing ?
(no vapor-ware?)

-anybody done it yet ?
-anything else I should know ?

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

2819. ST BASIC

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 19:54:26 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <769043141.AA05571@byte.bbs.no>
Source record: 187150

```
>>> Many PD libraries however do distribute it [ST BASIC] ,both the 'old'
>>> and the new version. Don't think there is anything wrong with that.
>>> Every ST user did get it anyway.
JH>>
JH>> I doubt if Atari cares either, but just because it came with every

>Graham.Irvine@mettav.royle.org (Graham Irvine):
>Wouldn't be too sure ,they got a bit stroppy about Neochrome being on PD
>library list's not too long ago.

As long as I recall ST BASIC was included in the list at all. The same
applies to CONTROL.ACC and other accessories supplided with the
language disk. Almost everything on the disk is avaliable from PD
libraries. Surely it is all copyright by Atari ,but they really don't
seem to care at all.

__ ___ __ __ ___ _ __
/_ / /_ / / / ) /_
jabran.akhtar@byte.bbs.no __/ / /_ \_ / / \ /_
Programmers of Mnilu

.............................................................
Mnilu - GfA BASIC v2 Compiler - Compile GfA v2 source code into
GEMDOS executable porgrams by using our shareware Mnilu compiler
-Among others avaliable from Goodmans GD2196 and FaST Club PR483
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
```

2820. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 19:57:49 UTC
From: Lexicor@world.std.com
Message-ID: <Cpv0sD.D0r@world.std.com>
Source record: 187251

In article <1994May15.122730.15166@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>ysiu@lexicor.com writes:
>: >: Could someone point me towards a viewer for *.jpg files? So far I've had no
>: >: luck finding one on my own.
>
>: Personal Jpeg favourite is Speed of Light..(not counting DSP Falcon version)
>: but for regular Atari 1040's etc. SOL is much more ideal
>
>When I last used Speed-of-Light (before I got my mono monitor) I thought
>it only supported GIF files. are Jpegs a recent addition?

Terribly sorry,

Stuart gave me a Beat version, and I never used SOL before..so I
assumed that SOL always did Jpeg.

Cheers

Yat

>--
> Steve Taylor. Computer Science Student, Bradford University, U.K.
> Disclaimer: All the above may or may not be true.
> "Rules are for the obedience of the ignorant and the guidance of the wise."

2821. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 20:52:32 UTC
From: wilsont@rahul.net
Message-ID: <Cpv3BL.G8@rahul.net>
Source record: 187254

In <1994May13.111248.27094@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>>to find that his employer was disappointed that he had failed ... even though
>>he HAD gotten the guy. I'll have to keep that in mind...

>The only way to succeed at contracts is either to destroy them with
>lasers or by crashing into them. Anything else, including missiles,
>them crashing into the ground/space stations/other ships, does not
>count.

This doesn't seem to be the case, I attacked my target with lasers for a bit
(26% left I think) and then he got in a lucky shot (damaged my engines!)

The *only* thing I could do (he was running, and at over 7km), was fire
my smart missiles at him. I clicked on the 2X speed, and BOOM!
target lost.

I looked on my contract sheet and it said "done".

But I did use lasers at some point to damage him, perhaps thats the key?
using *just* missiles doesn't work??

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

2822. Re: Minix on a Falcon ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 23:20:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CpvA6r.GBG@cix.compulink.co.uk>
Source record: 187262

>1. Has anyone installed Minix on a Falcon 030!?

I suspect it will need some hacking to run on a Falcon.

>2. Does it work ;^)

Sorry - haven't tried it.

>3. Is Minix PD/Shareware/Whatwear!?

Its commercial. Sold by Prentice Hill initially, but other comapanies have been known to produce major updates as PH lost interest. I think PH still own it, but not entirely sure.

>4. What is the latest version!?

1.5?, 1.6? ish

>5. Approx size of Minix!?

The kernel is < 200K ISTR. In order to do anything sensible on it you really need at least 4MB. It also needs its own partitions. You really need about 20Mb to do C development work. Note: this partitions *can* be the same as the MINIX partitions MiNT can access.

>6. Is it Unix compliant, or just very close (i.e. re-compile of sources!?)

Its Version 7 (cica 1977). Its fairly easy to get some older UNIX software working, although you need GCC as the C compiler supplied is not up to it.

OTOH IMHO its easier to get UNIX stuff to compile under MiNT with GCC as the libraries are much more complete. At least I've had more luck this way.

:-)

Roland.

2823. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-15 23:56:10 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994May15.205610.24108@dal1>
Source record: 187261

In article <768929409snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin Vernon) writes:
> Hi ...
>
> I'm looking for the HSMODEM2 archive for the ST's serial port devices.
>
> Understand that this was writtin by Harun Scheutzow.
>
> Does anyone know if it's on an ftp site somewhere.
>
It's located at atari.archive.umich.edu in the Utilities\tosfixes.
> Cheers for now, Martin.
> --
> Martin Vernon - Sysop GB7OS/GB7OSP
> Amprnet: gw6hva@gb7osp
> AX25: GW6HVA @ GB7OSP
> Internet: martin@gw6hva.demon.co.uk

2824. Re: TEMPUS 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 00:46:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2r6fp6$cs7@golem.wcc.govt.nz>
Source record: 187260

In article <2qsq0a$i6f@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>sheppard_r@ix.wcc.govt.nz writes:
>>Hisoft in the UK sells the latest 2.2 UK, version....
>
>No they don't -- the version that was given away by ST user was the
>latest (and the last, probably) translated version.

Please read what was posted in ST-User....

This great offer also includes full details of the new (1.2) version
of Tempus 2 which supports larger screens, the TT and the Falcon, together
with a special offer for upgrading to this new version...

Taken from page 18 of ST-User Feb; 1994...!!!

>IIRC, it doesn't work on 68030 machines, nor most graphics cards. Nor
>MultiTOS, I suspect. Apart from that, it was a fine program :-)

>--Chris
>

So what is printed in ST-Users is incorrect...???

Can some one that knows please post the correct info here thanks....

I use Tempus a lot and would like to get this later 2.2 version....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2825. Case tools for ST or Falcon!?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 01:14:59 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2r6hej$8h@news.dmpe.CSIRO.AU>
Source record: 187300

Hi.
Does anyone know if there are CASE tools available for the ST or Falcon!? I
love using my Atari's, and I'd hate to have to use a stupid PC for this ....

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2826. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 01:16:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpvFK9.KFn@cix.compulink.co.uk>
Source record: 187086

In message <2r5dkj$5pe@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu said:
>
>I saw just a few minutes ago that HSMOD03 has been uploaded to a.a.u.e.
>and will move it to /Telecomm once I verify file integrity...

And hsmoda04.lzh is available from ftp.tu-clausthal.de pub/atari/Newitems.

Ofir ogal@cix.compulink.co.uk

2827. Re: PC PCX/BMP conversion to IMG/PI?/NEO/etc

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 01:16:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpvFKC.KGv@cix.compulink.co.uk>
Source record: 187083

In message <1994May13.132525.30374@ucl.ac.uk>, zcgbbac@ucl.ac.uk said:
>I'm sure this must have been covered lots of times before
>but I still don't know the answer:-(
>
>I have a Windows PCX mono graphics file which I need to
>convert to a format suitable for loading into Timeworks
>on the atari.
>
>The format needs to be IMG/PI?/maybe some others, I can't
>remember offhand.
>
>Does anybody know of a conversion program that can do this
>and also where I can get it?

ImageCopy 3 (out soon) can do this and possibly GEMView.

Ofir ogal@cix.compulink.co.uk

2828. Cd with Jag / JagCD with Falc

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 01:33:12 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2r6igo$25j@darkstar.UCSC.EDU>
Source record: 187267

Does anyone know if it _will_ be possible to hook an external/portable CD Drive to the Jaguar (and will Triplespeed, etc. yield that much of an advantage without being optimized for?)? =)
Other way to look at it: Do you think a SCSI interface for the Jag will be possible to hook the JagCD to a Falcon/whatever???

2829. Re: 3DO sales are horrible

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 01:56:54 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2r6jt6$1fa@charm.magnus.acs.ohio-state.edu>
Source record: 187265
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

In article <2r5vus$pqf@usenet.ins.cwru.edu>,
Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>
>
>According to the Wall Street Journal's article on Friday, the 13th,
>3DO's sales are horrible.
>
>120,000 worldwide.
>
>45,000 U.S.

Any numbers for the Jaguar?

BTW, ACEC demoed the Jaguar at a local computer show. Everybody spent a few
minutes watching kids play Tempest 2000, CyberMorph and Trevor McFur. Then
they spent the next 20 minutes watching the Falcon030 we had set up.

Tres' interesting. They all were impressed with the Falcon, even more so
than the Jag, yet none were interested in buying....

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2830. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 02:26:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1784@usdtsg.DaytonOH.NCR.COM>
Source record: 187075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <768917332snz@vissci.demon.co.uk> davidc@vissci.demon.co.uk writes:
>
>Hi,
> any of you guys know how to transfer files between my ST and
>my PC (for backing up my Hard Disk - theres no way I am going to sit
>and insert over 200 floppies !).

But that's half the fun! (the other half is restoring) ;-)

Seriously, one way to go is to hook the two systems up with a
null modem arrangement (easiest way: hook a RS232 cord to each system, and
put a "null modem" (which you can get at Radio shack, etc) between them).
Then load up a terminal program on each side, make sure the settings
are the same, i.e. 19200 baud, etc (possibly load in a RTS/CTS fix on the
Atari) and start a Zmodem transfer. Assuming you have all source files in
one directory and are sending them all to one directory, that is...
(and just sit back and count the bytes :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2831. Re: PC PCX/BMP conversion to IMG/PI?/NEO/etc

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 02:31:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1785@usdtsg.DaytonOH.NCR.COM>
Source record: 187074

In article <1994May13.132525.30374@ucl.ac.uk> zcgbbac@ucl.ac.uk (Mr Bruce Albert Cotsell) writes:
[STuff deleted]

>I'm sure this must have been covered lots of times before
>but I still don't know the answer:-(
>
>I have a Windows PCX mono graphics file ...
>
>The format needs to be IMG/PI?/maybe some others ...
>
>Does anybody know of a conversion program that can do this
>and also where I can get it?

Gemview 3.xx should be able to do this conversion for you (plus
a number of other conversions as well)...

I can't think of a "smaller" packages to do this but there might
be one. Anyways, Gemview can be found at atari.archive.umich.edu
amd other fine sites...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2832. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 02:43:42 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769141430.1@mettav.royle>
Source record: 187053

It was none other than D.L.Hastings that wrote on 13 May 94 that ,
>> Among the enhancements to Diamond Back are:
D> Who (if anyone) is distributing this in the UK?

Hi-Soft have it as an upgrade from V2 for 25 quid .

I have heard though that there seem's to be some teething problem's with
Filemask's...
AND as a Falcon user you will be sad to know a bombing problem on said machine.
I hasten to add that I have no experience of this just passing on
someone elses posting !

ATM I'm waiting to see before upgrading .Can anyone confirm or deny the above ?

////
Graham Irvine
<grin.mettav.royle.org>

2833. Re: HELP! Upgrade my 1040 so I can use Notator

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 02:53:32 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769141430.2@mettav.royle>
Source record: 187052

It was none other than HALL B that wrote on 13 May 94 that ,

>> I wait to get it? Can I install it myself?
HB> Worthwhile TOS upgrades are TOS 1.4 or TOS 2.06. Cost will vary
HB> depending on the country - I am in England and 2.06 costs 60 UKP.
HB> Installation is a tricky process and best done by the dealer.

Analogic (Kingston) claim to have a TOS2.06 board that is a simple plug in and play ,I saw the STE version but not sure about a FM one.
From conversation's with them I beleive it plug's over the Glue chip.

Still a tricky business though :-))

////
Graham Irvine
grin.mettav.royle.org

2834. Re: High capasity media - best prices?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 04:15:37 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2r6s19$6j9@mailer.fsu.edu>
Source record: 187079

Stephen Harold Goldstein (steveg@cseic.saic.com) wrote:
> While you're on the subject of SyQuest drives etc., does anyone know
> if there's a driver for MSDOS PC's to read a SyQuest cart (44MB in
> particular) formatted with ICD's utils on an Atari?

I believe newer versions of the ICDFMT program will produce PC readable
cartridges. I can read PC formatted carts on my ST as well, so you could
always format them on the PC.

> Under Spectre, the ST could directly format, access, use, etc. Mac
> cartridges, and since DOS and GEM have the same floppy format I'd hoped
> it would be simple plug and play, but no such luck.

Try ICD 6.23 or higher, I think it will work.

> Also, anyone know why the SyQuest seems to be v-e-r-y---s-l-o-w on the
> PC? I've got it hanging off the back of a SoundBlaster SCSCI II card, and
> am accessing via Adaptec's ASPIDISK.SYS driver that came with the board.
> Much thanks in advance.

I some of the older PC SCSI interface cards are pretty retched, though newer
cards are nice. I have a friend who uses Syquests on his PC, and it is
quite fast. Thus, it is probably your card.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2835. Master Tracks Pro 3.6 for sale or trade.

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 04:22:04 UTC
From: atariman@aol.com
Message-ID: <2r6sdc$h9k@search01.news.aol.com>
Source record: 187084

I have version 3.6 of Master Tracks Pro for the Atari ST. Works on TOS 1.0, 1.2, 1.4, & 1.6.
A great sequencer. Maybe Passport will someday revive its support for Atari. Nevertheless, I have an Extra original for sale or trade. Would take $100 for it and I will throw in Band In A Box version 4 along with it! Will also trade for another high-end sequencer such as Cubase (I have Cubase Lite), you know what I mean. The Atari is by far the nicest MIDI computer to work with. No fans, just a nice quiet studio computer, and it all works with just 1 meg (no 520's). Let me know what you think.
Send your response to: T Hendershot, 4835 Crosley Ave, Duluth, MN 55804.

2836. Atari ST Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 05:46:46 UTC
From: mguidry@new-orleans.NeoSoft.com
Message-ID: <2r71c6$5h8@new-orleans.NeoSoft.com>
Source record: 187281

Here is some hardware I have for sale. All in excellent shape.

1 - 520ST with double sided drive.

1 - SC1224 color monitor with the controls in front

If interested, send netmail. $200 obo. Also willing to sell components individually.

Mike Guidry

2837. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 05:49:04 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <2r71gg$jdc@Tut.MsState.Edu>
Source record: 187272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there any way to use a QIC-80 tape on an STe?
I really want a tape backup but can't afford a SCSI tape.
Mabee an interface/software combination could be developed
that uses ther cheap DOS tape units. Why not use the second
floppy port and software or an iterface to serial or SCSI
and software??

If this is not possible, WHY????

E-mail: ted2@Isis.MsState.edu
S-mail: Aiken Village Apt #34-K
: Starkville, MS 39759

2838. Re: Atari World-Wide Web pages

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 05:53:00 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2r71ns$qpa@geraldo.cc.utexas.edu>
Source record: 187279

Hi,

>There were a couple of WWW pages posted a couple of weeks ago that were
>Atari-oriented; one was a hypertext version of the Atari FTP site list,
>for example...

My WWW home page has links to all of the Atari related sites that I know
of, including:

1.) My own Ghostscript information (including outdated screen clips),
2.) Notator Logic info (with screen shots),
3.) The canonical ftp site list,
4.) The Hensa micros software archive,
5.) Some info about the MiNT init package.

The URL to my home page is

http://godel.ph.utexas.edu/Members/timg/welcome.html

or you can get to me through the Center for Relativity page:

http://godel.ph.utexas.edu ->Personnel ->Tim Gallivan

-Tim Gallivan
timg@landau.ph.utexas.edu

2839. Re: POV atari symbol

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 05:55:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2r71rq$ri8@uqcspe.cs.uq.oz.au>
Source record: 187278

sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:

>Has anyone got an Atari fuji symbol definition for POVray ? I'd
>create one myself, but the manual warns "practically impossible
>to generate by hand" about the smooth_triangle class, which is what I
>think I'd need.

I just made this...

```
#declare AtariFujiSlope =
union {
// The front
bicubic_patch {
type 1
flatness 0
u_steps 3
v_steps 3
<1,10,0>, <1.3,10,0>, <1.7,10,0>, <2,10,0>,
<1,3,0>, <1.3,3.3,0>, <1.7,3.7,0>, <2,4,0>,
<4,0,0>, <4,1,0>, <4,2,0>, <4,3,0>,
<8,0,0>, <8,1,0>, <8,2,0>, <8,3,0>
}

// The back
bicubic_patch {
type 1
flatness 0
u_steps 3
v_steps 3
<1,10,1>, <1.3,10,1>, <1.7,10,1>, <2,10,1>,
<1,3,1>, <1.3,3.3,1>, <1.7,3.7,1>, <2,4,1>,
<4,0,1>, <4,1,1>, <4,2,1>, <4,3,1>,
<8,0,1>, <8,1,1>, <8,2,1>, <8,3,1>
}

// The convex curve
bicubic_patch {
type 1
flatness 0
u_steps 3
v_steps 3
<1,10,0>, <1,10,0.3>, <1,10,0.7>, <1,10,1>,
<1,3,0>, <1,3,0.3>, <1,3,0.7>, <1,3,1>,
<4,0,0>, <4,0,0.3>, <4,0,0.7>, <4,0,1>,
<8,0,0>, <8,0,0.3>, <8,0,0.7>, <8,0,1>
}
```

```
// The concave curve
bicubic_patch {
type 1
flatness 0
u_steps 3
v_steps 3
<2,10,0>, <2,10,0.3>, <2,10,0.7>, <2,10,1>,
<2,4,0>, <2,4,0.3>, <2,4,0.7>, <2,4,1>,
<4,3,0>, <4,3,0.3>, <4,3,0.7>, <4,3,1>,
<8,3,0>, <8,3,0.3>, <8,3,0.7>, <8,3,1>
}

// The side
triangle { <8,0,0>, <8,3,0>, <8,3,1> }
triangle { <8,0,0>, <8,3,1>, <8,0,1> }

// The top
triangle { <1,10,0>, <1,10,1>, <2,10,1> }
triangle { <2,10,0>, <2,10,1>, <1,10,0> }

translate <0,0,-0.5>
}

#declare AtariFuji =
union {
object { AtariFujiSlope }
object { AtariFujiSlope rotate y*180 }
box { <-0.5,0,-0.5>, <0.5,10,0.5> }
scale 0.1 // Make height == 1 ... `Unit Fuji' :)
}

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
\_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

2840. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 05:57:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2r720m$rm0@uqcspe.cs.uq.oz.au>
Source record: 187280

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>It comes with TOSWIN. With old versions, only in source form. With the
>>TOSWIN I most recently uploaded to a.a, it is built.

>Could somebody post a filename and path for this file? I've been trying
>to find it on a a.a mirror with no luck.

-rw-r--r-- 20867 72141 May 12 14:57 ./Mint/tw14w12b.zoo
-rw-r--r-- 20867 92760 May 12 14:57 ./Mint/tw14w12s.zoo

(Just posted in Weekly Posting of New Stuff)

--
Warwick

_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2841. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 06:09:53 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cpvt4I.4nE@cix.compulink.co.uk>
Source record: 187200

>I saw just a few minutes ago that HSMOD03 has been uploaded to a.a.u.e.

I got HSMOD04 this morning.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

2842. International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 06:39:25 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2r74et$1m9@news.u.washington.edu>
Source record: 187282

There has been some messages going around inquiring about how to go about paying for share ware fees in other countries. Several people suggested placing the bills into the envelope (between two post cards so the currency doesn't show) and mailing the cash. For me, this method is impractical due to several reasons.

One: If the money gets lost in the mail (for whatever reason), there's going to be hurt feelings and distrust. The author (probably) will not send the registration code, because he never receives the payment.

Two: The user on the other hand has already shelled out $10 - $20 dollars (or whatever), and will probably will not be willing to send the money again.

Well, I too need to know more about this subject, so I decided to visit my local bank.

Let's suppose Mr. X lives in Germany and wishes to register his copy of WordCrunch, a really spiffy word processor that puts Microsoft's Word to shame (which isn't that hard... {please - no flames}).

To register, Mr. X needs to get $100 US dollars to Mr. Z, the author of WordCrunch. Here are the various methods that I have looked into:

Check
This works great if your in the US, but apparently the usage of checks isn't as common abroad as it is here in the US, so Mr. X would not be able to send Mr. Z a check for $100..

International Money Order
This seems to be the best way to do an international transfer.
If the amount is under $1000, then the fee would be $10, otherwise the fee would be $15. So Mr. X would go to his bank and pay $110 for a $100 money order. Also, make certain than Mr. X exchanges the amount into US dollars BEFORE the money order is sent, otherwise it will arrive in D. Marks, and Mr. Z will have to have the currency exchanged to US dollars (which will cost a fee). BTW: $10 is what my banker told me it would cost to send from here to there, and he believes that it would cost the same to transfer from there to here.
Although this method is fairly inexpensive, it does have some drawbacks. 1) After the IMO has been drafted for person's name (or a company), the transfer still needs to be sent... air mail is pretty expensive, and ground/sea takes a long time (perhaps 4 ~ 5 weeks). 2) If something goes wrong (like the letter was lost), the IMO won't be cashed (because it's made out to a specific individual), but it is up to Mr. X to cancel the IMO and send a new one, and Mr. Z will not be able to do anything about it.

American express
This method is pretty expensive, but fairly safe as well. It costs $25 to transfer funds from the US to an international country, but it costs $35 to send from an international country to the US (go figure...). However, AE is very common in Europe (so I'm told), and if anything goes wrong, AE will remedy the situation (by re-embursing).

Wire
This method is very expensive, but fast. The cost would be (according to my banker) $20 for Mr. X to send the wire on his end, and $12 for Mr. Z to receive the wire. However, the money will arrive within a day or two and there will be a very minimal risk (since the order is transferred over the phone line and not the mail system, no one could grab the $$$). Also, in order to send the wire, the sender needs to send the transfer to a specific bank account. I don't know about you but broadcasting my bank account does not sound too smart.

VISA
This method is inexpensive (to Mr. X) and the risk is very minimal (if you give your visa number over the phone... otherwise, if you send the numbers over the mail, you stand the risk of someone intercepting the numbers and IMHO and your risk goes up). Although the cost is small for Mr. X to perform a transaction with VISA, it costs a lot of money for Mr. Z to obtain and operate a VISA. For example, my banker said that their branch charges at least $25 a month to keep/operate (which is a lot if you only get an order every month or two), and there are other costs (like start up frees, etc...).

I'd appreciate it if someone in another country would respond to this and tell us what it would cost on their end (e.g would it really cost $10 to do a IMO), and comment on how much of a hassle each system would be.

2843. Re: MacMiNT ?????

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 07:09:05 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May16.070905.2816@tiggertoo.earth.ox.ac.uk>
Source record: 187186

In article <1994May11.202802.12088@nessie.mcc.ac.uk>,
Andrew Bianchi <bianchi@engels.co.umist.ac.uk> wrote:
>Hi All,
>
>Could someone tell me exactly WHAT MacMiNT will do ???
>
>Could I use a Mac to run Atari software ?

Yes, but only TOS programs, ie. those which don't use ANY GEM VDI, AES or
LineA instructions and don't go straight for the hardware.

Things such as GCC, jove and many other ported Unix software will run.

>Or is MacMiNT just a pre-emptive multitasker for a Mac ??

Yes, just as it is for the Atari.

>Who wrote MacMiNT - Eric Smith ???

Yes, most of it.. a Mac fan wrote a minimalist TOS emulation underneath so
as to implement the TOS calls MiNT didn't provide. Note: MacMiNT is based
upon MiNT 0.9x as MiNT 1.xx is copyright Atari.

>Questions, questions ....

Answers, answers......

>Bye for now,
>
> Andrew.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2844. Re: Minix on a Falcon ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 07:14:00 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May16.071400.2896@tiggertoo.earth.ox.ac.uk>
Source record: 187187

In article <2qsg3r$csu@news.dmpe.csiro.au>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>some easy ones ...
>
>1. Has anyone installed Minix on a Falcon 030!?

I dunno.

>2. Does it work ;^)

I doubt it, without loads of patches anyway.

>3. Is Minix PD/Shareware/Whatwear!?

It's copyrighted commercial software published by Prentice-Hall.

>4. What is the latest version!?

I dunno... I doubt it's been upgraded for the last four years, however. (At
least the version you get in a box from Prentice-Hall.)

>5. Approx size of Minix!?

About 14MB in total

>6. Is it Unix compliant, or just very close (i.e. re-compile of sources!?)

It's purely 16bit without ANY support for floating point calculations. These
two scupper many attempts at porting unix software. Well, that and it being
only a reimplementation of Unix Version 7 which means that there are quite a
few system calls and library routines you'll be used to missing.

>Regards,
>
>Karl.
>--
>| Karl Meyland CSIRO Division of Building, Construction and Engineering |
>| Post Office Box 56, Highett, Victoria, Australia 3190 |
>| Internet: karlm@mel.dbce.csiro.au |
>| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2845. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 07:19:37 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May16.071937.2973@tiggertoo.earth.ox.ac.uk>
Source record: 187188

In article <H.eg.WhXBB5mt&02@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <60.47611.4514.0N19DE27@canrem.com>, Christopher Browne writes:
>> (Shock of the month: I dropped by a Mac store and inquired about what they'd
>> sell running their version of Unix. They couldn't imagine the idea of running
>> with less than 48MB of RAM and a gig of disk space. I don't think they
>> believed me when I said that Sun had been selling machines running BSD Unix in
>> 8MB for years... 'Twould have been foolish to mention the fact that Unix was
>> developed on DEC machines which had a mere 256K of RAM. Or was it 128K...)
>
>Less than that I think! I seem to recall hearing 64k of RAM, and some
>tiny amount of disk storage (like 9" floppies); supported four
>concurrent users on that tiny machine.

Well, I've used a Philips microprocessor development box which ran Unix
Version 7 in 256K RAM with a 10MB hard disk running on a 68000 with extra
hardware so as to support process swapping to disk. Old versions of Unix, ie.
those before virtual memory were suprisingly small.

>64k isn't enough to boot MiNT, let alone do any work!

Hmm.. but MiNT has to do a lot of kludging just to work around TOS. It also
can't swap processes out.

>--
>-------------------==-------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2846. Mod Player for 1 Meg + Mono

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 07:59:46 UTC
From: jon_w@sn4512.oldham.gpsemi.com
Message-ID: <Cpvy7M.LEK@lincoln.gpsemi.com>
Source record: 187190
Body handling: HTML body converted to readable text

```
--

Is there a mod Player/Editor for a 1 meg Mono STE ?

~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~

___ ___
" " " __( )====:: __( )====:: Jonathan M Walker
"" " /~~~~~~~~~\ /~~~~~~~~~\ GEC Plessey Semiconductors
\!/ \0.0.0.0.0/ \0.0.0.0.0/ E-mail: jon_w@oldham.gpsemi.com
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2847. ANSI-ST v.0.30

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 08:02:23 UTC
From: en351@cleveland.Freenet.Edu
Message-ID: <2r79af$emk@usenet.INS.CWRU.Edu>
Source record: 187189

Does anyone have the program ANSI-ST v.0.30 mentioned in the latest AEO? It's on GEnie but I can't seem to find it on any ftp site. Could someone upload it to a.a.u.e or UUE it and mail it to me? Thanks.

2848. Re: Minix on a Falcon ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 08:45:54 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2r7bs2$c9f@nasim.sta.sub.org>
Source record: 187284

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
> some easy ones ...

> 1. Has anyone installed Minix on a Falcon 030!?

No.

> 2. Does it work ;^)

No. Minix (latest version is 1.6 I think) does only run on the ST, perhaps
on the TT, too. It's definately not adapted for the FALCON.

> 3. Is Minix PD/Shareware/Whatwear!?

It's Payware. Some Patches are available via ftp.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2849. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 08:52:39 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May16.085239.22663@bradford.ac.uk>
Source record: 187194

Jeff Beeghly writes:

: VISA
: This method is inexpensive (to Mr. X) and the risk is very
: minimal (if you give your visa number over the phone... otherwise, if you
: send the numbers over the mail, you stand the risk of someone
: intercepting the numbers and IMHO and your risk goes up). Although the
: cost is small for Mr. X to perform a transaction with VISA, it costs a
: lot of money for Mr. Z to obtain and operate a VISA. For example, my
: banker said that their branch charges at least $25 a month to
: keep/operate (which is a lot if you only get an order every month or
: two), and there are other costs (like start up frees, etc...).

IMHO, VISA is the very best way to send money abroad. Most people over here have a VISA card, or know someone who has, who will do the transaction for them. The recipient of the money only has to go to a local company who already has VISA facilities, and ask them to accept the VISA transaction on their behalf. The company, I think, loses 1.5% or 2.5% of the value of the VISA transaction. The sender is charged at a slightly inflated exchange rate, but this is usually fair enough.

This was, nobody loses out significantly, and the money is sent in perfect safety. The only trouble is finding a co-operative company. This should not be too hard in my experience.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2850. Re: Minix on a Falcon ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 10:15:14 UTC
From: gerco@cs.vu.nl
Message-ID: <Cpw4HF.9DC@cs.vu.nl>
Source record: 187197

steve@earth.ox.ac.uk (Stephen Usher) writes:

[... heavily edited ...]

>In article <2qsg3r$csu@news.dmpe.csiro.au>,
>Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>>some easy ones ...
>>
>>1. Has anyone installed Minix on a Falcon 030!?
>I dunno.
It does not work.

>>4. What is the latest version!?
1.5, and there are patches to 1.6.25

>>6. Is it Unix compliant, or just very close (i.e. re-compile of sources!?)
>It's purely 16bit without ANY support for floating point calculations. These
>two scupper many attempts at porting unix software. Well, that and it being
>only a reimplementation of Unix Version 7 which means that there are quite a
>few system calls and library routines you'll be used to missing.
Well, this is true for 1.5, 1.6.25 has floating point support, and is
much more POSIX like, and that makes it more 'compatible'.

Gerco.

PS: But with a Falcon you should probably wait for the Linux port, some
German's working on, getting 'stable'.
--
+-----------------------------+-----------------------------------+
| GC Ballintijn | Oh, Fortuna, velut luna |
| Email: gerco@cs.vu.nl | Statu variabilis..... |
+-----------------------------+-----------------------------------+

2851. Re: New Atari programs on HENSAs new baby

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 11:55:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpw925.K6s@westminster.ac.uk>
Source record: 187106

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <Cpp5py.HID@westminster.ac.uk> Denesh Bhabuta wrote :

: >Pfx Date Key Details
: >--- ---- --- -------
: >n100 18/04/94 S--- LHARC 3.0 A GEM based LHARC. Fast.
: >
: I didn't really understand how to get the files. Could you please tell
: me how to get eg. LHARC 3.0 from the above list. Please remember i'm
: running UUCP, which means i need to know the exact address and directory.

OK, for Atari, we have two lists....TOS, and MiNT....The programs that
were listed, were TOS programs, as was mentioned at the top of the
list, so when you log into HENSA, you type

cd micros/atari/tos

you then check the Prefix....this is in the form alphabeticletterxxx
wher the letter is either m or (for the moment...more will be added),
and xxx is a number (1 will be 001).. So taking the above example,
lharc 3.01 has a prefix n100, so the exact location is :

n/n100 in the TOS directory. Therefore, from the beginning, you will
type

cd micros/atari/tos/n/n100

the necessary files will be under this n100 sub-directory.

BTW, lharc 3.01 is now on-line, as well as Superboot 8.1

Hope this helps.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2852. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 11:56:22 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2r7n16$jnj@rs18.hrz.th-darmstadt.de>
Source record: 187104

Wasn't there a special JPEG loader for registrated GEMView
Versions which should be put into the AUTO-folder?
Where can I get it and how much does it cost ?

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

2853. Re: Atari World-Wide Web pages

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 12:08:38 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpw9o1.LF2@westminster.ac.uk>
Source record: 187107

Tim Gallivan (timg@ccwf.cc.utexas.edu) wrote:
: Hi,

: >There were a couple of WWW pages posted a couple of weeks ago that were
: >Atari-oriented; one was a hypertext version of the Atari FTP site list,
: >for example...

: My WWW home page has links to all of the Atari related sites that I know
: of, including:

: 1.) My own Ghostscript information (including outdated screen clips),
: 2.) Notator Logic info (with screen shots),
: 3.) The canonical ftp site list,
: 4.) The Hensa micros software archive,
: 5.) Some info about the MiNT init package.

: The URL to my home page is

: http://godel.ph.utexas.edu/Members/timg/welcome.html

Tim, thank you for mentioning HENSA micros in your WWW page....I have
accessed your page, and the Ghostscript section, and the ftp-site
section.

At the moment, HENSAs WWW page is at the address mic2.hensa.ac.uk,
which will be changed to micros.hensa.ac.uk, once we've sorted out a
few probs with the new machine.

So, if you would like to use HENSA through WWW, then please type :
http://mic2.hensa.ac.uk

Our WWW server hooks into gopher too, so you are able to do keyword,
pacakge type, and alphabetical searches through the software database.

Oh, and BTW, has anyone been successful accessing sites through
http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html

I've been to the ftp list here, and clicked on the sites, but just can
not connect. Anyone know why?

Also, the other site which was mentioned can be found at :

http://earth.ox.ac.uk/~steve/mintos.html

All the best to all.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2854. Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 12:27:37 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769091245@sirius.herts.ac.uk>
Source record: 187108
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I've recently seen the adverts and read the STF article about
SMS2, the new operating-system-on-a-cartridge for Atari machines. I am
damn curious about it, and am also wondering why there haven't been any
articles about it on these newsgroups (of course, my feed might be a bit
slow).
I am very excited at the prospect of a proper multitasking O/S
with a proper windowing environment, and although the STF article and
review answered some questions, I have many more. Some of the most
pressing are below, but I would love to see a full discussion of SMS2.
Perhaps a new newsgroup is in order- comp.sys.atari.sms2?
QUESTIONS

What are the applications bundled with SMS2, if any?
What programming languages exist- LBASIC was mentioned, is there
a version of C in the pipeline?
How configurable is it?
How similar to Unix is the multitasking?
Does it support the standard ST/PC disk format (for floppy and
hard drives)?
PD software was mentioned- how much is there, and where could I
get it?
What is it like to use on a 1mb floppy drive system?
How much does it depend on boot disks and the like?
How can it be compatible with STFMs and STEs?

Duncan.

ObCommodore: C= liquidates... how ironic after all these years of
"competition". I hope the Amiga comes back, but I also hope
Atari & Acorn gain a little more credibility from this.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

2855. Re: PCHROME & AdSpeedSTE incompatibility

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 12:42:00 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994May16.124200.6411@vax.sbu.ac.uk>
Source record: 187088

In article <769043141.AA05570@byte.bbs.no>, lars-erik.osterud@byte.bbs.no
(Lars-Erik Osterud) writes:
>>Well PCHROME 4 did this on my MSTE at 16Mhz with cache. I had to turn
>>*everything* off including the cache - and boot from a floppy before i
>>wanted to know.
>
> The problem with some accelerator card (like the Hypercache I had on
> my old MEGA ST) is that there is no way to set them to 8 Mhz, the
> "slow mode" is 16 Mhz too, but with the cache off (almost 8 Mhz :-)
>
> On the MEGA STE however you CAN set it to 8 Mhz too (16 Mhz without
> cache is not faster, but 8 Mhz without cache is compatible....)

But version 4 claims to set the processor to 16MHz for processing and back to
8MHz for display. It doesn't work. If you run it from 16MHz, the display is
still corrupted and from 8MHz the processing is as slow as ever.

> A question: I have an original Spectrum 512, but it crashes on my MEGA
> STE (the picture is OK, but when I click on some functions - pooof !!!)

Likewise. It became a lot more stable when I disabled Quick ST, so if you have
a software accelerator installed, try disabling it. Even so, it still crashes
sometimes.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

2856. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 14:01:19 UTC
From: avg@cwi.nl
Message-ID: <CpwEy7.7uq@cwi.nl>
Source record: 187117

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

>It was none other than Warwick Allison that wrote on 9 May 94 that ,
> >> WINX with MiNT and without MultiTOS should work.
> >> WINX has much more features than MultiTOS now has. Have a look at
> >> the latest free beta version 2.3g.
> WA> Do you mean that WINX makes plain TOS 3.06 have coloured icons, 3D
> WA> buttons, and allow multitasking of GEM applications (with
> WA> MiNT)????!!!
> WA> That would be very nice, if true.

>And one hell of an upgrade from 2.2 !

>I think however he might be referring to the added Window gadgetry only.

Does it do the MultiTOS icons? (hopefully aestetically nicer as well...)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2857. Re: TEMPUS 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 14:04:20 UTC
From: avg@cwi.nl
Message-ID: <CpwF38.7yJ@cwi.nl>
Source record: 187118

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>--
>This great offer also includes full details of the new (1.2) version
>of Tempus 2 which supports larger screens, the TT and the Falcon, together
>with a special offer for upgrading to this new version...
>--

>Can some one that knows please post the correct info here thanks....

>I use Tempus a lot and would like to get this later 2.2 version....

Where does this sudden `back to the sixties' hype come from?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2858. Atari Mosaic

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 14:06:44 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CpwF79.38I@cix.compulink.co.uk>
Source record: 187258

Has anyone got any information on an Atari compatible version of mosaic,
the World Wide Web browsing software?

thanks, Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2859. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 14:12:39 UTC
From: avg@cwi.nl
Message-ID: <CpwFH4.89t@cwi.nl>
Source record: 187286

jbeeghly@u.washington.edu (Jeff Beeghly) writes:

>Check
> This works great if your in the US, but apparently the usage of
>checks isn't as common abroad as it is here in the US, so Mr. X would not
>be able to send Mr. Z a check for $100..

Wrong. We just have different cheques than you have, and they're mutually
incompatible. Everybody (even the British these days) has EuroCheques over
here.

>International Money Order
> This seems to be the best way to do an international transfer.
>If the amount is under $1000, then the fee would be $10, otherwise the
>fee would be $15. So Mr. X would go to his bank and pay $110 for a $100
>money order. Also, make certain than Mr. X exchanges the amount into US
>dollars BEFORE the money order is sent, otherwise it will arrive in D.
>Marks, and Mr. Z will have to have the currency exchanged to US dollars
>(which will cost a fee). BTW: $10 is what my banker told me it would
>cost to send from here to there, and he believes that it would cost the
>same to transfer from there to here.

Experience in Holland is they charge more (about 25 guilders) for incoming
cheques. And that's just the charges for the ACCEPTING bank. I trust your
10 dollars is what you pay to your banker, so that will be

NLG 25
USD 10
------ +
a lot

> Although this method is fairly inexpensive, it does have some
>drawbacks. 1) After the IMO has been drafted for person's name (or a
>company), the transfer still needs to be sent... air mail is pretty
>expensive, and ground/sea takes a long time (perhaps 4 ~ 5 weeks). 2) If
>something goes wrong (like the letter was lost), the IMO won't be cashed
>(because it's made out to a specific individual), but it is up to Mr. X
>to cancel the IMO and send a new one, and Mr. Z will not be able to do
>anything about it.

>American express
> This method is pretty expensive, but fairly safe as well. It
>costs $25 to transfer funds from the US to an international country, but
>it costs $35 to send from an international country to the US (go
>figure...). However, AE is very common in Europe (so I'm told), and if
>anything goes wrong, AE will remedy the situation (by re-embursing).

I suppose the best way here is to have an AE account in the countries you sell most software to, and then collect a number of orders before you do the transfer.

>Wire
> This method is very expensive, but fast. The cost would be
>(according to my banker) $20 for Mr. X to send the wire on his end, and
>$12 for Mr. Z to receive the wire. However, the money will arrive within
>a day or two and there will be a very minimal risk (since the order is
>transferred over the phone line and not the mail system, no one could
>grab the $$$). Also, in order to send the wire, the sender needs to send
>the transfer to a specific bank account. I don't know about you but
>broadcasting my bank account does not sound too smart.

Your account number? Why not? Most companies make at least one account number public.

>I'd appreciate it if someone in another country would respond to this and
>tell us what it would cost on their end (e.g would it really cost $10 to
>do a IMO), and comment on how much of a hassle each system would be.

I'd say it'd cost $25 on the average when the whole trac'e from pocket to pocket is taken into consideration.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2860. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 14:15:06 UTC
From: avg@cwi.nl
Message-ID: <CpwFL7.8Bo@cwi.nl>
Source record: 187287

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>IMHO, VISA is the very best way to send money abroad. Most people over
>here have a VISA card, or know someone who has, who will do the
>transaction for them. The recipient of the money only has to go to a local
>company who already has VISA facilities, and ask them to accept the VISA
>transaction on their behalf.

Sounds smart. But is it `allowed'?

>This was, nobody loses out significantly, and the money is sent in perfect
>safety. The only trouble is finding a co-operative company. This should
>not be too hard in my experience.

I have been thinking about `Money Laundry Software' before I decided to go for
`ZFC'. Maybe I should reconsider the name.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2861. Re: Mod Player for 1 Meg + Mono

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 14:52:15 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.94May16165216@arthur.crpht.lu>
Source record: 187123

A mono STE does not exist.
It is always STEREO :-) Well ok I know what you mean.
The solution is PAULA. An accessory. Protracker 2.0 compatible. 50kHz.
It's optimized more for a TT but works fine on STE too.

Georges.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

2862. Re: ST Emulator on PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 15:13:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405161434.AA04729@ilmen.lanl.gov>
Source record: 187125

In article 0010E8DB@crpht.lu, laurent.lebecque@crpht.lu () writes:
>Could somebody tell me if there is a good St Emulator on IBM PC ?

Theres the GEMulator, of course.

For info, send email to darekm@microsoft.com

-Hutch- @ Fair Dinkum Tech

2863. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 15:25:42 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405161446.AA04735@ilmen.lanl.gov>
Source record: 187126

In article 22663@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>IMHO, VISA is the very best way to send money abroad. Most people over
>here have a VISA card, or know someone who has, who will do the
>transaction for them. The recipient of the money only has to go to a local
>company who already has VISA facilities, and ask them to accept the VISA
>transaction on their behalf. The company, I think, loses 1.5% or 2.5% of
>the value of the VISA transaction. The sender is charged at a slightly
>inflated exchange rate, but this is usually fair enough.

Er... you mean you walk into your bank or favorite merchant and say, "Here is
Mr. X's Visa credit card number. Please charge his account $100 and give me
the money." ??? What's wrong with this picture???

I don't know about Europe, but in the US it is not permissable to process
someone else's credit card transaction. The company that does so runs the
risk of losing their merchant credit card account. At least, this is what
I was warned when I got my M/C and Visa merchant account. The bank that
issues the account is liable, to an extent, for any wrongdoings of the
account holder.

What about 'International Reply Coupons' available from any Post Office?

-Hutch- @ Fair Dinkum Tech

2864. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 16:03:43 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2r85gv$d5a@mailer.fsu.edu>
Source record: 187136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:

> Is there any way to use a QIC-80 tape on an STe?
> I really want a tape backup but can't afford a SCSI tape.
> Mabee an interface/software combination could be developed
> that uses ther cheap DOS tape units. Why not use the second
> floppy port and software or an iterface to serial or SCSI
> and software??

> If this is not possible, WHY????

It would surely be possible to use one of the many PC tape units that
connect to the parallel printer port, give that someone would write the
software to do it. This would be a product I would most certainly purchase
or register. Perhaps it could be added to Diamond Back 3 or GEMar. Heck,
even a command line tar-style interface would be fine.

Coming up with a way to use the internal PC tape drives would probably be
much more difficult, requiring hardware and logic (i.e. an interface board),
in addition to software.

SCSI tape drives are not always super expensive. For example, I see an ad
(Spectrum 1-800-959-1030) for guaranteed refurb Wangtek 5150ES QIC-150 drives
for $270, and used deals can be much lower than that on misc.forsale.computers.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2865. Re: TEMPUS 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 16:09:48 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2r85sclNNdd7@sat.ipp-garching.mpg.de>
Source record: 187141

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <2qsq0a$i6f@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
: >sheppard_r@ix.wcc.govt.nz writes:
: >>Hisoft in the UK sells the latest 2.2 UK, version....
: >
: >No they don't -- the version that was given away by ST user was the
: >latest (and the last, probably) translated version.

: >it doesn't work on 68030 machines, nor most graphics cards. Nor
: >MultiTOS, I suspect. Apart from that, it was a fine program :-)

: So what is printed in ST-Users is incorrect...???
: Can some one that knows please post the correct info here thanks....
: I use Tempus a lot and would like to get this later 2.2 version....

The version 2.2 definately supports TT and Falcon. It is not clear from
the CCD (German company) announcement whether it works with MultiTOS,
Mag!X or MiNT. It is not clear either if there is an English version (well,
they won't sell an English version in Germany, I suppose :-).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2866. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 16:15:37 UTC
From: djs@jet.uk
Message-ID: <1994May16.161537.21660@jet.uk>
Source record: 187138

In <Cpsty1.n31@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

>>Diamond Back 3 does not directly support the Minix file system, however
>>they can be backed up and restored via the Raw Image backup option.

>Bob just a note to say well done for the work put into DB3, the front
>end is superb, and I've now saved a hell of a lot of disks with the
>1.6mb floppy option.
...
>=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
^^^^^
Do you really back 235 Meg to floppies, even at 1.6 meg each ?! Get
a tape drive, they're pretty cheap these days (2nd user Unix tape
drives seem to be available cheaply, as Unix people presumably upgrade
to DAT). My streamer was definitely one of my best purchases.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2867. Freaze Dried T Inverted?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 16:29:59 UTC
From: metroman@netcom.com
Message-ID: <metromanCpwLtz.4su@netcom.com>
Source record: 187139

I just got freeze dried terminal which I love except for one thing...
the letters show up white and the screen is black. This would be ok except
that highlights don't show up and there are times when i need them like
when using lynix. I asked the people at my host computer and they said
they know of no way to reverse the colors.

I'm using an atarti 1040st with a monochrome moniter and vt52 emulation.
I have a unix internet account. I tried the reverse monocrome option on
fzt but that didn't affect the internet stuff only fzt things.

metroman@netcom.com
does anyone know the solution or a good versitile shareware program that's
easy to use? I would prefer to use fzt but will switch if I have to.

2868. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 16:37:54 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <769314312.0@mettav.royle>
Source record: 186907

On 15 May 94 at 21:43:42, Graham did truly state.....

GI> I have heard though that there seem's to be some teething problem's
GI> with Filemask's...
Hmmm, haven't tried.

GI> AND as a Falcon user you will be sad to know a bombing problem on
GI> said machine. I hasten to add that I have no experience of this just
GI> passing on someone elses posting !
Well it doesn't bomb on mine just won't back up to my tape streamer (I have to select it manually by its ID and when I select backup it just sits there with the progress bar on 0%!!!)

GI> ATM I'm waiting to see before upgrading .Can anyone confirm or deny
GI> the above ?
Well there you have it Graham :-)

Spencer

2869. ST Emulator on PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 16:54:27 UTC
From: laurent.lebecque@crpht.lu
Message-ID: <laurent.lebecque.3.0010E8DB@crpht.lu>
Source record: 187124

Could somebody tell me if there is a good St Emulator on IBM PC ?
Thank you.

2870. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 17:17:20 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May16.171720.772@bradford.ac.uk>
Source record: 187147

On 16 May 1994 10:25:42 -0500, John Hutchinson wrote:

: Er... you mean you walk into your bank or favorite merchant and say, "Here is
: Mr. X's Visa credit card number. Please charge his account $100 and give me
: the money." ??? What's wrong with this picture???

I was actually talking about somebody you know very well. e.g. for myself,
I would use my father's VISA merchant account. If not that, then a
shop-owner who you know personally. I do not actually know how widespread
VISA is in the U.S., but in the U.K., at least half of all shops accept VISA.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2871. Reading MAC Lowdensity disks.

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 17:28:54 UTC
From: bpw@nereid.aplabs.com
Message-ID: <2r8agm$i0t@jupiter.aplabs.com>
Source record: 187082

Is there a way to read Low density MAC disks with the ST? I heard that it could be done and that someone had done it by pulsing the disk drive motor.

--
Brandon Warhurst AP Labs
IP: bpw@aplabs.com Vienna, VA

2872. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 17:31:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May16.173136.2322@bradford.ac.uk>
Source record: 187148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 16 May 1994 16:03:43 GMT, Mickey Boyd wrote:

: It would surely be possible to use one of the many PC tape units that
: connect to the parallel printer port.

I don't believe this is possible. It should be with the Falcon (TT?) but
on ST's & STe's {near-quote}'Some of the vital lines are missed off, which
prevents the user from using the parallel port in bidirectional
applications'.

I think it is possible to make a cartridge-port to bi-dir. parallel port
adaptor, using cheap simple logic IC's, e.g. that in Peter Mayer's archive
(ftp.tuwien.ac.at:/pub/atari-st/tuw-tcp/newadapt.img).

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2873. Re: HELP! Upgrade my 1040 so I can use Notator

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 17:45:45 UTC
From: cfav1@leonis.nus.sg
Message-ID: <2r8bg9$k6h@nuscc.nus.sg>
Source record: 187253

mcwilliams@wmich.edu wrote:

: 3) Would it be cheaper to buy a used ST? What will work with Notator Logic?
^^

You need at least an Atari ST with 2MB RAM and TOS 1.2 ROMs to run Logic
Atari.

--

Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

2874. Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 17:46:53 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.769110413@Paddington>
Source record: 187252

I am beginning to get a bit bored with all the post about Diamond Back 3,
so here is a list of features taken from the latest HiSoft Catalogue:

Backup Features:
o Extremely fast. In fact, the fastest we know!
o Easy to use 100% windowed GEM user interface with on line help.
o Backup/Restore any number of drive partitions, directory paths,
single directories, or specific files in a single pass.
o Flexible creation of backup sets from different paths or partitions.
o Intuitive and powerful path selection.
o Wild card masks to include or exclude files, which are fully
editable and may be different for each path.
o Incremental backups by date/time or by archive bit (TOS 1.04 onwards).
o Load and Save custom backup configurations for ease of use.
o Flexible disk formatting options, pre-formatted disks do not have
to be of the same type.
o File compression and encryption, disk usage estimation, disk
statistics and assorted disk utilities.
o Backup to floppies or to other partitions.
o Automatic drive switching during all program functions.
o Very flexible Full or Partial restore options, restore original
directory tree or specify new structure.
o Create file listings during the backup, create CRC validation logs
to Hard Disk or floppy files.

Extra Special Features:
o Backup and Restore Spectre GCR(tm) partitions!
o Full support for High Density 1.44Mb floppies, SCSI tape, SyQuest
removable and 21Mb Floptical Drives.
o Intelligent image backup option that only backs up sectors that
contain data.
o Restore partition images to different size partitions.
o Hard disk to hard disk copies 10 times faster than desktop copies.
o State of the Art file compression speed.
--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

2875. San Antonio Texas Faire

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 19:23:50 UTC
From: mann@austin.wireline.slb.com
Message-ID: <2r8h86$odd@maggie.austin.wireline.slb.com>
Source record: 187271

DOes anyone have a list of who will be attending the SanAntonio Texas
Atari Faire June 4+5.
What companies will be present?
Thanks.
David Mann
Austin, Texas

2876. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 19:28:59 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769116528@sirius.herts.ac.uk>
Source record: 187264
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Oh dear, following up to my own post. Heres a little memory
jogger, the advert that Furst Ltd. have been putting in the ST press for
the last couple of months.
The advert is (sadly) b/w and 1/4 page, probably they couldn't
afford much more than that. Lets hope SMS2, and Furst Ltd., get the
support they (seem to) deserve.
The text of the advert, excluding the phone number and address
(though I can post them if anyone wants) follows my .sig. And no, I
don't work for them, know them, drink with them, etc. They have simply
developed a product that has caught my interest.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

TRUE MULTITASKING- THE SMS2 OPERATING SYSTEM

the DAWN of a NEW ERA

Furst Limited are pleased to annonuce the launch of a new
operating system for the Atari ST range of computers.
SMS2 turns even the lowliest of STs into a real time system
with workstation capabilities.

SMS2 is an object-oriented, network-ready operating system. It includes
many advanced features such as an intelligent graphics user interface, a
powerful hotkey system, a unique memory sharing system, inter-job
communications (eg. named pipes), re-directable I/O, built-in system
access programs.
SMS2 seems to be unusual in that you simply plug it into the cartridge
port of your ST, switch on and ten seconds later the system is ready for
use. There is no complex installation procedure and yet it is highly
configurable to suit your own particular needs.
SMS2 is supplied on PEROM (Programmable Erasable Read Only Memory) so
that any upgrades to the system software can be recorded onto the PEROMs
enabling your system to be easily updated.

Applications: SMS2 is not GEM or TOS compatible but is a distinct and
separate operating system, which provides a different form of computing.
There are already a number of commercial programs and a good range of PD

software which is available now and is SMS2 compatible.

FURST Limited

SMS2 is ready now for only <GBP>135.00 for the single user version.

2877. For Sale (UK): 105MB Hard Drive for Atari, plus extra 70MB SCSI drive

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 19:30:51 UTC
From: djs@jet.uk
Message-ID: <1994May16.193051.22130@jet.uk>
Source record: 187259
Cross-posted to: comp.sys.atari.st,uk.misc,uk.forsale

Due to upgrade to Falcon and larger SCSI disk, I have the following
available (for Atari ST range):

105MB Hard drive, in Third Coast Technologies case with internal power
supply and ICD adSCSI+ host adaptor. There is space in the case for
another 3.5" half-height drive, for later expansion. The case also
contains a SCSI port for attaching tape drives, extra disks etc.
The drive is a fairly fast Quantum ELP105S. The ICD adaptor is
better than the ICD Link. It includes a battery-backed system clock.
70MB extra drive: As a freebie for those who can make use of it, I will
add this 5.25" slower drive, which does not fit in the same casing.
I used it with the above drive but in the casing that now houses my
tape drive.

Price, including delivery in the UK, 225 pounds ono.

If you are within what I consider a reasonable distance of Reading or
Abingdon, I am prepared to deliver in person and assist setting up the
software drivers.

Make me an offer...
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2878. Re: ST Format vs ST Review vs ST User

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 19:52:56 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <2r8iuo$8jp@percy.cs.bham.ac.uk>
Source record: 187263

It's ver true that ST Format have a peculiar policy on what they review, esp. PD stuff. Several things got less than 40% in the May ish., and there's certainly quality stuff that could have gone in there instead. I've talked to the DPL owners who put the stuff in... They're fuming and say that they'll never send STF stuff again!!!!

Hurah to that...

David

--
/\ ASTRAsoft shareware for the Atari ST
/\ \ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
/__\ \ David Oakley : dxo@cs.bham.ac.uk
_/_ ___ Graham Harrison : u2e32@keele.ac.uk

2879. Re: Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:05:29 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769118729@Paddington>
Source record: 187268

```
> Stephen Norman - Nogssoft Software
> E-mail: cc103@city.ac.uk
> http://web.city.ac.uk/~cc103
> Treat Her Like A Lady And She'll Always Bring You Home

But a fish supper and a bus-ticket is much less hassle... :-)
Couldn't resist that, Steve...:-)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
( cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170 )
```

2880. Re: New Atari programs on HENSAs new baby

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:24:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEQVBDWE@dksoft.ping.dk>
Source record: 187006

>OK, for Atari, we have two lists....TOS, and MiNT....The programs that
>were listed, were TOS programs, as was mentioned at the top of the
>list, so when you log into HENSA, you type
>
>cd micros/atari/tos
>
>you then check the Prefix....this is in the form alphabeticletterxxx
>wher the letter is either m or (for the moment...more will be added),
>and xxx is a number (1 will be 001).. So taking the above example,
>lharc 3.01 has a prefix n100, so the exact location is :
>
>n/n100 in the TOS directory. Therefore, from the beginning, you will
>type
>
>cd micros/atari/tos/n/n100
>
>the necessary files will be under this n100 sub-directory.
>
>
>BTW, lharc 3.01 is now on-line, as well as Superboot 8.1
>
>Hope this helps.
>

Sure did.. Thanks.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2881. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:27:42 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405161948.AA04793@ilmen.lanl.gov>
Source record: 187269

In article 772@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>
>I was actually talking about somebody you know very well. e.g. for myself,
>I would use my father's VISA merchant account. If not that, then a
>shop-owner who you know personally.

If your father or shop-owner friend doesn't mind, then that's a great system for both buyer and seller as long as the issuing bank doesn't get upset (or find out about it). Unfortunately, I venture that few shareware developers have such outlets for processing 'plastic' available to them.

>I do not actually know how widespread VISA is in the U.S., but in the U.K.,
>at least half of all shops accept VISA.

In the US, most _every_ retail establishment takes Mastercard and Visa; they do if they want to stay in business very long, anyway. :)

Interestingly, while automatic teller machines are very common, the use of bank cards that automatically debit a buyers checking/savings account is not near as prevalent in the US as in Britain, Australia and New Zealand. Yanks still depend very much on paper checks... not near as convenient, IMHO.

-Hutch- @ Fair Dinkum Tech

2882. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:31:49 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769120309@Paddington>
Source record: 187275
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

There is a review of SMS2 in a recent ST magazine - I think it was the last ST Format.

It does look like an impressive product, but then, many technologically innovative and impressive products are doomed to failure in this modern day, cash orientated world. Sad fact of life... :-(

SMS2 looks interesting, but for me, and many others, we simply cannot afford 160 odd quid on something that is interesting, rather than vital.

Of course, the price has to reflect developement and other costs, I realise that, but it is ultimately down to getting many people owning it, and I don't think that will happen (especially with all the mtasking software flying about at the moment - Mag!X is 60 pounds)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2883. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:42:08 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <769314312.1@mettav.royle>
Source record: 186906

mathew bibbled on 12 May 94 to All...

>> beam lasers can't penetrate a Panther with 100 shields. And there's
>> always the energy bomb...
> A hundred shields? Blimey, and I thought I was a sleazy cheat for
> having ten.

You lot should be ashamed at your gross cowardice... I'm flying a Viper with 2 shields in anarchy systems... :)

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2884. WANTED: The Patrician

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:45:40 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <769314312.2@mettav.royle>
Source record: 186908

Howdeedoodee!

Do any of you out there have a copy of The Patrician that they'd willingly part with? I've been phoning up loads of places and none of them have the game or are very optimistic in getting it in the next 6 months. Apparently it's a very hard game to find.

Your help appreciated. Ta!

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

2885. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:50:06 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <769314312.3@mettav.royle>
Source record: 186905

tom bibbled on 14 May 94 to All...

> never showed! Always keep a save game of before you take the
> contract! One way to get around the distance needed to get to some
> hits is use a viper with class3 mil. drive to get there and then
> buy something suitable for the job at hand!

I manage to obliterate panthers with 40 shields with my viper (2 shields and a 4mw beam laser) - - eventually. :))

Col - The Galactic Pirate Menace!

Gabber system: Col@Bibble.Mettav.Royle.Org

2886. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 20:53:44 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2r8mgo$jhv@news.u.washington.edu>
Source record: 187274

avg@cwi.nl (A.V. Groenink) writes:

>Wrong. We just have different cheques than you have, and they're mutually
>incompatible. Everybody (even the British these days) has EuroCheques over
>here.

Would it be possible to have someone send a EuroCheque to the US, and
cash it at a US bank?

>
>>International Money Order
>> This seems to be the best way to do an international transfer.
>>If the amount is under $1000, then the fee would be $10, otherwise the
>>fee would be $15. So Mr. X would go to his bank and pay $110 for a $100
>>money order. Also, make certain than Mr. X exchanges the amount into US
>>dollars BEFORE the money order is sent, otherwise it will arrive in D.
>>Marks, and Mr. Z will have to have the currency exchanged to US dollars
>>(which will cost a fee). BTW: $10 is what my banker told me it would
>>cost to send from here to there, and he believes that it would cost the
>>same to transfer from there to here.

>Experience in Holland is they charge more (about 25 guilders) for incoming
>cheques. And that's just the charges for the ACCEPTING bank. I trust your
>10 dollars is what you pay to your banker, so that will be

> NLG 25
> USD 10
> ------ +
> a lot

Are you sure your not talking about a wire? When I talked to the US
banker, I believe that he said that a IMO only costs money on the sending
end, not the cashing end (unless of course, the money was sent in forign
currency, then the US bank would have to exchange it for US dollars,
which would cost some sort of fee on the receiving end). A wire on the
other hand costs money to send AND to receive. BTW: How much is a NLG
is US funds?

>> Although this method is fairly inexpensive, it does have some
>>drawbacks. 1) After the IMO has been drafted for person's name (or a
>>company), the transfer still needs to be sent... air mail is pretty
>>expensive, and ground/sea takes a long time (perhaps 4 ~ 5 weeks). 2) If
>>something goes wrong (like the letter was lost), the IMO won't be cashed
>>(because it's made out to a specific individual), but it is up to Mr. X
>>to cancel the IMO and send a new one, and Mr. Z will not be able to do
>>anything about it.

>
>
>>American express
>> This method is pretty expensive, but fairly safe as well. It
>>costs $25 to transfer funds from the US to an international country, but
>>it costs $35 to send from an international country to the US (go
>>figure...). However, AE is very common in Europe (so I'm told), and if
>>anything goes wrong, AE will remedy the situation (by re-embursing).

>I suppose the best way here is to have an AE account in the countries you
>sell most software to, and then collect a number of orders before you do
>the transfer.

This is pretty impraticle. If you have a lot of orders in one country,
sure, it would be great, but if you have a few orders in several
countries, wel.....

>
>
>>Wire
>> This method is very expensive, but fast. The cost would be
>>(according to my banker) $20 for Mr. X to send the wire on his end, and
>>$12 for Mr. Z to receive the wire. However, the money will arrive within
>>a day or two and there will be a very minimal risk (since the order is
>>transferred over the phone line and not the mail system, no one could
>>grab the $$$). Also, in order to send the wire, the sender needs to send
>>the transfer to a specific bank account. I don't know about you but
>>broadcasting my bank account does not sound too smart.
>
> Your account number? Why not? Most companies make at least one account
> number public.
>
Yea, that makes sence. When I tallied up my research, IMO seemd like it
would be a much more reasonable way to go, but you have brought up some
good points....

>
>>I'd appreciate it if someone in another country would respond to this and
>>tell us what it would cost on their end (e.g would it really cost $10 to
>>do a IMO), and comment on how much of a hassle each system would be.

>I'd say it'd cost $25 on the average when the whole trac'e from pocket
>to pocket is taken into consideration.

>--
>Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
>CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
>1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
>Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2887. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 21:01:39 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2r8mvj$dul@cnn.sim.es.com>
Source record: 187277
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <768917332snz@vissci.demon.co.uk>, davidc@vissci.demon.co.uk (David Cowan) writes:
>
>
> Hi,
> any of you guys know how to transfer files between my ST and
> my PC (for backing up my Hard Disk - theres no way I am going to sit
> and insert over 200 floppies !).
>
You could try using a null modem cable and use kermit. Not the quickest way, but kermit is free for both the PC and the ST.

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

2888. Re: Backup Copy via Digital Duplicator

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 21:49:56 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994May16.184956.24132@dal1>
Source record: 187285

In article <2qujp0$gg7@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>There are disks that can't be copied, like the Readysoft stuff....
>
> You mean like space ace!? Bollox Roger. I have a discovery cartridge and it
> copies these babies fine. Has anyone got a version of the software greater
Anyone happen to know where one might get a Discovery Cart
and while on it, a friend of mine had the Cart, but his
software went bad and he has no copy of it. Would appreciate
getting anyversion as his cart it totally useless without it!
> than 2.6a!?
>
> Regards,
>
> Karl.
>
> --
> | Karl Meyland CSIRO Division of Building, Construction and Engineering |
> | Post Office Box 56, Highett, Victoria, Australia 3190 |
> | Internet: karlm@mel.dbce.csiro.au |
> | W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2889. SM124 & SM125 flybacks

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 22:20:00 UTC
From: devries@reg.triumf.ca
Message-ID: <16MAY199414200694@reg.triumf.ca>
Source record: 187276

Hello world:
I have been given the task of repairing a number of SM124 and SM125
monitors. My problem is that all the ones left have bad flybacks. As my
normal source of parts can not get these I need to find an alternate supplier
ANy one know of the source.

Thank You very much.
Mark Devries
P.s. please em me as I don't read this group.

2890. PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 22:58:15 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <Cpx3t3.6Lx@darkside.osrhe.edu>
Source record: 187292

Can anyone get Photochrome 4 to work using it on a Mega STe. It doesnt seem to kick into 16mhz mode like it says it will nor does it work when I set the clock speed to 16mhz. It works fine in 8mhz mode, but the docs says it now takes advantage of the 16mhz.

Ericw

--

Eric Winkle
ericw@okcforum.osrhe.edu
Unix Club of OKC

2891. Sudden View (Was: TEMPUS 2.2)

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 23:10:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dd80d7f@p2.stacken.ct.se>
Source record: 187062

```
--------------------------------------------------------------------------
_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46-(0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 UUCP patrik@p2.stacken.ct.se
/ VIC20 -> ZX Spectrum -> 800XL -> 520ST -> 1040STE -> Falcon030 -> ?
...19^83.......19^84.......19^85....19^87.....19^90.......19^93.......
```

2892. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 23:22:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HVEVtjYSj72@semprini.waterloo-rdp.on.ca>
Source record: 187032

In <jonal.2174.2DD09A5A@dhhalden.no>, Jon A. Lovstad writes:
> In article <2qouk2$7ds@freenet.hut.fi> krlawson@freenet.hut.fi (Kris Lawson) writes:
>
> >Did you notice it was a 64 MHz _68040_ ? This processor is faster than a
> >486 66 MHz processor, correct me if I'm wrong, but I think it was 26 MIPS,
> >the DX 66 is less. It is way over 3 times the speed of the TT030.
>
> Can we please get back down on earth again and refer to this system as an
> 33MHz system? Repeat after me: there is *no such thing* as a 64MHz 040 chip.
> The fastest one around is 40MHz. Don't bother with internal speeds - that's
> Intel's way of confusing people.

I'm very, very glad someone said this. I was about to burst! Thanks
Jon!

(As you may not recall, I promised to stop frothing at the mouth
whenever someone claimed the Medusa was 64Mhz '040; sure wish some
people's press releases would change though...)

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2893. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 23:24:02 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2200.2DD80092@dhhalden.no>
Source record: 187293

In article <2r74et$1m9@news.u.washington.edu> jbeeghly@u.washington.edu (Jeff Beeghly) writes:

>There has been some messages going around inquiring about how to go about
>paying for share ware fees in other countries. Several people suggested
>placing the bills into the envelope (between two post cards so the
>currency doesn't show) and mailing the cash. For me, this method is
>impractical due to several reasons.

[agree with you on those]

>Well, I too need to know more about this subject, so I decided to visit
>my local bank.
>
>Let's suppose Mr. X lives in Germany and wishes to register his copy of
>WordCrunch, a really spiffy word processor that puts Microsoft's Word to
>shame (which isn't that hard... {please - no flames}).
>
>To register, Mr. X needs to get $100 US dollars to Mr. Z, the author of
>WordCrunch. Here are the various methods that I have looked into:

First of all, I think your example of $100 is a bad one. This because $100 is *very* rare as a shareware fee. By using $100 as the base payment, the transfer costs seem small compared to the base payment. If the fee is $25 and it cost $15 to send it you have a whole lot different relation between the two.

>Check
> This works great if your in the US, but apparently the usage of
>checks isn't as common abroad as it is here in the US, so Mr. X would not
>be able to send Mr. Z a check for $100..

Checks in Norway cost between $15 and $45, depending on how much feedback you want from the bank (ie the last fee include a fax with confirmation from the receiving bank and is direct transfer)

>International Money Order
> Although this method is fairly inexpensive, it does have some
>drawbacks. 1) After the IMO has been drafted for person's name (or a
>company), the transfer still needs to be sent... air mail is pretty
>expensive, and ground/sea takes a long time (perhaps 4 ~ 5 weeks). 2) If
>something goes wrong (like the letter was lost), the IMO won't be cashed
>(because it's made out to a specific individual), but it is up to Mr. X
>to cancel the IMO and send a new one, and Mr. Z will not be able to do
>anything about it.

IMO from Norway (a Postal Giro, really) cost around $12 if you don't have an account and $8 if you have. Air mail delivery is included and takes 7-10 days, depending on traffic at the foreign exchange department at the Norwegian Postal Services. As for cancelling etc. I don't know anything about that since I haven't had a single problem with the method in the 10 years I've been using it. One thing, though: *ALWAYS* send money in the receiving country's currency. I got a payment from Canada which was in US dollars and would have had to pay a fee to cash it. I just mailed it back to the sender and we did it again, this time in NOK.

>I'd appreciate it if someone in another country would respond to this and
>tell us what it would cost on their end (e.g would it really cost $10 to
>do a IMO), and comment on how much of a hassle each system would be.

I guess the best thing to do *before* sending anything is to get a trustworthy friend in the receiving country and, if possible, get some of your friends who are using the same software to join in for the payment. If 3-4 pay for their licenses at the same time, the transfer fees get divided between you, if not you could send off for several different licenses at the same time. The friend in the other end would send out the physical checks (or whatever) and you might end up paying for 2 transactions instead of two (assuming a check internally in the country cost 1/10 of a trans-atlantic one). I've done this a few times when dealing comics and it has worked fine so far.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

2894. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 23:26:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.a_9U0AcYO2U@semprini.waterloo-rdp.on.ca>
Source record: 187033

In <2qt0d9$gij@newshost.uni-koblenz.de>, Christoph Oberle writes:
> No wonder that the Medusa is so expensive - it isn't a mass product;
> every machine is assembled by hand and the amount of units sold is
> very small. It's a pity somehow ... a machine that runs applications
> like Calamus SL 7 times faster than a TT (statement from a professional
> DTP user on the ProTOS computer show), but that one can hardly afford.
>
> For 8000 DM (4700 US$), I get a very well equipped PowerMAC which
> already is a big leap ahead the 680X0 technology ...

No kidding. A decent RISC workstation (HP's 712/80i.. the "Gecko"; that may be the wrong model number) that's quite a bit faster than the '040 is around $3300 US apparently (that's with 16M RAM, 200-300M disk, and a monitor).

I think the "Gecko" will be the low-cost NEXTSTEP workstation of choice by this time next year (NEXTSTEP for HP's PA-RISC is in beta now, should be out this summer; I'll take one!).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2895. Re: Syncronous CD-rom transfer which driver ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-16 23:44:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EERABHVE@ttgk.textlitho.nl>
Source record: 187061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2r5s23$ma1@karhu.Helsinki.FI> Markku Luoto wrote :

> I was recently offered some CD-rom readers that I'd like to
>install to my TT030 and the seller insisted thet the drive would require
>a driver/interface_? that would support syncronous CD-rom transfer.
>
>-is there a certain standard for that kind of thing ?
>-does TT's built in scsi port support the standard ?
>-is there an existing product called a driver for such thing ?
> (no vapor-ware?)
>
>-anybody done it yet ?
>-anything else I should know ?

The SCSI controller of the TT is a 5380 chip, this one can not handle
synchronous data transfers.

So if thats the only SCSI transfer it can make I'm afraid you can't use
that CD-ROM drive with the TT. I'm using a NEC CD210 drive which works just
fine on the TT SCSI port. And yes, you do need a driver. You can use the
freely available Metados drivers or the Mint XFS driver software to handle
the filesystem of the CD-ROM discs (ISO standard).

Maybe you can get the drivers first and ask your reseller if you may try it
out. When using a standard (Macintosh) SCSI cable there will be no harm
done in connecting it to the TT-SCSI port. You just have two options. It
works or it doesn't :-)
Just check the SCSI ID setting of the CD-ROM drive (anything other than 0
or 7 is OK) Depending on the Harddisk driver software you may see if the
CD-ROM drive is responding and returning its ID correctly. AHDI from Atari
is configurable so it checks all the SCSI IDs and shows on screen the
resulting text.

Good luck,
Gert

--

-- --
Atari TT-Point
-- --

2896. Atari 1040 STE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 00:21:56 UTC
From: Jason Szostek <bpmf@delphi.com>
Message-ID: <5S7t1K8.bpmf@delphi.com>
Source record: 187291

I have an Atari 1040 ste w/ color moniter mouse, and misc software
for sale.
$350 w/ cod and shipping or best offer.
Reply to
BPMF@Delphi.com
thanks
Jason

2897. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 00:36:13 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2r93ht$fl3@acme.gatech.edu>
Source record: 187294

In article <9405161446.AA04735@ilmen.lanl.gov> hutch@ilmen.lanl.gov (John Hutchinson) writes:

>What about 'International Reply Coupons' available from any Post Office?

I've heard of postal money orders (which are not in international currency). Could you elaborate on this option, Hutch? What are the fees for these like?
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2898. Re: Klingon War

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 00:36:24 UTC
From: hamo@deakin.edu.au
Message-ID: <2r93i8$b1p@sol.ccs.deakin.edu.au>
Source record: 187296

stchip@delphi.com wrote:
: Jason Hamilton <hamo@deakin.edu.au> writes:
:
: > Does anyone know where I can get the game 'Klingon War' which
: >was reviewd in ST Format's May Issue?
: >
: > Hamo
:
: Star Trek The Klingon Wars is on Delphi. Nice game.
:
Is there anywhere else that this is available? Also, how about
another prog called ansi-st 0.30 which was listed in the last AEO? I
don't really want to join Delphi just to get these programs.

Hamo

*
***
**** --
****** Jason Hamilton |
******* Starfleet Captain and Part Time Miracle Worker |
********* hamo@deakin.edu.au |
*** ** --
** *
*

2899. Re: Freaze Dried T Inverted?

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 00:45:33 UTC
From: mboldt@kn.pacbell.com
Message-ID: <2r943d$sac@ohlone.kn.PacBell.COM>
Source record: 187295

I know that in the color version you are able to change the colors under
the setup menu... I dont know if this is true in Mono mode.

--

Marco Boldt |"The more we think we know about|:) :) :) :) :) :) :)
mboldt@kn.pacbell.com| The greater the unknown" |=] =] =] =] =] =] =]
Starfall @>--',-- | Rush, Mystic Rhythms |8> 8> 8> 8> 8> 8> 8>

2900. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 00:51:53 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2r94f9$4ik@news.dmpe.CSIRO.AU>
Source record: 186924

Well, to continue along this, I have bought some stuff from the US lately, and
I have paid in US funds.

What I do is get a US Money Order, which is a money order drawn in US funds.
At the Bank they charge you AUS$8 for this service, at the post office, AUS$6.
Guess which one I went to ...
On top of this is the charge for the actual money, at the moment I get about
US$0.72 for AUS$1.00, so for US$100 I pay about AUS$139 plus $6 for the MO.
The recieving party then just rolls down to the bank or P.O. and gets the $100.
All charges come from the $6 you 'buy' the cheque with. Hope this makes some
sense.

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2901. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 01:13:58 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CpxA3B.It8@cix.compulink.co.uk>
Source record: 187067

>
>Getting better I agree ,but I wish to add that last month's " let's have a go
>at STF " was also a bit childish and disappointing . I buy all 3 UK Mag's (and
>STA),because I think there is room for all and whilst I may (or indeed may
>not) agree with what the editorial line was I don't think it was either
>neccessary or relevant to take up space with what is to all intent's was a bit
>of publishers tit for tat.

I don't agree. Okay, I'm a STR writer, sure and you can call me biased,
but Vic was simply pointing out some *lies* that STF had claimed as truth.
This could be damaging to STR sales, which Vic has a duty to protect and
so he acted in the only way he could. The only other alternative would be
to have done some lying himself - a thing that Vic wouldn't do.

>I know where STF's fault's lie and IMO verdicts about its merits should be left
>to the reader's and to what type of magazine they wish to read.

I agree, if Vic had been saying "the contents of this magazine are crap"
then I'd have had great trouble in working for STR any longer. But he
didn't.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2902. Re: 3DO sales are horrible

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 01:31:16 UTC
From: rjung@netcom.com
Message-ID: <rjungCpxAw4.4s6@netcom.com>
Source record: 187299
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

In article <2r6jt6$1fa@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
>In article <2r5vus$pqf@usenet.ins.cwru.edu>, Len Stys <aa399@cleveland.Freenet.Edu> wrote:
>>According to the Wall Street Journal's article on Friday, the 13th,
>>3DO's sales are horrible.
>>
>>120,000 worldwide.
>>45,000 U.S.
>
> Any numbers for the Jaguar?

A few magazines (ST INFORMER) have quoted 120,000+, though someone said an "Atari spokesman" quoted "50,000 - 100,000" (broad range). I'd bet that Jaguar sales worldwide are at least 75,000 units, though I too would prefer to see an official figure.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

2903. 2nd CFV: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 01:48:46 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.announce-CFV2@uunet.uu.net>
Source record: 187140
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.atari.talk,ctdl.sys.atari.st,fido.ger.atari,fr.comp.sys.atari

```
LAST CALL FOR VOTES (of 2)
moderated group comp.sys.atari.announce

Newsgroups line:
comp.sys.atari.announce Atari related hard/software announcements. (Moderated)

Votes must be received by 23:59:59 UTC, 30 May 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing list <lexicor-list@lexicor.com>.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Sui <ysiu@lexicor.com>

CHARTER (Yat Siu)

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hardware and software
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

Yat Siu (Lexicor@world.std.com) will be the moderator.

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three
groups are discussion forums for their (specific) related hard and
software. Product announcements in these discussion forums of new
releases by either commercial, shareware groups can often be
considered a service but not encouraged. The atari computer market is
not very widely distributed and it is getting increasingly harder to
know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari
computer users. It will also allow the reader to focus for a new
newsgroup only for product announcements or press releases and will
also make the reader more aware of his/her options.

HOW TO VOTE
```

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.announce
I vote NO on comp.sys.atari.announce

You may also ABSTAIN in place of YES/NO - this will not affect the outcome.
Anything else may be rejected by the automatic vote counting program. The
votetaker will respond to your received ballots with a personal acknowledge-
ment by mail - if you do not receive one within several days, try again.
It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and
votes of all voters will be published in the final voting results list.

comp.sys.atari.announce Bounce List - No need to revote
---
gt1448b@prism.gatech.edu David Forrai
jferris@cwa.com Jim Ferris
Konstantinos.Xonis@math.uni-giessen.de Konstantinos Xonis
krasel@alf.biochem.mpg.de Cornelius Krasel

2904. Re: Atari Corp Stock Prices

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:04:49 UTC
From: ritz@ritz.mordor.com
Message-ID: <CpxF81.Iou@ritz.mordor.com>
Source record: 187063

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <768519086.0@mettav.royle>, Colin Campbell writes:
: > Andrzej bibbled on 3 May 94 to All...
: >
: > > What the hell?????
: > > ATARI just jumped in volume....sold 400K+ in shares today, and
: > > currently is +9/16.
: > > Was there some kind of announcement that I missed????
: >
: > More likely the market was giving the Jaguar an extra boost of confidence when
: > C= went down the plughole.

: Could be Commodore investors who didn't want to sink some cash into the
: black hole of Intel-based clones or the shiny juggernaut of Apple; ie,
: they wanted to keep their investment money on something different (but
: still fairly cheap).

Nah, maybe there was just a press release that Jack Tramiel slipped
on a bananna peel. :-)

Chris

--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)432-0060 8-N-1
Jersey City, NJ | FAX: (201)433-4222

2905. 520st tos 1.0 wysiwyg wor

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:07:48 UTC
From: Mark.King@mettav.royle.org
Message-ID: <769141430.5@mettav.royle>
Source record: 187057

In message #18, Chris Cammack writes:

> From: ccammack@jabba.cybernetics.net (Chris Cammack)
> Organization: Creative Cybernetics, Inc. -- Charlotte, NC (704) 549-5553
>
> Hello all,
>
> I've been away from the Atari world for quite a while and haven't kept up
> with the news since about 1989, so I'm hoping some of you could help me
> out.
> Things have changed so much that this is like starting all over again...
>
> I have a 520st with tos 1.0 on rom, 2 single sided drives, and one double
> sided drive. Could I get your recommendations on mouse driven wysiwyg
> word processing software for this old machine? I have always used
> stwriter

I would sujest First Word. This is SHARE WARE now i think. I used it alot
and found that almost every thing was easy to use with the mouse. Even my
little sister was able to use it !!

> without complaint, but now i'm trying to teach my grandmother about wp,
> and it occasionally(!) gets complicated with all the control codes &
> such.
>
> Also, I have taken apart all three disk drives and noticed that the card
> in one of the ss drives seems to match the card in the ds drive. Do any
> of
> you know if this is actually correct? Could I replace the ss mechanism
> with
> a ds pc-type drive and actually get it working?

I had the same problem, single sided drive, so I bought a new DS internal
drive. They only cost about £30 - £40 pounds, saves alot of bother I think
** Mark has spoken **

2906. ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:07:50 UTC
From: Mark.King@mettav.royle.org
Message-ID: <769141430.6@mettav.royle>
Source record: 187058

Has anyone read the article on page 12 of ST Format entitled STF grabs 53% of the ST mag market. I get all the st magazines, i wouldn't say that I am a very serious user but ST format contains so much cr*p By the end of reading it i have hardly gained any info. So who does think STF is any good , reasons please !!

2907. Atari & Commodore

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:07:52 UTC
From: Mark.King@mettav.royle.org
Message-ID: <769141430.7@mettav.royle>
Source record: 187059

In message #14, Kris Lawson writes:

> Now that Commodore fell to the ground (it looks that way at the moment),
> what is the situation of Atari. Is Atari loosing lots of money, or is it
> actually making profit??? Has atari ever been near the same situation as
> commodore? how have these commodore happenings affected atari, or will
> atari continue the same as ever? and how is the falcon doing at the
> moment?

Well in the latest ST User they say that the cash shortfall for the Financial year 1993 was $48.9 million compared with last years $73.6 million. But durring the same period sales fell from $127.3 million in 1992 to $28.8 million. Sam Tramiel is saying once that the JAGUAR takes off the company will jump out of the RED. Lets hope so because if not it might be the last big thing that Atari does.

2908. Re: FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:07:52 UTC
From: Mark.King@mettav.royle.org
Message-ID: <769141430.8@mettav.royle>
Source record: 187060

In message #65, Hallvard Tanger's writes:

```
> > |> Could someone please e-mail me a list of ATARI ST FTP Sites.
> > |>
> > |> Thanks,
> > |>
> > |> alberto@terapin.com
> >
> > Wasn't there a monthly posting of such a list here?
>
> Yup! I just emailed it to him. If anyone else want one I'll email it to
> ya!
```

Yes could I have a copy please e-mail mark.king@mettav.royle.org

2909. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:25:36 UTC
From: ritz@ritz.mordor.com
Message-ID: <CpxG6o.J3z@ritz.mordor.com>
Source record: 187068

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:

: ==
: For 8000 DM (4700 US$), I get a very well equipped PowerMAC which
: already is a big leap ahead the 680X0 technology ...
: ==

: I've seen them as cheap as $1819. I've seen Pentiums even cheaper (but the
: Pentium sucks, IMHO)

Here in NYC, I've seen them for less than $1500 in the 8/160 configuration
(headless, that is). And for another $150 you can buy a 3rd party clip
on accelerator that gooses the clock to 80mhz.

Toodles,

Chris
--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)432-0060 8-N-1
Jersey City, NJ | FAX: (201)433-4222

2910. Re: Masterbrowse 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:26:44 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769141430.3@mettav.royle>
Source record: 187055

It was none other than Denesh Bhabuta that wrote on 13 May 94 that ,
DB> : Have I overlooked anything or is this a known problem ?
DB> This is a known problem, which has been fixed in Masterbrowse v4.4
DB> You may grab this new file from mic2.hensa.ac.uk under the path:
DB> micros/atari/tos/n/n114/mb44_bin.lzh
DB> and it's description file, under the same directory n114.msg
DB> Please remember that I 'try' and support all the software on-line
DB> at hensa, as I test the software as much as possible.
DB> Or you may grab it from a.a.u.e....can be found under Newitems.
DB> Filename: mb44_bin.lzh

Well ,thank's for confirming my suspicion's . That'll save a me
continuing to waste a lot of time dissecting my config's etc :-)

Unfortunately I don't have this sort of access to the net ATM ...mail only
But I am fast becoming aware that I need FTP aswell.

In the meantime anyone got this on a Fido/Atari/Nest network file area ?

////
Graham Irvine
<grin.mettav.royle.org>

2911. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 03:27:50 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769141430.4@mettav.royle>
Source record: 187056

It was none other than Bob Luneski that wrote on 11 May 94 that ,
>>> I have Diamond Back 2.42, and am looking to upgrade it to 3. Is it
>>> out yet?
>>> What is the upgrade path?
BL> Yes, it is available now please contact Oregon Research in the States
BL> or HiSoft in Europe for upgrade information.

Whilst DB2 is my prefered backup software there was one feature that I did find somewhat disappointing ,particularly compared with system's I have used on other platform , and that is in the handling of incremental backup's .

Has there been any improvement's been made to this and in particular to support 'updating' of previously made BU saveset's .

I cannot really justify a streamer so backup to Floppy's ,I guess I am in the majority here ,so would find it much easier ,not to mention less of a headache in term's of BU management to keep the amount of saveset's to a minimum.

////
Graham Irvine
grin.mettav.royle.org

2912. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 04:25:38 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <769148738snz@gw6hva.demon.co.uk>
Source record: 187064

In article <Cpvt4I.4nE@cix.compulink.co.uk>
dbrewood@cix.compulink.co.uk "Daron Brewood" writes:

> >I saw just a few minutes ago that HSMOD03 has been uploaded to a.a.u.e.
>
> I got HSMOD04 this morning.

Oooh, keep us posted please - where from ??

--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

2913. pricing estimate for 1040STf?

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 04:27:12 UTC
From: mags@phantasm.esd.sgi.com
Message-ID: <2r9h30$1nl@gazette.esd.sgi.com>
Source record: 187065

Time to trade in my trusty Atari 1040STf but I've been out of touch
with the market. Would someone be willing to give me a rough figure
on how much I should charge for the following configuration?

1040STF (2 3.5 drives)
14" Monochrome monitor
1 MB memory

=-=-=-

2914. GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 04:39:06 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CpxJnt.z5@news.cis.umn.edu>
Source record: 187066

Hello,

I have recently purchased STraight Fax and I found out that I need
to have GDOS or one of it's relatives installed in my system to print
out incoming faxes. If anyone know's how to set it up, and knows where
to get the right pieces from the internet, please let me know.

I know I saw a 5 part FAQ on GDOS a while back. If anyone knows
where it is located, or has the FAQ on file at your place, let me know and
we'll arrange a mailing of it.

Thanks a lot,

Joseph Hogan

2915. WANTED: Avalon by Steinberg Jones

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 05:56:26 UTC
From: raver909@epicycle.lm.com
Message-ID: <2r9maa$ksi@epicycle.lm.com>
Source record: 187069
Cross-posted to: rec.music.makers,rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st

```
Want to buy: used Atari ST version of Avalon sample editor software for the
Atari St.
email: raver909@telerama.lm.com

--
~
```

2916. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 05:56:41 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cpxn6I.3nn@cix.compulink.co.uk>
Source record: 187027

>>=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
> ^^^^^
>Do you really back 235 Meg to floppies, even at 1.6 meg each ?! Get

Yep I'm afraid I do, not managed to find a cheap alternative, you should
see the main system, 160mb backed up on 720k disks!

>a tape drive, they're pretty cheap these days (2nd user Unix tape
>drives seem to be available cheaply, as Unix people presumably upgrade
>to DAT). My streamer was definitely one of my best purchases.

Could be, where's the best place, auctions?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

2917. News?

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 06:25:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <d8732e01@straight.ct.se>
Source record: 186954

Only wondering if anyone have heard any news from Atari what will come
after Jaguar? Falcon 040 or maybe some RISC computer?

Regards Bertil Jagard..

* SysOp Swedish Atari Club *
==
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

2918. ST REVIEW June issue

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 07:39:11 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <2r9sav$3kp@olivea.ATC.Olivetti.Com>
Source record: 187070

IT'S GREAT !! Go to buy it!

It contains a good review of all the Multitasking environment
currently available for the Atari computers, plus a load of
the usual good editorials.

Savino

PS. I'm not affiliated in anyway with STReview but I'm only an happy subsribers.

2919. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 08:20:13 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994May17.082013.22994@peavax.mlo.dec.com>
Source record: 187072

In article <9405161446.AA04735@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (John Hutchinson) writes:
|> [...lots of interesting stuff, but deleted here for brevity...]
|>
|> What about 'International Reply Coupons' available from any Post Office?

How do IRCs work? How widespread are they?

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

2920. Looking for info/comments on Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 08:20:24 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <Cpxtu1.9pF@lincoln.gpsemi.com>
Source record: 187071
Cross-posted to: comp.sys.palmtops,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm looking to get an electronic personal organiser basically to keep a diary, 'phone/address book and take notes/write memos for myself at meetings (a "to-do" list type thing would be handy too). I have recently seen some stuff about the Atari Portfolio but the things I've seen had very few "hard facts" so I was wondering if anyone could send me the specs./tell me what they think of the built in software and stuff like that ? I'm also interested in finding out what extra storage facilities it has and what extra software you can buy.

(A comparison with something like the Psion 3 would be nice as I've used one of them a bit before)

I gather the Portfolio can exchange info with an ST which could be useful as I've got one of those - any further details (on things on software for both platforms please) ?

Thanks in advance for any details - e-mail prefered (as it's a little off subject for c.s.a.s & c.s.a.s.t anyway) but I'm not that fussy !

Cheers,

Martin
--

```
========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2921. WANTED: Discovery Cartridge Software!

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 08:52:26 UTC
From: bensmith@teleport.com
Message-ID: <2ra0ka$fq@kelly.teleport.com>
Source record: 186809

Does anybody have the SoftWare for the Discovery Cartridge? Preferrably the newest or most current version. Please reply with the Mail Command. In private.

Ben
--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2922. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 08:54:22 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769164862@Paddington>
Source record: 186804

Mark.King@mettav.royle.org (Mark King) writes:

>Has anyone read the article on page 12 of ST Format entitled STF grabs
>53% of the ST mag market. I get all the st magazines, i wouldn't say that
>I am a very serious user but ST format contains so much cr*p By the end
>of reading it i have hardly gained any info. So who does think STF is any
>good , reasons please !!

I agree. Format USED to be good, but over the last year has not only got thinner but the actual content of the pages is pretty bad now.

It still looks the most professional of the three (design wise), but for content Review I feel is the best now.

I thought this month's Format was really bad - nearly stopped me from buying any more. From now on, I am going to look through it carefully before I buy it.

Probably the reason for the high market share is that it appeals to the games playing majority with STs due to it's simplistic style, content and it's long life.

Review on the other hand appeals more (IMHO) to people using ST's (semi) seriously ie. more than just playing games.

Just my ha'penny's worth

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2923. Getting 'ecology' to work...

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 09:04:33 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2ra1b1$eaa@clss3.bangor.ac.uk>
Source record: 187073

Hello everyone,

I've had a number of replys to my earlier posting regarding getting 'ecology' (that PD A-life type prog) to run on an STE. Unfortunately the replys were all from like people not having much success with it. I've lost the addresses of most of them so this article is to inform everyone that no solution has yet been found. Has nobody with an STE run ecology ? Has anyone with an ST run ecology ? If so, is it any good ?

Thanks for any help,

Dylan
dbanarse@sees.bangor.ac.uk

2924. Re: Atari World-Wide Web pages

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 09:40:38 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2201.2DD89116@dhhalden.no>
Source record: 186803

In article <Cpw9o1.LF2@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Oh, and BTW, has anyone been successful accessing sites through
>http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html

>I've been to the ftp list here, and clicked on the sites, but just can
>not connect. Anyone know why?

I've come through sometimes and sometimes not. I've found a lot of the
German servers and the umich archives pretty hard to access generally -
those who are pretty reliable are uni-kl and tu-clausthal. The latter isn't
on the list right now since I had problems accessing it at all a while ago.
It'll be up later.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

2925. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 09:45:56 UTC
From: plord@novell.co.uk
Message-ID: <CpxxsM.KHr@novell.co.uk>
Source record: 187099
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

HALL B J (cb170@city.ac.uk) wrote:
: There is a review of SMS2 in a recent ST magazine - I think it was the
: last ST Format.

: It does look like an impressive product, but then, many technologically
: innovative and impressive products are doomed to failure in this modern
: day, cash orientated world. Sad fact of life... :-(

I did send off for some more information - it does look impressive.

Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
easy) and it runs older TOS based programs (GEM would be even better).

But as far as I can make out, its a completly now OS with no backward
compatability nor compatable with other OS's.

Peter Lord

2926. FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 10:10:42 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2ra572$6h9@aiscube.AIS-Dortmund.DE>
Source record: 187077

Hello world,

After 4 (in words "FOUR") weeks, administration of "ftp.germany.eu.net"
moved my fsp-client for MiNT from the "incoming" to a public accessable
directory. For all those, who sent me E-Mail, sorry for the delay.
You now can get the package using ftp or E-Mail or fsp (PORT 2001) :-) from
"ftp.germany.eu.net" (pub/comp/atari-st/mint/fspclient.tgz)

good luck Theo

--
_____________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !---------------------

2927. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 10:19:22 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpxz9t.AE4@westminster.ac.uk>
Source record: 187076

Mark King (Mark.King@mettav.royle.org) wrote:
: Has anyone read the article on page 12 of ST Format entitled STF grabs
: 53% of the ST mag market. I get all the st magazines, i wouldn't say that
: I am a very serious user but ST format contains so much cr*p By the end
: of reading it i have hardly gained any info. So who does think STF is any
: good , reasons please !!

The only reason that I buy STF is because I want to start writing articles for magazines, and am seriously into STs. So to get a general idea and different viewpoints on the ST world, I get all the UK ST mags (which has to include STF).

Other than that, I don't think that I would buy it.....it has just gone downhill, since I started buying it in 1990. Aparently, it was one of the best ST mags to buy around that time.....and before then.

I think that the rason STF does quite well is because of it's games coverage, and targeting toward the younger generations (ie Dominic Diamond types). Loads of little 'uns ask me about my ST....and the next question is usually....have you got this game...that game....what's your top score in this game, etc, etc, etc....you get the general idea. Any newsagent you go into, will always sell STF, even if they do not do any other ST mag. Why? I get so frustrated sometimes. Also, I don't really play games on my ST. Maybe now and again.....

A lot of older people, people in jobs etc, have a PC at work, and the only reason they have a PC,Atari,Amiga at home is....no, not to bring home their work....but to play games. Sad cases, I must say. If you want games, then get a console.

So, this is why I think the STF sells well.....games coverage....what most people have a computer for. (By most, I mean the general public).

Just my view on things Atari.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2928. Atari .AVI or .GL viewer

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 10:19:47 UTC
From: taylord@netcom.com
Message-ID: <taylordCpxzD0.JAI@netcom.com>
Source record: 187078

Hi

Does anyone know of an .AVI or .GL picture viewer for the ST?

Thanks

Doug

2929. Wanted Atari STE

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 10:50:24 UTC
From: Eoin Coughlan <SCCS6107@bureau.ucc.ie>
Message-ID: <Cpy0s0.A4B@curia.ucc.ie>
Source record: 187080

Looking for an Atari STE with Monitor and mouse etc.
Would be handy if delivery only from within Ireland or from U.K.
Please send quotes to SCCS6107@iruccvax.ucc.ie.
Thanks in advance!

2930. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 11:45:59 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cpy3Cn.K3G@cix.compulink.co.uk>
Source record: 187028

```
>> I got HSMOD04 this morning.
>
>Oooh, keep us posted please - where from ??

Came in via NeST I'm afraid, not seen it on any sites as of yet.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

2931. Re: For Sale (UK): 105MB Hard Drive for Atari, plus extra 70MB SCSI drive

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 11:49:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.114909.26637@bradford.ac.uk>
Source record: 186808
Cross-posted to: comp.sys.atari.st,uk.misc,uk.forsale

```
: 105MB Hard drive, in Third Coast Technologies case with internal power
: supply and ICD adSCSI+ host adaptor. There is space in the case for

I can strongly recommend the Third Coast drive units to anyone considering
buying a hard-drive. They are extremely robust, reliable, quiet, EXPANDABLE
- Lots of room, and port space, and a powerful PSU. Mine currently houses:

External 3.5" floppy
3.5" Fujitsu H/D mechanism
2400 baud modem
ICD AdScsi+
50mm fan

all wired up and running perfectly off the original PSU!

And I paid 140 UKP for a 45 Meg unit from a guy in Scotland.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
```

2932. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 11:59:32 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.115932.28048@bradford.ac.uk>
Source record: 186805

On 17 May 94 08:54:22 GMT, HALL B J wrote:
: Mark.King@mettav.royle.org (Mark King) writes:

: >Has anyone read the article on page 12 of ST Format entitled STF grabs
: >53% of the ST mag market. I get all the st magazines, i wouldn't say that
: >I am a very serious user but ST format contains so much cr*p By the end
: >of reading it i have hardly gained any info. So who does think STF is any
: >good , reasons please !!

: I agree. Format USED to be good, but over the last year has not only got
: thinner but the actual content of the pages is pretty bad now.

At the risk of sounding controversial, I and others reckon that the mag.
went rapidly downhill at about the fime of the change of editor!

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2933. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 12:00:21 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994May17.120021.8759@unix.brighton.ac.uk>
Source record: 186806

it gains such sales IMO because it is the only magazine alot of places seem to have in most of the time. It is always the first on the shelves down here in brighton and so alot of people buy it rather than wait around for ST User of ST Review. Alot of places either dont stock any ST mags or just ST Format. I guess alot of newsagents stock it in preference to the others because of its (popular?) brothers Mac Format, Amiga Format, PC Format, etc.

I think ST User is the best mag, but finding it is very hard, guess i had better fill in that subscription. Oh the days when you could browse along the lines of ST mags (sniff).

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2934. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 12:07:13 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.120713.29515@bradford.ac.uk>
Source record: 186807

On Tue, 17 May 1994 04:39:06 GMT, James A Hogan wrote:

: I have recently purchased STraight Fax and I found out that I need
: to have GDOS or one of it's relatives installed in my system to print
: out incoming faxes. If anyone know's how to set it up, and knows where
: to get the right pieces from the internet, please let me know.

If you don't already have NVDI, I recommend you get it. It comes with its
own version of GDOS, which is immensely faster than the Atari version.

You will find Atari GDOS 1.1 bundled with a few shareware packages
available over ftp. I can't remember which one though.
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2935. Re: Backup Copy via Digital Duplicator

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 12:08:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2rac3b$6ae@golem.wcc.govt.nz>
Source record: 187091

In article <2qujp0$gg7@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>There are disks that can't be copied, like the Readysoft stuff....
>
>You mean like space ace!? Bollox Roger. I have a discovery cartridge and it
>copies these babies fine. Has anyone got a version of the software greater
>than 2.6a!?
>
>Regards,

Yes I do meen all the Readysoft software like Space Ace, I also have a
Discovery Cartridge...

Readysoft does no use the Index mark, that is why they can't be copied,
plus data is writen some 10% fast to the disk,,the Discovery software
version 2.7 can only work with disk formats thet have a fixed reference
to the Index mark..

All my friends that have this Happy thing have never managed to copy Readysoft
software...

Mind you it could be the later 2.7 software that does no work..??

>Karl.

>| Karl Meyland CSIRO Division of Building, Construction and Engineering |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2936. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 12:13:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2race3$6ae@golem.wcc.govt.nz>
Source record: 187092

In article <768929409snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin Vernon) writes:
>Hi ...
>
>I'm looking for the HSMODEM2 archive for the ST's serial port devices.

>--
>Martin Vernon - Sysop GB7OS/GB7OSP

Its now upto version HSMODEM4, it was on ftp.uni-kl.de or sun.rz.tu-clausthal.de
I can remember witch....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2937. Ram tester wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 12:27:26 UTC
From: dennis1@liverpool.ac.uk
Message-ID: <Cpy59r.Iqq@liverpool.ac.uk>
Source record: 187090

Does anyone know where I can get a good ram-tester for the ST. I am going to upgrade a 512 to a 1024 and would like to check out the upgrade.

Many thanks....

Dennis.....


```
+-------------------------------------------------------------------------+
|/\/\/\/\/\/\/\| Dennis Hartley |\/\/\/\/\/\/\|
| Telephone: | Languages Centre, University of Liverpool | Fax: |
| 051 794 2756 | P.O. Box 147, Liverpool L69 3BX | 051-794-2748 |
|\/\/\/\/\/\/\/| dennis1@liverpool.ac.uk |/\/\/\/\/\/\/\|
+-------------------------------------------------------------------------+
| If you don't GOSUB a program loop, You'll never get a SUBROUTINE |
+-------------------------------------------------------------------------+
```

2938. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 12:49:10 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2raeg6$j93@clss3.bangor.ac.uk>
Source record: 186810

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Mark King (Mark.King@mettav.royle.org) wrote:
: : [stuff deleted] ..... ST format contains so much cr*p. By the end
: : of reading it i have hardly gained any info. So who does think STF is any
: : good , reasons please !!

I do buy STF occassionally, checking out its contents (and the cover disk) carefully before parting with my cash. So often a promising article such as the review of SMS2, turns out to have little about the product itself - just loads of waffle and/or hype.

: I think that the reason STF does quite well is because of it's games
: coverage, and targeting toward the younger generations (ie Dominic
: Diamond types). Loads of little 'uns ask me about my ST....and the next
: question is usually....have you got this game...that game....what's
: your top score in this game, etc, etc, etc....you get the general idea.

I must admit that they are usaully quite good with their games coverage. I use my ST for all its strengths, which includes a fair bit of gaming. STF seem to play/test the games quite thoroughly.

: Any newsagent you go into, will always sell STF, even if they do not do
: any other ST mag. Why? I get so frustrated sometimes.

Me too, here in North Wales there are (as far as I know and I've searched a _lot_ of towns) only two newsagents that stock an ST Review on their shelves. One of them only stocks a single copy (which I buy) which leaves about two copies for everyone in North Wales. There's practically no chance of STR increasingtheir readship here if no-one can get a hold of the magazine to see how good it is!

: A lot of older people, people in jobs etc, have a PC at work, and the
: only reason they have a PC,Atari,Amiga at home is....no, not to bring home
: their work....but to play games. Sad cases, I must say. If you want games,
: then get a console.

I'd have to disagree. Games available for the ST are generally more varied than the basically platform based games for consoles. There is also a wide range of high quality budget games, public domain games, and shareware games. With the cost of cartridges for consoles so high and still rising I'd much prefer to stick with an ST for the time being.

: So, this is why I think the STF sells well.....games coverage....

I'd agree.

: Just my view on things Atari.

and mine.

: Danny.

Dylan
dbanarse@sees.abangor.ac.uk

2939. Re: Ram tester wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 13:19:45 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.131945.13023@bradford.ac.uk>
Source record: 187095

On Tue, 17 May 1994 12:27:26 GMT, Mr. D.F. Hartley wrote:
: Does anyone know where I can get a good ram-tester for the ST. I am going to
: upgrade a 512 to a 1024 and would like to check out the upgrade.

The company who supplies the upgrade usually supply a RAM tester with it.
Certainly the Marpet ones should come with a tester. A got mine from
Ladbroke's (Preston) and that had a test disk with it.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2940. WANTED HD CASE, PSU & CABLES FOR FALCON030

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 13:21:28 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May17.132128.7946@cen.ex.ac.uk>
Source record: 187093

Continuing my search for a case, psu and cables to attach a 3.5" SCSI
drive mech. to my Falcon, it has been suggested to me that I could buy a
PC mini tower case and put the drive in that.

Mini towers costing about 50 pounds, this was a bit more than I had planned
on spending. Is it possible to easily relocate the Falcon motherboard into
a PC mini tower, and externalise the keyboard?

Alternatively if anyone can point me to a good cheap HD kit in the UK
I would be very grateful.
All my investigations so far have seemed to indicate it will be more expensive
to get the equipment to attach the drive to my falcon than it was to buy
the drive in the first place.
Any help/advice appreciated,

--
+-------------+
| {{{ Dan }}} |
+-------------+

2941. 2nd IDE-HD on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 13:36:42 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2rah9a$mc2@rs18.hrz.th-darmstadt.de>
Source record: 187094

Hello out there,

I want to connect a second IDE harddisc to my Falcon.
Now my first question is: where do I get the
connector from 2.5" to 3.5" IDE ? I've been in two
local electronic stores but they couldn't help me.
Has anybody tried to do this before ? Where do I
get this connector and which problems might I have
with it ?
And another thing: isn't AHDI only able to control
one IDE drive ?
Which other hard disc drivers will work correct ? (Hushi ?)

Thanx in advance
Alex

Alexander Graham Informatik TH-Darmstadt

```
Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/
```

2942. ST/STE YAK SW 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 13:40:04 UTC
From: malay@stars.reston.paramax.com
Message-ID: <Cpy8Mt.7uD@bart.stars.reston.paramax.com>
Source record: 187001

```
YAK Software For Sale (ST/STE)
------------------------------

* Trip-A-Tron - complete package, vinyl binder, disks, docs

* ColourSpace - complete package

* Defender II - disks, docs

All software items include complete docs and original disks.
Make a reasonable offer which includes shipping.

Bob Malay

--
**************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
**************************************************
```

2943. Re: Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 13:54:47 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994May17.135447.13149@unix.brighton.ac.uk>
Source record: 187004

cc103@city.ac.uk (NORMAN S L) writes:
> I am beginning to get a bit bored with all the post about Diamond Back 3,
> so here is a list of features taken from the latest HiSoft Catalogue:
>
[snipped]

But does it state any falcon compatability in any form.
Someone mentioned a problem with the file mask or something ?
I think a nice letter (email) to Hisoft might sort it once and for all.
--

pf21@unix.bton.ac.uk

2944. Lattice C Help

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 13:59:38 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.769183178@Paddington>
Source record: 187097

Does anybody know of any form of online help that is available for Lattice C, I am thinking of writing my own over the summer if not, but the thought of all that data to type is in some what daunting.

Thanxs in advance,

--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

2945. Re: Wanted Atari STE

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:03:07 UTC
From: Eoin Coughlan <SCCS6107@bureau.ucc.ie>
Message-ID: <Cpy9p8.CLI@curia.ucc.ie>
Source record: 187096

In article <Cpy0s0.A4B@curia.ucc.ie> Eoin Coughlan,
SCCS6107@bureau.ucc.ie writes:
Just a correction!!!!
>Looking for an Atari 1040 STE with Monitor and mouse etc.
>Would be handy if delivery only from within Ireland or from U.K.
>Please send quotes to SCCS6107@iruccvax.ucc.ie.
>Thanks in advance!

2946. International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:28:58 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05597@byte.bbs.no>
Source record: 187021

>I'd appreciate it if someone in another country would respond to this
>tell us what it would cost on their end (e.g would it really cost $10
>do a IMO), and comment on how much of a hassle each system would be.

When I send money from Norway I use an international post transfer card
("Service des cheques postaux, Avis de versement VP1") from my postgiro
account to the receivers post- or bank account. I just fill in the
details and send the card to the post-service and they do the rest.
The cost is very low, and the money goes straight from my account to
the receivers account without anyone having to anything to get it..

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2947. Mod Player for 1 Meg + Mono

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:29:02 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05598@byte.bbs.no>
Source record: 187022

>Is there a mod Player/Editor for a 1 meg Mono STE ?

There are lots of good players (mostly ACC's) and I have seen a Swedish
tracker for monochrome (but I don't seem to find my copy right now...)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2948. ST Emulator on PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:29:06 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05599@byte.bbs.no>
Source record: 187023

>Theres the GEMulator, of course.

I saw a new ST emulator for PC in a German magazine (ST Computer)
(amazing that the ST is so popular that there is a emulator market)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2949. Accessory depacker

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:29:10 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05600@byte.bbs.no>
Source record: 187024

```
>Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
>Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
>Internet: stein_arne_jensen@p10.secom.ct.se

How come you have a SWEDISH adress Stein Arne :-)
You still live in the middel of NORWAY, don't you :-)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST
```

2950. International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:29:16 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05601@byte.bbs.no>
Source record: 187025

```
>IMO from Norway (a Postal Giro, really) cost around $12 if you don't h
>account and $8 if you have. Air mail delivery is included and takes 7-
>days, depending on traffic at the foreign exchange department at the
>Norwegian Postal Services. As for cancelling etc. I don't know anythin
>about that since I haven't had a single problem with the method in the
>years I've been using it. One thing, though: *ALWAYS* send money in th

I'll just confirm that (as stated in my earlier message).
Works great and is easy - no extra work or fuzz to get it done.

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST
```

2951. Looking for info/comments on Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:29:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05602@byte.bbs.no>
Source record: 187026

>I've got one of those - any further details (on things on software for
>platforms please) ?

I've made a program for the ST/TT that can transfer files to/from the
Portfolio using the paralell port and the build-in file-transfer system
og the Portfolio. You need to modify the transfer cable however, but
that's not to much work (and it's included in the program price).

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2952. Re: 3DO sales are horrible

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:43:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405171404.AA04900@ilmen.lanl.gov>
Source record: 187098

In article 4s6@netcom.com, rjung@netcom.com (Robert A. Jung) writes:
>
> I'd bet that Jaguar sales worldwide are at least 75,000 units, though I
> too would prefer to see an official figure.

Don't hold your breath. Atari has never (at least since JT took over, AFAIK) published official sales figures on any hardware. It's much more effective to let the public make wild, overly optimistic estimates than to face the harsh reality of relatively poor sales numbers. :)

While I'm not so naive as to think the Jag will 'save' Atari Computers, I do think it is a superior game unit and a bargain compared to the 3DO. But by the same token, I believe Atari will blow the marketing on this one too. Sure, they will sell a few units but will never saturate the marketplace.

Remember the Lynx was (is) far superior to the Game boy and everyone knows what happened in _that_ contest.

-Hutch- @ Fair Dinkum Tech

2953. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 14:51:34 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405171412.AA04908@ilmen.lanl.gov>
Source record: 187100

In article 22994@peavax.mlo.dec.com, bouronm@trout.ime.dec.com (Marc CR Bouron) writes:
>In article <9405161446.AA04735@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (John Hutchinson) writes:
>|>
>|> What about 'International Reply Coupons' available from any Post Office?
>
>How do IRCs work? How widespread are they?

Hey, just because I recommend them, doesn't mean I know anything about them. :)

Seriously, I'm not sure how widespread they are around the world. I've got to go to my local PO today anyway so let me see if I can find some info to relate here.

But in the meantime, I'd be more than happy to launder foreign currency for say, oh, a 50% (mandatory) gratuity??? What a deal, eh? ;-)

-Hutch- @ Fair Dinkum Tech

2954. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 15:04:30 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994May17.150430.6444@vax.sbu.ac.uk>
Source record: 187005

In article <Cpx3t3.6Lx@darkside.osrhe.edu>, ericw@okcforum.osrhe.edu
(Eric Winkle) writes:
> Can anyone get Photochrome 4 to work using it on a Mega STe. It doesnt seem
> to kick into 16mhz mode like it says it will nor does it work when I set
> the clock speed to 16mhz. It works fine in 8mhz mode, but the docs says it
> now takes advantage of the 16mhz.
>
> Ericw
>

The docs are wrong - if you run the program at 16MHz, the display still
corrupts, and at 8MHz it processes as slowly as ever. This feature just
doesn't work.

However, some of the other changes - like handling TGA and RAW files of less
than 320x200 - make it worth upgrading from version 3.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

2955. FALCON Review Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 15:32:48 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rao30$gjt@dux.dundee.ac.uk>
Source record: 187003

I'd be very grateful if all you atarians could send me reviews of the
falcon from ANY magazine my address is:

Rod McCall
Top Flat Left
261 Blackness Rd
Dundee
Scotland
DD2 1RX

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2956. NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 15:40:06 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405172229.AA00050@montp.cirad.fr>
Source record: 187002
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

CEO file contents:
Hi, all !

I wouldn't want to start some unfounded rumors but...

Perhaps I've missed something here, but there's a discussion going on
in the french newsgroup fr.comp.sys.atari about a new atari machine.

Of what I've understood the machine has been officially presented to
developpers, it has Jaguar chips, plus a Power PC and is 100%
Falcon compatible. Sounds too good to be true doesn't it ? Perhaps it's just a
Jaguar card for Power PC machines, I dunno.

The info comes from a guy who knows some of these developpers who have seen 4
of these machines. The source seems ok to me.

Why haven't we seen this in c.s.a.s ? Is this just in Europe or France ?
Am I missing something here ? or am I being conned ? Are there still some guys
with brains at the Corp ? and does God exist ?

Anyone ?

Nick

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

2957. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 16:16:59 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CpyFwC.us@cs.vu.nl>
Source record: 187007
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

plord@novell.co.uk (Peter Lord) writes:

Keep this out of the comp.sys.atari.8bit newsgroup please...

thank you,

Ivo

2958. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 16:28:47 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <2rarbv$np@sun4.bham.ac.uk>
Source record: 187008

Ross McNaughton (mcnaugra@vax.sbu.ac.uk) wrote:

: However, some of the other changes - like handling TGA and RAW files of less
: than 320x200 - make it worth upgrading from version 3.

True enough, but it's still expanding them to fill the screen - as much as I like the prison bar effect, I'd have thought that would have been fixed by now.

BTW, none of the Targa files I have seem to display - all I get is a blank screen. It's possible that PChrome4 doesn't like whichever variant they've been stored in (most have been through Image Alchemy on my work PC at some point) - perhaps a different converter may do the trick.

--
/----o-------------------------\
/~|/~\	Giovanni Ciampa
\O/\\O/	gio@wcl.bham.ac.uk
/ \	--------------------
_/	I am but a figment
___/	of my own deranged
_/	imagination
\---------+--------------------/

2959. Re: WANTED HD CASE, PSU & CABLES FOR FALCON030

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 16:50:59 UTC
From: <>
Message-ID: <2raslj$m02@mother.usf.edu>
Source record: 187009

In article <1994May17.132128.7946@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>
>Continuing my search for a case, psu and cables to attach a 3.5" SCSI
>drive mech. to my Falcon, it has been suggested to me that I could buy a
>PC mini tower case and put the drive in that.
>
>Mini towers costing about 50 pounds, this was a bit more than I had planned
>on spending. Is it possible to easily relocate the Falcon motherboard into
>a PC mini tower, and externalise the keyboard?

Wizztronics has a nice product that does just this, but it's rather expensive.
The second issue of Processor Direct magazine may be mentioning it.

>
>Alternatively if anyone can point me to a good cheap HD kit in the UK
>I would be very grateful.
>All my investigations so far have seemed to indicate it will be more expensive
>to get the equipment to attach the drive to my falcon than it was to buy
>the drive in the first place.
>Any help/advice appreciated,
>
>--
>+-------------+
>| {{{ Dan }}} |
>+-------------+

2960. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 17:06:34 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769194382@sirius.herts.ac.uk>
Source record: 187011
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Peter Lord...
|> Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
|> easy) and it runs older TOS based programs (GEM would be even better).

The ST Format article does make passing mention of Unix programs
having been ported, but does not go into detail on the similarities/
differences between SMS2 and Unix. I doubt SMS2 could handle multiple
users and keep its promise re: speed.
I doubt old TOS stuff could run... but raw 68000 code might. It
depends on what traps do what (Duncan shows how limited his knowledge of
68000 and TOS is), I expect.

|> But as far as I can make out, its a completly now OS with no backward
|> compatability nor compatable with other OS's.

No great loss, if existing Unix software can be recompiled for
it. There has been mention of a C compiler, this seems to be a good step
forward. As long as authors use the O/S and the GUI correctly, SMS2 does
have similar facilities to Unix, and the compiler uses ANSI C, then SMS2
could well have a very bright future.
As for the other multitasking O/S... as I understand it, those
require a hard drive and are essentially similar to GEM/ TOS. Since SMS2
is cartridge based and does not appear to require anything more than a
floppy drive, this gives it a convenience I find very attractive.
Also, I've always found GEM to be a little limited as an
interface. This is probably why so much software ignores it. It is
simple and fairly intuitive, but it also seems a little clumsy and not
very 'open'.
If SMS2 is as easy to use as it seems, then an ST equipped with
SMS2 should have no trouble getting software. The problem is whether
someone will look and see the ST, a old architecture on the decline, or
SMS2, a powerful new top quality O/S. Linux is giving the PC a tad more
credibility, isn't it?

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2961. Re: New Atari programs on HENSAs new baby

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 17:51:51 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.175151.16532@bradford.ac.uk>
Source record: 187012

On Mon, 16 May 1994 11:55:31 GMT, Denesh Bhabuta wrote:

: you then check the Prefix....this is in the form alphabeticletterxxx
: wher the letter is either m or (for the moment...more will be added),
: and xxx is a number (1 will be 001).. So taking the above example,
: lharc 3.01 has a prefix n100, so the exact location is :

: n/n100 in the TOS directory. Therefore, from the beginning, you will
: type

: cd micros/atari/tos/n/n100

: the necessary files will be under this n100 sub-directory.

Danny, can you explain to us all the reasoning behind this system, which
can at best be called _wierd_. It cannot be found at any other ftp site to
my knowledge, and only serves to confuse.
IMHO. it is better to access HENSA via gopher anyway, as this seems to
automate this lookup process.
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2962. Stop crossposting.

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 18:02:17 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2rb0r9$eem@usenet.INS.CWRU.Edu>
Source record: 187010
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In a previous article, cb170@city.ac.uk (HALL B J) says:

>There is a review of SMS2 in a recent ST magazine - I think it was the
>last ST Format.
>
>It does look like an impressive product, but then, many technologically
>innovative and impressive products are doomed to failure in this modern
>day, cash orientated world. Sad fact of life... :-(
>
>SMS2 looks interesting, but for me, and many others, we simply cannot
>afford 160 odd quid on something that is interesting, rather than vital.
>
>Of course, the price has to reflect developement and other costs, I
>realise that, but it is ultimately down to getting many people owning it,
>and I don't think that will happen (especially with all the mtasking
>software flying about at the moment - Mag!X is 60 pounds)
>
>
>--
>|> | | Likes: Ataris, Synths, Blakes7,
>|> E |\| |-| /\ |_ |_ The Prisoner, Films.
> Dislikes: The Eurovision Song Contest
>(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)
>

Stop crossposting this to c.s.a.8, it definatly does not belong there, nor
do its 10 replys.

STeve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2963. Re: Stop crossposting.

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 18:46:38 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769200398@Euston>
Source record: 187014
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>Stop crossposting this to c.s.a.8, it definatly does not belong there, nor
> do its 10 replys.

Sorry, I didn't notice the crossposting in the original message and just
did a reply (that's the reason for the cross posting)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2964. Re: Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 19:26:24 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94May17122624@hpbbrn.bbn.hp.com>
Source record: 186934

```
Wayne> I booted my system just by itself (no floppy, no HDD) and
Wayne> discovered that the problem is either with the mouse or the
Wayne> Keyboard. I have a MEGA ST2. I replaced the Keyboard cable (I had
Wayne> an extra), opened up the mouse (cleaned it as best as possible),
Wayne> opened up my Keyboard (Yich!! Hair, dust, and Gwee!!!) in which I
Wayne> could find no damage, no loose connections, etc...
Wayne> Oh, well... Any other ideas???

I had a mysterious problem with my mouse which I finally tracked to a loose
solder connection on the controller chip. You may want to examine the PCB
in the mouse, closely.

Hope this helps,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

2965. Pagestream printing problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 19:27:41 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <Cpyoql.1Ls@news.cis.umn.edu>
Source record: 187015

Hello,

I just got back from school and reset my computer back up and I had to leave my printer and lots of other stuff at a friends house while coming home as I had too much stuff.

I had an Action Printer 5000 from Epson, and now I am using an Action Printer 3000. I am having a problem with the print out. When I print it out, There is a line inbetween each printed line. I thought maybe there was a DIP switch out of line, but when I changed it, I got 3 lines in between each printed line.

If any one has any ideas, please send them my way.

Thanks again,

Joseph Hogan

2966. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 20:15:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rb8lk$954@mailer.fsu.edu>
Source record: 187016

```
Martin Vernon (martin@gw6hva.demon.co.uk) wrote:
> In article <Cpvt4I.4nE@cix.compulink.co.uk>
> dbrewood@cix.compulink.co.uk "Daron Brewood" writes:
> > >I saw just a few minutes ago that HSMOD03 has been uploaded to a.a.u.e.
> > >
> > I got HSMOD04 this morning.
> >
> Oooh, keep us posted please - where from ??

It is available at several Atari ftp sites, including atari.archive.umich.edu.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

2967. Re: Reading MAC Lowdensity disks.

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 20:19:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rb8s1$954@mailer.fsu.edu>
Source record: 187017

Master Mischief (bpw@nereid.aplabs.com) wrote:
> Is there a way to read Low density MAC disks with the ST? I heard that
> it could be done and that someone had done it by pulsing the disk drive
> motor.

My understanding is that additional hardware is needed to read GCR formatted disks reliably. Drive pulsing would probably have to be tuned to each separate mechanism (perhaps even each separate unit) to be reliable. The Spectre GCR Mac emulator provides this capability (by adding some logic), as well as Mac emulation of course.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2968. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 20:25:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rb98l$954@mailer.fsu.edu>
Source record: 187018

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> On Tue, 17 May 1994 04:39:06 GMT, James A Hogan wrote:
> If you don't already have NVDI, I recommend you get it. It comes with its
> own version of GDOS, which is immensely faster than the Atari version.

I heartily agree. GDOS is actually pretty neat to have around all the time,
but was too much of a pain with the Atari version (or even G+Plus). NVDI
is excellent stuff. It combines a new fast GDOS with a super fast VDI (which
will speed up GEM graphics tramendously). It also gives you an easy way
to replace system fonts with GDOS ones.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2969. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 20:40:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cpys33.4v6@cix.compulink.co.uk>
Source record: 187029

In message <769141430.1@mettav.royle>, Graham.Irvine@mettav.royle.org said:
>
>Hi-Soft have it as an upgrade from V2 for 25 quid .
>
>I have heard though that there seem's to be some teething problem's with
>Filemask's...
>AND as a Falcon user you will be sad to know a bombing problem on said machine.
>I hasten to add that I have no experience of this just passing on
>someone elses posting !
>
>ATM I'm waiting to see before upgrading .Can anyone confirm or deny the above ?

I have DB3 and use it on a Falcon. I only had it for a few days, but it
hasn't crashed yet and seems to be working perfectly.

Ofir ogal@cix.compulink.co.uk

2970. Phoenix v2 on Falc

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 20:57:45 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2rbb49$1gl@darkstar.UCSC.EDU>
Source record: 187019

I downloaded the Phoenix demo (version 2) for the 030 line and CANNOt
get it to run on my Falcon in any mode with ANY setup. Could someone email
me some tidbits about this: help/patches/news/whatever. Thanks.

2971. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 21:05:30 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405172026.AA04976@ilmen.lanl.gov>
Source record: 187020

In article AA00050@montp.cirad.fr, Bales_N@CIRAD.fr () writes:
>
>Perhaps I've missed something here, but there's a discussion going on
>in the french newsgroup fr.comp.sys.atari about a new atari machine.
>
>Of what I've understood the machine has been officially presented to
>developpers, it has Jaguar chips, plus a Power PC and is 100%
>Falcon compatible.

Hahahahahaha!!!! Oh, please... stop it... it hurts! Hahahahahaha.... :)

>Sounds too good to be true doesn't it ?

Like my grandpappy used to say... "then it probably is."

>Perhaps it's just a Jaguar card for Power PC machines, I dunno.

Now that item _is_ a lot closer to reality.

>The info comes from a guy who knows some of these developpers who have seen 4
>of these machines. The source seems ok to me.

Oooo... a guy who knows a guy who knows a guy who sez that so-and-so saw....

Your questions:

>Why haven't we seen this in c.s.a.s ?
>Is this just in Europe or France ?
>Am I missing something here ?
>or am I being conned ?
>Are there still some guys with brains at the Corp ?
>and does God exist ?

My answers:

Because it's bovine fecal material (BFM).
No, since BFM knows no international boundaries.
Most likely.
Most definitely.
Yes, but they only empty the trash. <just a joke,guys>
The proof is all around you.

Ah, hope springs eternal in the pure and innocent Atari user's breast. :)

But, to get back to earth for a moment, if Atari _does_ come out with a new
computer in the near future it will most likely incorporate the Jaguar chip
set. A PPC cpu is a possibility, but a remote one, IMHO. Of course, this is
just from _my_ sources so believe who you will or make up your own rumors. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

P.S.: My IAAD member lapel pin, offical Atari developer certificate, Bob Brodie's private pager number, and secret fuji handshake will get me a cup of coffee at most dives around the country... but only if I add 50 cents. :)

P.P.S.: While I may be 'roadkill along the Information Superhighway' it really doesn't matter since it's been so much fun getting here! Enjoy /|\ !

2972. no highlights on fzt

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 21:29:40 UTC
From: metroman@netcom.com
Message-ID: <metromanCpyuDG.IC4@netcom.com>
Source record: 187030

I'm using freaze dried terminal can anyone tell me why it doesn't show highlights? otherwise I would like it. I use an atari 1040st with a monochrome moniter and vt52 emulation.

metroman@netcom.com

2973. NeoDesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 21:47:34 UTC
From: gruber@austin.ibm.com
Message-ID: <Cpyv7A.4rLF@austin.ibm.com>
Source record: 187031

Has NeoDesk 4 com out yet ?

Scott

2974. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 23:29:15 UTC
From: <>
Message-ID: <2rbk0c$nu2@mother.usf.edu>
Source record: 187037

In article <2rb98l$954@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
>> On Tue, 17 May 1994 04:39:06 GMT, James A Hogan wrote:
>> If you don't already have NVDI, I recommend you get it. It comes with its
>> own version of GDOS, which is immensely faster than the Atari version.
>
>I heartily agree. GDOS is actually pretty neat to have around all the time,
>but was too much of a pain with the Atari version (or even G+Plus). NVDI
>is excellent stuff. It combines a new fast GDOS with a super fast VDI (which
>will speed up GEM graphics tramendously). It also gives you an easy way
>to replace system fonts with GDOS ones.
>
What about SpeedoGDOS?

2975. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-17 23:36:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cpz09J.FH2@cix.compulink.co.uk>
Source record: 187034

In message <769148738snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk said:
>>
>> I got HSMOD04 this morning.
>
>Oooh, keep us posted please - where from ??

It in ftp.tu-calusthal.de pub/atari/Newitems

Ofir ogal@cix.compulink.co.uk

2976. Re: Problems with Miniwin/Toswin ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 00:21:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cpz2C3.Hpy@cix.compulink.co.uk>
Source record: 187035

>Check Newitems/tw14w12[bs].zoo or Mint/tw14w12[bs].zoo (or maybe that

Thanks - found it now. Quite good too :-)

Roland.

@CiX

2977. Re: Minix on a Falcon ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 00:21:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cpz2C5.HqJ@cix.compulink.co.uk>
Source record: 187038

>>It's purely 16bit without ANY support for floating point calculations. These
>>two scupper many attempts at porting unix software. Well, that and it being

Surely this only applies to the supplied C compiler. With GCC you have
32bit support and FP libraries AFAICR.

Porting stuff without GCC is almost impossible.

>>only a reimplementation of Unix Version 7 which means that there are quite a
>>few system calls and library routines you'll be used to missing.

This is very true IMHO.

:-)

Roland.

@CiX

2978. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 00:21:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cpz2C7.Hr4@cix.compulink.co.uk>
Source record: 187039
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>damn curious about it, and am also wondering why there haven't been any
>articles about it on these newsgroups (of course, my feed might be a bit

FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
read about it has been in 'QL World' magazine.

Assuming this is the case (and flame if I'm mixed up somewhere ;-)

> What programming languages exist- LBASIC was mentioned, is there
>a version of C in the pipeline?

There is a fairly good C compiler for the QL, but nothing that gets
anywhere close to GNU C or Lattice C

> How similar to Unix is the multitasking?

Not particularly. MiNT is closer IMHO

> Does it support the standard ST/PC disk format (for floppy and

I believe so, although I don't think this is the standard.

> PD software was mentioned- how much is there, and where could I

Well I assume they mean the *vast* quantity of QL PD ;-) There is not
really a lot out there.

> What is it like to use on a 1mb floppy drive system?

Should be very good. Its a lot more compact than TOS.

IMHO don't bother. I've had a bit of experience of standard QL QDOS
(which as I said I *believe* SMS2 to be an enchanced port off, and in most
ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
be its compactness and efficiency.

:-)

Roland.

@CiX

2979. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 00:55:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rbp1e$meo@uqcspe.cs.uq.oz.au>
Source record: 187040

I'd like feedback on this option:

Mail a heap of money to Joe Connor, who is collecting and
converting funds for a number of .de authors. This means
a single cash conversion, and more money for the authors.

I'd rather Joe get a small cut than the banks get a large one.

For example, if you can find 4 European authors that will work through Joe,
totalling, say, US$100, then it will still cost US$10 (or whatever, depending
on which option you use as described in earlier articles of this thread),
but this is effectively just US$2.50 per s/w item. The more authors you
can pay at once, the better.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2980. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 01:32:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rbr7b$n7g@uqcspe.cs.uq.oz.au>
Source record: 187013
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Bales_N@CIRAD.fr writes:

>Perhaps I've missed something here, but there's a discussion going on
>in the french newsgroup fr.comp.sys.atari about a new atari machine.

Yeah, but it's too hard for you to translate to be able to quote
anything, right?

Let me guess, in two days, you'll post to fr.comp.sys.atari (if such a
group exists) saying there is a discussion in comp.sys.atari.st about
this fictitious machine!

Not laughing, yawning.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2981. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 02:12:12 UTC
From: Bill.Jones@231-370.dswhq.omahug.org
Message-ID: <e64_9405191805@dswhq.omahug.org>
Source record: 186885

BS> From: ceebsm@cscd4c9.caledonia.hw.ac.uk (Barry Scott Munro)
BS> Funny, I get this bug:
BS> When extracting and only the FIRST file from a ZIP archive is selected the
BS> extraction process starts but then returns to the main screen without
BS> extracting the file!!!!!
BS> Anyone else got this problem?

Yes - having this problem here with the GEM version of 2.5 as well. The
ZIPJR.TTP does it just fine, though.

2982. Re: Monitor Questions

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 02:52:17 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994May18.025217.311@isle.waterloo-rdp.on.ca>
Source record: 187046

Bruce Henry Freshwater was heard to say:

> Is it possible to use a PC SVGA monitor with a basic 520STFM ?
> If so, are adaptors readily available, cheap...etc?
> Also, if it is possible, is there any complex circuitry in the adaptor or
> is it possible to make one by connecting the relevant pins together ?
> If I can do this, could I then use the ST in high res screen mode ?

It is possible, unfortunately I've lost the text file I made up a long time ago. One thing about it is that very few SVGA monitors will work in the ST's colour mode because it is too low a frequency. It is best to get the specs on the monitor before attempting this as most SVGA monitors are merely multi-frequency and will handle 640,720,800 and 1024 horizontal, 350,400,480,600,768 vertical only (its cheaper that way). The monitor should generally say multi-sync, and must support 320x200 (15KHz horizontal sync, 50/60Hz vertical). If this is the case mail me and I'll type something up to send to you...

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

2983. STZIP 26

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 03:11:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2rc11k$eov@golem.wcc.govt.nz>
Source record: 187047

```
Hi I just dnloaded STZIP 26 from Genie,
may be some one with FTP access will upload this to A.A.

It claims to have all the later bugs fixed....

What's new in STZIP ?

Version 2.6 27 Apr 94
-----------------------------

Argl, some new bugs managed to introduce themselves in v2.5...

- First file in a zip didn't extract in Gem, fixed.
- Create directory in Gem had some new and different problems, fixed.
- Tempo directory name was cleared at the config box apparition, fixed
(reported by Christophe Boyanique)
- Fixed the 'no file(s)' problem occuring randomly in CL when extracting
files from a zip with subdirs (reported by Gerhard Hoelscher)
- It was impossible to extract only a file in CL if some files with same name
are in subdirs of the zip. Fixed. (reported by Gerhard Hoelscher)
Note however that using 'stzip -xr test readme' extracts all the readme
files from the zip.
- Empty subdirectories were stored when using 'stzip -ar test readme'. Fixed.
(reported by Gregor Duchalski)
- Maximum numbers of parameters in CL increased to 100.

--=---=---=---=---=---=---=---=---=---=---=---=---=---=---=---=---=---=--

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

2984. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 04:01:22 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpzCIC.2t0@cix.compulink.co.uk>
Source record: 186951

In message <2rbp1e$meo@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
>
>I'd like feedback on this option:
>
>
> Mail a heap of money to Joe Connor, who is collecting and
> converting funds for a number of .de authors. This means
>a single cash conversion, and more money for the authors.
>
>I'd rather Joe get a small cut than the banks get a large one.

I don't think Joe gets anything for this.

Ofir ogal@cix.compulink.co.uk

2985. FOR SALE/TRADE CHEAP! ST,

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 04:13:04 UTC
From: MBATES@HOLONET.NET
Message-ID: <CpzD1u.Esq@iat.holonet.net>
Source record: 186956

I have for sale the following odd-ball lots OR I WILL TRADE for some ST hardware/software! Fell free to make me an offer on everything!

SC1224 Monitor in GREAT shape! Get it for the Jaguar! ($75)

1040STf with TOS 1.0 (!!) and 1 MB RAM ($60)

1040STfm with TOS 1.4 and 2.5 MB RAM (tech specialties board) ($75)

Intellivision Computer Module (Complete, new in box) ($20)
Turns any Intellivision into a computer!

Spectre GCR and ROMs!! with version 3.0 of the software ($150)

MAKE ME ANY OFFERS! The figures in the parentheses are just guidelines to what I am looking to get.

This copy of Freddie 1.2 is being evaluated.

2986. For Sale: ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 04:30:07 UTC
From: ddlee@crl.com
Message-ID: <2rc5kf$1ip@crl.crl.com>
Source record: 187050

```
For Sale:

Quantum Paint - $10
Electra Spell - $10

Captain Blood (Infogrames) - Icon based space role playing game. - $10
Bloodwych (iMage) - Dugeon Master like game. - $10
Chrono Quest (Psygnosis) - Icon based adventure game. - $10

All programs come with original disks, manuals, and box. E-mail if
interesed.

-Dave Lee-
ddlee@crl.com
```

2987. Re: Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 04:48:07 UTC
From: rsnyder@panix.com
Message-ID: <2rc6m7$gr6@panix2.panix.com>
Source record: 187041

Wayne Schultz (rimfax@bu.edu) wrote:
: I booted my system just by itself (no floppy, no HDD) and
: discovered that the problem is either with the mouse or the
: Keyboard. I have a MEGA ST2. I replaced the Keyboard cable (I had
: an extra), opened up the mouse (cleaned it as best as possible),
: opened up my Keyboard (Yich!! Hair, dust, and Gwee!!!) in which I
: could find no damage, no loose connections, etc...

: Oh, well... Any other ideas???
:

I had a similar problem, and it was a the connection between the
mouse and the keyboard. I soldered my mouse cable in, but a wiggle or
reseating is less drastic and may work.

The other thing to try is reseating your chips (the TOS ROMS in
particular). The may sound strange, buy can sometimes cause this symtom.

--Roger

2988. Re: Phoenix v2 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 04:59:44 UTC
From: Lexicor@world.std.com
Message-ID: <CpzF7L.M47@world.std.com>
Source record: 187036

In article <2rbb49$1gl@darkstar.ucsc.edu>,
Rowland Baker <sccoe@ucscb.UCSC.EDU> wrote:
>
> I downloaded the Phoenix demo (version 2) for the 030 line and CANNOt
>get it to run on my Falcon in any mode with ANY setup. Could someone email
>me some tidbits about this: help/patches/news/whatever. Thanks.
>

Rowland,

THe Phoenix Version 2 for the 030 requires the 68882 math-co_pro
if you load the phoe882.prg version...run the regualr Phoenix 2 (phoenix2.prg)
if you do not have an FPU.

The version for 68030 withou fpu if not on your zip file is on
ftp.std.com in /pub/atari/Graphics/Lexicor/Demosoftware.

Phoenix Version 2.0 runs on any atari in minimum 640x200 resolution.

I hope you enjoy it..if you have any more problems email me or ask
away over here...

Cheers

2989. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 06:02:25 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <pY8PFzB.biblinski@delphi.com>
Source record: 186955

Warwick Allison <warwick@cs.uq.oz.au> writes:

> Mail a heap of money to Joe Connor, who is collecting and
> converting funds for a number of .de authors. This means

ATARI UNITED! SoftWareHouse is working on an arrangement with Joe to handle shareware registrations here in North America. When we get the details worked out, they will be added to the distribution files of the software being handled.

Having a single place to send contributions to will definitely reduce the per registration cost. Perhaps someone in OZ would be interested in handling registration tasks for the Southern hemisphere?

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse

2990. PLEASE CHECK THIS OUT!

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 06:56:15 UTC
From: raist@rmece02.upr.clu.edu
Message-ID: <1994May18.065615.34897@rmece02.upr.clu.edu>
Source record: 187043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Guys and Girls, check this out. You'll have to read well-below as I
didn't cut the headers because the guys that posted this on the
ATARI Jaguar game console mailing list made some comments that
I deem usefull too...

- Raist

PS: follow-ups to comp.sys.atari.advocacy

----------8x CUT HERE 8x---------------

From scott@vinny.cecer.army.mil Tue May 17 10:32:40 1994
Received: from [192.238.17.2] by rmece02.upr.clu.edu (AIX 3.2/UCB 5.64/4.03)
id AA07369; Tue, 17 May 1994 10:32:00 -0500
Received: from ctrc.fs.saci.org by cobalt.idde.saci.org (4.1/SMI-4.1)
id AA01606; Tue, 17 May 94 09:14:23 CDT
Errors-To: <tony@vtplace.idde.saci.org>
Received: from CTRC/MAILQUEUE by ctrc.fs.saci.org (Mercury 1.11);
Tue, 17 May 94 9:11:48 CST
Received: from MAILQUEUE by CTRC (Mercury 1.11); Tue, 17 May 94 9:11:41 CST
From: scott@vinny.cecer.army.mil (Scott Buennemeyer)
To: "Atari Jaguar List" <jaguar-l@ctrc.fs.saci.org>
Subject: PAY TOLL: bye-bye jag list
Date: Tue, 17 May 1994 09:12:05 +0600
Errors-To: <tony@vtplace.idde.saci.org>
Reply-To: jaguar-l@ctrc.fs.saci.org
Sender: listserv@ctrc.fs.saci.org
X-Listname: <jaguar-l@ctrc.fs.saci.org>
X-Mailer: Mercury MTA v1.11.
Message-Id: <29313849@ctrc.fs.saci.org>
Status: RO

A very rotten pile of BULL SHIT is looming ahead if we don't make
a stand and voice our opinions on what I am about to inform
everyone here on. I will apologize now for the EXTREME length
of what follows, but I feel it is necessary to preserve what
we now enjoy. This is not about the Jaguar, however we may
not be able to afford to discuss it if we don't do something
about it.

There is a very strong possibilty that in the very near future,
the mega communications giants are going to charge for every single
packet going in and out of Internet Network Access Points and high
speed backbones that they NOW control. The National Science Foundation
just awarded five big contracts giving them this control.

Groups such as this one will most likely shut down as the listservers
will no longer be able to afford to operate without in turn charging us
for their sevices. What do you think will then happen to the readership
here if we are charged for the priviledge of enjoying the jag list?
Most of us will probably be forced to unsubscribe. Those of you that
already pay AOL, Compuserve, Delphi, etc. for internet access will be charged
even more for that priviledge. Those of you that think your "by-the-character"
charges are high now, just you wait. Everyone who uses the internet
(everyone here included) should read this and reply as indicated.
I find it very appalling to think about large corporations fattening their
guts even more by charging you and I for every single packet of
(currently free) jaguar info, data, e-mail, mosaic request, etc.
If we don't voice now on this one folks, the information superhighway
will be obstructed with potholes and toll booths.

If you complain about the length of messages now, just think how
PISSED-OFF you will be if you have to pay for it (or pay more than you do now).

The following is long and very frightening. IT SHOULD SCARE YOU!!!
DO SOMETHING ABOUT IT!!

Please send this to everyone you know. The more people that respond,
the better our chances are that we can kill this thing.

I'm not going to sit back and watch it happen, I hope you don't either.

Just my $0.02. I may need the lousy $0.98 so I can send this e-mail out!

Scott Buennemeyer

----- Begin Included Message -----

>>From @UKCC.UKY.EDU:owner-geoged@UKCC.UKY.EDU Thu May 12 21:45:54 1994
>Date: Thu, 12 May 1994 22:44:50 EDT
>Reply-To: THROOPG@icarus.som.clarkson.edu
>Sender: Geography Education List <GEOGED@UKCC.uky.edu>
>Comments: Resent-From: Oliver <ORFROE00@ukcc.uky.edu>
>Comments: Originally-From: Gary Throop <THROOPG@icarus.som.clarkson.edu>
>Comments: Resent-From: Jeff Jones <JAJONE00@ukcc.uky.edu>
>Comments: Originally-From: Oliver <ORFROE00@UKCC.UKY.EDU>
>From: Jeff Jones <JAJONE00@UKCC.uky.edu>
>Subject: Metered Usage of the Internet
>X-To: geoged@ukcc.uky.edu, geogfem@ukcc.uky.edu, lambda@ukcc.uky.edu
>To: Multiple recipients of list GEOGED <GEOGED@UKCC.uky.edu>
>Content-Length: 11195
>Status: RO
>X-Lines: 248

---Jeff Jones---------------------------------JAJONE00@ukcc.uky.edu-----
Department of Geography, University of Kentucky, Lexington, KY 40506

----------------------------Original message----------------------------
I think this should be of interest ot a lot of us

Oliver Froehling Dept. of Geography
(606) 257-6992 University of Kentucky
ORFROE00@UKCC.UKY.EDU Lexington, KY 40506-0027

----------Original message----------

Subject: Metered Usage of the Internet: JSN

Please forgive the mass mailing, but I feel this is a subject
which is of great importance to anyone who benefits from the
bountiful resources of the Internet.

A very bad storm is brooding on the horizon.

In the future, you might have to pay a charge for every E-mail
message you send or receive, every Usenet article you read,
every kilobyte of data you transfer with ftp, every hypertext
link you follow with NCSA Mosaic or Gopher...

Hopefully this frightens you as much as it does me.
But it will happen, unless YOU do something about it.

Please read the attached, fill out the requested info, and
mail it back to mike@essential.org. It also wouldn't hurt to
forward a copy of this to everyone you know on the Internet.

Thanks for your support.

Craig Smith, <bcs@cs.tamu.eduor <craig@stat.tamu.edu>
Texas A&M University, Dept. of Computer Science
205 HRBB, 862-2084 (CPSC). [PGP2 Public Key Available on Request]

TAXPAYER ASSETS PROJECT - INFORMATION POLICY NOTE
May 7, 1994

- Request for signatures for a letter to NSF opposing metered
pricing of Internet usage

- Please repost this request freely

The letter will be sent to Steve Wolff, the Director of
Networking and Communications for NSF. The purpose of the letter
is to express a number of user concerns about the future of
Internet pricing. NSF recently announced that is awarding five
key contracts to telephone companies to operate four Internet
"Network Access Points" (NAPs), and an NSF funded very high speed
backbone (vBNS). There have been a number of indications that
the telephone companies operating the NAPs will seek permission
from NSF to price NAPs services according to some measure of
Internet usage. The vBNS is expected to act as a testbed for new
Internet pricing and accounting schemes. The letter expresses
the view that metered pricing of Internet usage should be
avoided, and that NSF should ensure that the free flow of

information through Internet listserves and file server sites is preserved and enhanced.

Jamie Love, Taxpayer Assets Project (love@essential.org; but unable to answer mail until May 15). Until then, direct inquires to Michael Ward.

If you are willing to sign the letter, send the following information to Mike Ward of the Taxpayer Assets Project (mike@essential.org, fax: 202/234-5176; voice: 202/387-8030; P.O. Box 19367, Washington, DC 20036):

Names: _____
Title: _____ (Optional)
Affiliation: _____
(for purposes of identification only)
Address: _____
City; St, Zip _____
Email Address: _____
Voice: _____
for verification)

The letter follows:

Steve Wolff
Director
Division of Networking and Communications
National Science Foundation
1800 G Street
Washington, DC 20550

Dear Steve:

It is our understanding that the National Science Foundation (NSF) and other federal agencies are developing a new architecture for the Internet that will utilize four new Network Access Points (NAPs), which have been described as the new "cloverleaves" for the Internet. You have indicated that NSF is awarding contracts for four NAPs, which will be operated by telephone companies (Pac Bell, S.F.; Ameritech, Chicago; Sprint, NY; and MFS, Washington, DC). We further understand that NSF has selected MCI to operate its new very high speed backbone (vBNS) facility.

There is broad public interest in the outcome of the negotiations between NSF and the companies that will operate the NAPs and vBNS. We are writing to ask that NSF consider the following objectives in its negotiations with these five firms:

PRICING.

We are concerned about the future pricing systems for Internet access and usage. Many users pay fixed rates for Internet

connections, often based upon the bandwidth of the connection, and do not pay for network usage, such as the transfer of data using email, ftp, Gopher or Mosaic. It has been widely reported on certain Internet discussion groups, such as com-priv, that the operators of the NAPs are contemplating a system of usage based pricing.

We are very concerned about any movement toward usage based pricing on the Internet, and we are particularly concerned about the future of the Internet Listserves, which allow broad democratic discourse on a wide range of issues. We believe that the continued existence and enhancement of the Internet discussion groups and distribution lists is so important that any pricing scheme for the NAPs that would endanger or restrict their use should be rejected by the NSF.

It is important for NSF to recognize that the Internet is more than a network for scientific researchers or commercial transactions. It represents the most important new effort to expand democracy into a wide range of human endeavors. The open communication and the free flow of information have make government and private organizations more accountable, and allowed citizens to organize and debate the widest range of matters. Federal policy should be directed at expanding public access to the Internet, and it should reject efforts to introduce pricing schemes for Internet usage that would mimic commercial telephone networks or expensive private network services such as MCI mail.

To put this into perspective, NSF officials must consider how any pricing mechanisms will change the economics of hosting an Internet electronic mail discussion groups and distribution lists. Many of these discussion groups and lists are very large, such as Humanist, GIS-L, CNI-Copyright, PACS-L, CPSR-Announce or Com-Priv. It is not unusual for a popular Internet discussion group to have several thousand members, and send out more than 100,000 email messages per day. These discussion groups and distribution lists are the backbones of democratic discourse on the Internet, and it is doubtful that they would survive if metered pricing of electronic mail is introduced on the Internet.

Usage based pricing would also introduce a wide range of problems regarding the use of ftp, gopher and mosaic servers, since it conceivable that the persons who provide "free" information on servers would be asked to pay the costs of "sending" data to persons who request data. This would vastly increase the costs of operating a server site, and would likely eliminate many sources of data now "published" for free.

We are also concerned about the types of accounting mechanisms which may be developed or deployed to facilitate usage based pricing schemes., which raise a number of concerns about personal

privacy. Few Internet users are anxious to see a new system of "surveillance" that will allow the government or private data vendors to monitor and track individual usage of Information obtained from Internet listserves or fileserves.

ANTI-COMPETITIVE PRACTICES

We are also concerned about the potential for anti-competitive behavior by the firms that operate the NAPs. Since 1991 there have been a number of criticisms of ANS pricing practices, and concerns about issues such as price discrimination or preferential treatment are likely to become more important as the firms operating the NAPs become competitors of firms that must connect to the NAPs. We are particularly concerned about the announcements by PAC-Bell and Ameritech that they will enter the retail market for Internet services, since both firms were selected by NSF to operate NAPs. It is essential that the contracts signed by NSF include the strongest possible measures to insure that the operators of the NAPs do not unfairly discriminate against unaffiliated companies.

Recommendations:

As the Internet moves from the realm of the research community to a more vital part of the nation's information infrastructure, the NSF must ensure that its decisions reflect the needs and values of a much larger community.

1. The NSF contracts with the NAPs operators will include clauses that determine how the NAP services will be priced. It is important that NSF disclose and receive comment on all pricing proposals before they become final. NSF should create an online discussion list to facilitate public dialog on the pricing proposals, and NSF should identify its criteria for selecting a particular pricing mechanism, addressing the issue of how the pricing system will impact the Internet's role in facilitating democratic debate.

2. NSF should create a consumer advisory board which would include a broad cross section of consumer interests, including independent network service providers (NSPs), publishers of Internet discussion groups and distribution lists, academic networks, librarians, citizen groups and individual users. This advisory board should review a number of policy questions related to the operation of the Internet, including questions such as the NAP pricing, NAP operator disclosure of financial, technical and operational data, systems of Internet accounting which are being tested on the vBNS and other topics.

3. NSF should solicit public comment, though an online discussion group, of the types of safeguards against

anticompetitive behavior by the NAPs which should be
addressed in the NSF/NAPs contracts, and on issues such as
NAPs pricing and Internet accounting systems.

TAP-INFO is an Internet Distribution List provided by the Taxpayer
Assets Project (TAP). TAP was founded by Ralph Nader to monitor the
management of government property, including information systems and
data, government funded R&D, spectrum allocation and other government
assets. TAP-INFO reports on TAP activities relating to federal
information policy. tap-info is archived at ftp.cpsr.org;
gopher.cpsr.org and wais.cpsr.org

Subscription requests to tap-info to listserver@essential.org with
the message: subscribe tap-info your name

Taxpayer Assets Project; P.O. Box 19367, Washington, DC 20036
v. 202/387-8030; f. 202/234-5176; internet: tap@essential.org
---

****
Gary M. Throop THROOPG@icarus.som.clarkson.edu
Clarkson University 315-268-3814
Department of Management FAX: 315-268-3810
Box 5790
Potsdam, NY 13699

--

>>>>>>>>>>>>>>>>>>>> Raist <<<<<<<<<<<<<<<<<
A1200 with AGA blast processing ;-)
REAL 3D V2.47, Scala MM300 and ImageF/X... What else? :-)
---> Opinions are my own, not of my college campus

2991. Re: WANTED - HD CASE + PSU

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 07:57:54 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994May16.103316.23912@ucl.ac.uk>
Source record: 187044

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>I have been offered a 340Mb Maxtor scsi HD at a very reasonable
>price.

>In order to attach this beasty to my Falcon I require the following items:

>HD case
>Power Supply
>SCSI II cable

The cheapest source for a case and Power Supply has to be an old
unwanted/dead pc XT then all you need is the cable

regards,

Bruce C.
b.cotsell@ucl.ac.uk

>+-------------+
>| {{{ Dan }}} |
>+-------------+

2992. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 08:09:59 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405181457.AA00132@montp.cirad.fr>
Source record: 187045

CEO file contents:

Hi !

Warwick Allison (warwick@cs.uq.oz.au) replied to my post about a probably fictitious new atari machine that I was too lazy to translate the news from french to be able to quote them.

I'm sorry but as you've probably noticed I am using the Utexas remailer because I haven't got a real newsreader on the machine I use here. This is why I cannot put in quotes without typing them back in from scratch. Yes, I'm damn too lazy to do that. I'm quite able to translate french though, thank you.:)

Other thing is, fr.comp.sys.atari does exist. There is a life outside the american (well, international) newsgroups. As you've never heard of it, I presume that you've never read it - especially as it's in french - just like probably many others here. This is why I thought the information could interest someone.

I know that this stuff about a new machine is probably rubbish, but I just thought some of you guys could be interested or give your opinion.

That's all.
Nick

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

2993. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 08:56:12 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2rcl7c$1ka1@info2.rus.uni-stuttgart.de>
Source record: 186959

In <2rbk0c$nu2@mother.usf.edu> millert@undergrad.ec.usf.edu. writes:

> >I heartily agree. GDOS is actually pretty neat to have around all the time,
> >but was too much of a pain with the Atari version (or even G+Plus). NVDI
> >is excellent stuff. It combines a new fast GDOS with a super fast VDI (which
> >will speed up GEM graphics tramendously). It also gives you an easy way
> >to replace system fonts with GDOS ones.
> >
> What about SpeedoGDOS?
Use NVDI if you don't need vector faces and NVDI+Speedo 4.2 if you need them.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2994. Re: 3DO sales are horrible

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 09:02:00 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994May18.090200.4266@unix.brighton.ac.uk>
Source record: 187048

It is true, that Atari could easily blow the Jaguar thing, but they have alot
big names behind them on this one. I think that once the Jag gets going people
will support it and all Atari will have to do is sell it and makes profit :)

IMHO of course! ;)

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2995. Problems with ProTracker 2.0s on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 09:41:06 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <Cpzs8J.Lww@lincoln.gpsemi.com>
Source record: 186952

Hi,

I've got a weird problem with ProTracker v2.0s from a.a.u.e running on my 2 Mb Mega STe and SCART tv. When I run PT the DMA sound output starts cracking or more like clicking irregularily. It doesn't do this on any other programs I have which use the DMA sound outputs or anything. Any ideas ??

Also, PT seems to be trying to extend the screen by removing the bottom border but this is intermitent, ie. it flicks on and off - is this "normal" ?

Thanks for any advice/help,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== --- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2996. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 10:01:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994May18.110102.1@gst-soft.demon.co.uk>
Source record: 186953

TITLE: Re: Information on SMS2 please

> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
> read about it has been in 'QL World' magazine.
> Assuming this is the case (and flame if I'm mixed up somewhere ;-)

Yup thats what I've heard.

> > Does it support the standard ST/PC disk format (for floppy and

Nope, one of their big mistakes, it has it's own format.

> Well I assume they mean the *vast* quantity of QL PD ;-) There is not
> really a lot out there.

They say there is quite a bit, but I'll be buggered if i can
find anything decent.

> What is it like to use on a 1mb floppy drive system?

It's fine, becuase most of it's on the ROM it runs pretty
smoothly, but I haven't got any decent apps to give it a
trashing.

As I said earlier, It's fast, smooth, but totally
non-standard in every department. I feel it needs to have at
least support for TOS floppies and a more standard look and
feel to the GUI before it will be taken seriously. This is a
shame because for the few hours I've spent with it I feel it
has got potential. If they added GCC, support for Minix and
TOS partitions, and went for a slightly more standard
Unix/X11 feel It could give the serious ST user something to
consider.

Chris Wood
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

2997. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 10:24:30 UTC
From: f09m@alf.zfn.uni-bremen.de
Message-ID: <2rcqcu$nbf@ina.zfn.uni-bremen.de>
Source record: 186966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <CpxxsM.KHr@novell.co.uk>, plord@novell.co.uk (Peter Lord) says:
>
>HALL B J (cb170@city.ac.uk) wrote:
>: There is a review of SMS2 in a recent ST magazine - I think it was the
>: last ST Format.

>But as far as I can make out, its a completly now OS with no backward
>compatability nor compatable with other OS's.
not quite correct. SMS2 is a bit like QDOS from good old Sinclair-QL. I think that the C68 C-Compiler for the QL should work

>Peter Lord
cu B.

2998. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 11:13:49 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May18.111349.5871@bradford.ac.uk>
Source record: 186961

```
On Tue, 17 May 1994 23:36:55 GMT, Ofir Gal wrote:
: In message <769148738snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk said:
: >>
: >> I got HSMOD04 this morning.
: >
: >Oooh, keep us posted please - where from ??

: It in ftp.tu-calusthal.de pub/atari/Newitems
^^^^^^^^^
Watch the typo's Ofir! that should read clausthal for anyone who didn't know.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==
```

2999. Re: New Atari programs on HENSAs new baby

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 11:17:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <CpzwnH.126@westminster.ac.uk>
Source record: 186960

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

: Danny, can you explain to us all the reasoning behind this system, which
: can at best be called _wierd_. It cannot be found at any other ftp site to
: my knowledge, and only serves to confuse.
: IMHO. it is better to access HENSA via gopher anyway, as this seems to
: automate this lookup process.

Dear Steve, and all netters out there,

A short history on hensa might be useful....

Two things I've heard while I've been here:
1) When hensa first started out, it had only a few packages for each computer. These were best thought to be packaged under different package codes, as it was a neater way of storing.....and as there were a max of 20 packages for each computer, it was not too much of a pain to find anything. The growth in PD software was not perceived at the time.

2) When hensa first started out, software was going to be distributed on ANSI tapes, and the best way to do this was by having package codes (something to do with ANSI tapes do not allow same filenames).

Anyway, I think I believe reason 2, with a teeny weeny bit of reason 1. I know that the way software is kept here is "different" to other ftp sites, but in some ways it is better than other ftp sites.

I mean, for eg, if Atari Works was a PD package, where would it be stored under "conventional" directoriy structures? Would it go under Word processing, Spreadsheets, Databases, or Miscellaneous (where it would be of no use at all....people would have to know that it is in there). With Hensa, as we store software, I edit a *.msg file, which holds keywords for the software. Atari Works in the example, would have 3 different keywords associated with it, and so someone looking for the software can find it easily.

Steve is right about gopher, and I must say, that HENSA is lucky in this case, that gopher allows easy searching for software. Through gopher, software may be searched using keywords, package codes, and even name searches.

I'd also like to add that our WWW server also hooks into gopher for easy searching. I will also be posting regularly, a list of new software at our site, here on the net. Every week. Just like the a.a listing ;-). This will be in the form of the one that was posted earlier by me.

I hope this has answered your questions/queries. But if there is
anything else, then I'd be pleased to answr them too.

Danny.
Atari moderator
+44 (0)524-594287

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3000. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 11:29:37 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769260565@sirius.herts.ac.uk>
Source record: 186962
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by HALL B J...
|> There is a review of SMS2 in a recent ST magazine - I think it was the
|> last ST Format.

Yes, I know, and though it told me enough to get more interested
in SMS2 than in the disk based O/Ss, it left me with a lot of questions,
which is why I started this thread. Since then I've got a lot of info. from
the articles you have posted here, I've got more info.
But I've also found out about a *very* good article in the
upcoming June issue of ST Applications. You can get details of STA from
ST Club in Nottingham, phone 0602-455250 or fax 0602-455305. I don't
know how to call them from abroad, I've never been abroad and wanted to
phone someone in England before.
Lordy, all this makes me sound like a complete SMS2/ STA
advocate. I don't work for them or anything, I just like them. This is
not a sneaky attempt to stir up interest artificially, they deserve all
the interest they can get, IMHO.

Duncan (75% certain to save up and buy SMS2)

PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
some kind soul could write ST File Exchange, or summat?

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

3001. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 11:48:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1787@usdtsg.DaytonOH.NCR.COM>
Source record: 187049

In article <769148738snz@gw6hva.demon.co.uk> martin@gw6hva.demon.co.uk writes:
>In article <Cpvt4I.4nE@cix.compulink.co.uk>
> dbrewood@cix.compulink.co.uk "Daron Brewood" writes:
>
>> >I saw just a few minutes ago that HSMOD03 has been uploaded to a.a.u.e.
>>
>> I got HSMOD04 this morning.
>
>Oooh, keep us posted please - where from ??

Hmm, if anyone knows the author's email, can you send a suggestion?
How 'bout a "history" text file, so I can tell the difference between
versions 02 03 and 04 other than the digit in the archive name. While
this is not overly important in the grand scheme of things, it does
help one come up with a good description when uploaded to a BBS/service,
etc...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3002. Looking for bitmap-manipulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 12:55:00 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994May18.125500.43774@yogi>
Source record: 186958

is there a pd prog with wich i can manipulate bitmaps,
e.g. brighten/darken a bitmap-picture for printout?

Alexander.

3003. Report on proTOS '94 in Ulm, Germany

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 14:26:12 UTC
From: matija@sirius.ijs.si
Message-ID: <1994May18.142612.1102@cathy.ijs.si>
Source record: 187042

This fair was taking place in Ulm, Germany on April 22nd-24th. I wrote a report for AEO, but they already had one, so mine wasn't published. Because I feel my report includes more information than the one published in AEO, I have decided to post it on the net. I hope it helps someone.

A version of this file has also been posted on BIX.

Please, do not distribute this article without explicit permission from the author.

Undisputably, Germany is the most thriving atari market at the moment. A number of the most innovative products for the platform have originated there, and some of the most promising programmers orginate there. Therefore, Atari fairs in Germany are especialy interesting for all Atarians, wherever they may be. (Please not that all prices quoted are quoted form official catalogues, but I can't be held responsible for any mistakes. The exchange rate is approximated at 1.65 DEM/$ and may change with time).

Ulm is a city of approximately 100.000 population, located about 100 miles west of Munich. In the old days it became a local centre of commerce because it is the place where the Danube becomes navigable.

I traveled to the fair together with the Atari representative for Slovenia and a colegue from another computer magazine. I was sent to cover the fair by my magazine, Moj Mikro.

A lot of people who came to the fair work with both hardware and software, but there are some companies who concentrate on one or the other.

Although it was dealer's day and the ticket price was more than double the normal admission, all the stands were quite busy.

There were Falcons everywhere, only one stand had a mega ST, but several stands were using Medusa's. Every hardware producer worth his salt had a case for the falcon - from Eickman computer's box that is formed by simply replacing the top of the falcons case with another that makes it rectangular in shape and putting the keyboard into a an attached box to highly sophisticated tower designs with all sorts of bells and whistles.

The fair was really too big to see in one day, but I manage to talk to some very interesting people nevertheless. All dealers spoke at least passable english, or (the only exception) had people on hand who did.

The first man I spoke to was Bernd Lohrum, who published a CD with PD atari software he'd gleaned of various PD libraries, BBSs and other sources. His CD came out in december '93, just a week before Walnut Creek's CD came out.

I met with Acher, Eberl and Seribert who have a company with the same name. Their product, BlowUp needs no introduction. I was glad to be able to give them in person a copy of my magazine with my review of BlowUp in it. They were showing their own version of S/PDIF interface on the show - their interface works flawlessly with Cubase, but is cheaper. It should be available by the end of may. Their box also works flawlesly with some falcons (I quote "TOS >=4.04") for which the cubase interface doesn't. Their interface has been tested with cubase, audio, and digit II. They are also working on a patch for musicom.

Another product on show, but not yet on sale was a version of FalcoPhone a voice mailbox. Another product they are working on is BlowBoost: it is a way of raising the operating frequency of the Falcon to achieve better operating speed (and through greater bus throughput, better resolutions). On the stand they had a falcon operating completely at 20 MHz. According to them, while other components of the falcon, including the video processor and the 68030 are capable of working at frequencies much higher than the 16MHz they are clocked at, 20MHz is about as high as the blitter can go. You can't even turn it on, because the atari symbol drawn at boot time is drawn by the blitter. (However, these guys are clever, so I'm sure they'll think of something).

A software only product is GUT'NBERG, a speedo worprocessor with DTP abilities.

Omikron produce a spreadship called K-Spread which, among other things supports macros, GDOS and vector graphics. They also have aversion called K-Spread Light which at 99DEM ($60) sells for a bit more than a third of the price.
Their other two products are Omikron basic and Freeway, a database which supports limited SQL requsts. (I reviewed Freeway for the february issue of Moj Mikro). Omicron also produce software for IBM AS400, and the PC.

As of november last, Omicron had joined their marketing and software distribution effort with R.O.M. R.O.M. develop for OS/2, NextStep and the Atari. Their flagship is the word processor papyrus. While papyrus is able to use Signum! 2 fonts, it is really more at home with the speedo set. Indeed, R.O.M. are the official distributor for speedo 4.2 in Germany. Together with Omicron they are distributing Xact, a char preparation program which supports various 2D and 3D presentations of data, and Xact draw, a vector drawing program. They also have two versions of their CAD program CADANS. The cheaper version, at 499 DEM ($300) does not support DXF and comes without most of the support libraries. The proffesional version 998DEM ($600) comes with full DXF support and "many libraries".

Among their hardware products are heatseeker, a 198 DEM ($120) combination of hardware and driver software which makes it possible to connect an Atari SLM laser printer tothe SCSI port of the falcon. Heatseeker has it's own GDOS driver and supports speedo fonts.

Video master (with various verisons ranging from 198 DEM ($120) for the monochrome version to 349 DEM ($211) for the special falcon version. It enables the user to digitise single frames, 25 frames a second (in quater screen mode, and with digitised sound) or timed grabs (i.e. grab one frame every minute).

Other programs include Replay 16 (a 16 bit sound sampler for all ST/TT/F030 machines which connects to the ROM port), an address database called Pegasus, a paint program called TruePaint. They are also advertising Lattice C, HiSoft C, DevPac 3.1, DevPac DSP, Diamond Edge/Backup 3, Hisoft Basic 2.1 and ChemKit, a program for graphical management of chemical formulas as pixel (IMG) or vector graphics (GEM).

Across the passage from R.O.M. was the stand for PageDown computer, who are marketing another word processor, Script. Their representative insisted on showing me the review of their product in the German ST magazine- he insists his program can do everything the competition can do, and is more user friendly besides. The current version is 3.5 and can use Signum 2, Signum 3 and speedo fonts, but they hope to have version 4 ready by the end of the year.

Also on their stand was midnight, a user programmable screen-saver. It comes with a variety of amusing screen-saving routines, and any user who has Pure C can also very easily program his own. Their program uses AES and is therefore compatible with all atari computers.

Maxon computer entered the business in 1985, when they started publishing the magazine ST computer. Later they entered the software and hardware market, but they are currently concentrating on software and their magazine, which sells 60.000 copies every month. Their software product list read like a who's who of Atari's top ten utilities: Harlequin 3, Xboot III, Outside, Crazy Sounds, ACSpro and MultiTex. When I talked with their representative about the current status of the Atari market, he told me that the Atari market in Germany is very much oriented toward the serious user, and the games market is practicaly dead. Amiga is just the other way around: it is perceived as a games machine and not one for serious use. Maxon has had to shut down their Amiga magazine, Kickstart.

Digital Arts has certainly come to the Atari market with a bang, their program DA's vector is one of the most amazing pieces of vector drawing software I have ever seen. Digital Arts has been formed by programmers who left 3K Computerbild, where they programmed such legendary programs as Retouche and Didot. They are building on their success with DA's vector pro, DA's picture (a paint program), DA's Movie (a program for video editing, effects and processing). DA's photo contains special algorithms which enable the user to scale, process and print out photographs without disturbing Moire effects. DA's photo can be used as a standalone program or as a module for DA's layout, a DTP program which specializes for driving RIPs.

H3 is a dealer's dealer in Germany. They buy software and hardware products from the companies that produce them (they represent 150 companies with approx 700 products) and sell them exclusively to dealers. They offer various services on both sides of the bargain: They have one employee driving around Germany constantly to see their customers are satisfied, and they are able to handle marketing and presentation for their producers. They subisdized the faire booth space for a number of their customers and in handled on-faire sales of their software.

OHST software is a small company which exists from 1986 and sells hardware and software. They have their own Atari-specialised shop and they also sell by

mail. They have some of their own products, like The Big Font Collection, but mostly they represent producers like Hard & Soft, which offers SCSI tools, CD tools and such hardware additions as AT-BUS HD interface with integrated TOS 2.06, and speed resolution card, which increases the bus and CPU speed of the falcons.

Eickman computer sells both hardware and software (including an inexpensive case for a falcon). They also sell their own HD driver HDplus 6.0 (they claim theirs was the first non-Atari HD driver), a writer and reader for bar code, a driver which emulates Epson LQ for the atari lasers. They also market Tommysoft's drawing program Megapaint.

Because they support the whole Atari range, they also offer exterior floppy drives, serial and paralel interfaces and memory expansions for the portfolio.

MW electronic is one of the big names on the atari hardware market. It was started in 1990 by an electronics student Juergen Methfessel as a hobby. They mostly produce speeders for Atari computers: PAK 68/3 for the 68000 machines costs 555 DEM ($340) or 695 DEM ($421) completely built in. It adds a 68030 processor clocked at 33 MHz to your system. If you have a falcon, you must have heard of their speeder Mighty Sonic: It not only increases the speed the processor is operating at, it also adds fast (TT) memory. It sells for 699 DEM ($423).

MW electronic is also the german representative for the Medusa T-40, a TT clone produced in Switzerland. The medusa sports a 68040 processor clocked at 64Mhz with a modified TOS 3.06.

They also produce two very intersting programs which completely support the Falcon: E-Backup and E-Copy (a sector copy program).

The MW representative was most secretive when asked what they think of the Atari market: "If we see what we expect to see from Atari, we will stay in the market. Otherwise, we will have to think about it." Pressed further, he said that he is optimistic that they will see what they expect to see. Anybody who knows what they are talking about, please let me know - even of the record.

Compo Overscan has become famous when they started selling Overscan, a screen enhancer for the ST line. Today they have branched out all over the A/V marketplace: They produce a videodigitiser and a video titling system called Overscan. The demo at the faire included a proffesional mixing table and was little short of amazing.

Their audio digitiser Musicom 2.1 takes care of high quality sound processing and which can be used in conjunction with TrakCom, which has a built in sequencer and makes possible processing, transposing and playback of sampled sounds.

Their very promising falcon speeder Afterburner 040, is apparently not yet ready for prime time, but is supposed to feature a 68040 clocked at 33/66 MHz and up to 64 MB of fast ram.

The fair was just too big to really see in one day. I just glanced at Dynacadd and Heim Verlag's 99 DEM technobox drafter, and I am very sorry I didn't get a chanmce to talk to ComTex and PAM people. They both offer hardware and software which enables Ataris to use Novel networks. While Comtex seems to concentrate on Novell, PAM is more concerned with supporting everything than can come over ethernet, including Novell, Mac's and UNIX NFS. There was also a hardware Atari emulator for PC's called Janus, which is supposed to run quite a bit faster than the gemulator.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3004. [Q] Llamazap and [Q] SVGA on F030

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 14:40:34 UTC
From: jhh@cwi.nl
Message-ID: <Cq063M.1Cy@cwi.nl>
Source record: 186969

I'v got two questions some of you might have an answer to
1. I copied Llamazap, and it seems to run, except that it doesn't say anywhere
how to control the program. So I'm stuck in this demo :-(
Which keys should I use? Or does it require a joystick or something?
2. I've got a SVGA connected to my Falcon, but it does flicker noticeably.
Is it possible to increase the screen frequency? Are there programs to
do so? And how can I make sure that I do not blow up my monitor?
Any answers are much appreciated.

--

Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

3005. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 14:48:52 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994May18.144852.6462@vax.sbu.ac.uk>
Source record: 186976

In article <2rarbv$np@sun4.bham.ac.uk>, gio@wcl-rs.bham.ac.uk
(Giovanni Ciampa) writes:
> Ross McNaughton (mcnaugra@vax.sbu.ac.uk) wrote:
>
> : However, some of the other changes - like handling TGA and RAW files of less
> : than 320x200 - make it worth upgrading from version 3.
>
> True enough, but it's still expanding them to fill the screen - as much as I
> like the prison bar effect, I'd have thought that would have been fixed by
> now.

It's still expanding GIFs, but not RAWs. If you convert your GIF with GIF2RAW
and then put the RAW through PhotoChrome, you'll get it centred on a nice
black background.

>
> BTW, none of the Targa files I have seem to display - all I get is a blank
> screen. It's possible that PChrome4 doesn't like whichever variant they've
> been stored in (most have been through Image Alchemy on my work PC at some
> point) - perhaps a different converter may do the trick.
>

I must admit, I could never get TGAs to work on version 3, and I haven't tried
on V4. Those that loaded at all always came out skewed, as if PhotoChrome had
got the line length wrong.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

3006. Klingon War = TREK0404.ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 14:48:56 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405181448.KAA20296@beauty.magnus.acs.ohio-state.edu>
Source record: 186968

The subject says it all. That is unless the author has released a newer version. It is a fun game, especially if you are one of us who remember the old version that was in ASCII. Slightly different game but the same premise. I loved it, my brother in law who is a few years younger than me thought it was pointless. But then again he didn't like the Donkey Kong clone either ;)

Dan Ackerman
ackerman.29@osu.edu

3007. ST/STE Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 14:49:33 UTC
From: malay@stars.reston.paramax.com
Message-ID: <Cq06IM.1q2@bart.stars.reston.paramax.com>
Source record: 186980

```
ST/STE Games For Sale
---------------------

Artura - Arcadia
Blood Money - Psygnosis
Chuck Rock - Core Design
Continental Circus - 16 Blitz
Dragon's Lair - ReadySoft
* Elvira: Mistress of the Dark - Accolade
* Elvira II : Jaws of Cerberus - Accolade
F-15 Strike Eagle II - Microprose
EPIC - Ocean
The Killing Game Show - Psygnosis
The Killing Cloud - Mirrorsoft
* Leasure Suit Larry 3x (Triple Pack) - Sierra
RoboCop 3 - Ocean
RoboCop 2 - Ocean
R-Type - The Hit Squad
TechnoCop
Toobin' - Domark
Utopia: The Creation of a Nation - Gremlin
* Wonderland - Virgin Mastertronic
Zany Golf - Electronic Arts

* Hard Disk Installable

All software items include docs, boxes and original disks.
Make a reasonable offer which includes shipping.

Bob Malay
--
**************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
**************************************************
```

3008. Re: Cannon Fodder

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 14:59:27 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769273155@sirius.herts.ac.uk>
Source record: 186971

```
+-- This was written in a previous article by Andreas M. Koepfer...
|> I tried the demo from STF's Cover Disk on my MSTE with TOS 2.05, but when a
|> level is completed or all men are dead it could happen that the music plays
|> on and the game hangs up. Then I have to push the reset button to start it new.
|> I'd like to buy the game, but I think it's too unIstable at the moment.
|> Is there a newer version which will run without hanging up?
|> What are your experiences on a MSTE with TOS 2.05?

I had a similar prob with the Cannon Fodder demo on my 1Mb STE.
The other levels end OK (usually with me getting killed), but the final
level would crash when all my men were dead.
I've only managed to do the 1st level (yes, I'm really that poor
at playing games), and level 4 was too scarey to play more than twice
anyway, so I don't know for certain if this is an intermittent problem
or not.
This article was useful, wasn't it?

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

3009. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 15:01:14 UTC
From: orres@teleport.com
Message-ID: <2rdajq$quo@elaine.teleport.com>
Source record: 186957

In article <Cpys33.4v6@cix.compulink.co.uk>,

>>AND as a Falcon user you will be sad to know a bombing problem on said
>>machine.
>>I hasten to add that I have no experience of this just passing on
>>someone elses posting !

>I have DB3 and use it on a Falcon. I only had it for a few days, but it
>hasn't crashed yet and seems to be working perfectly.

Diamond Back 3 works perfectly on a Falcon(and devloped on the one
sitting to my left), and in fact is specifically enhanced with 3-d views
and full color icons etc.. Version 3.02 will be released today and a
patch program will be placed on Internet to upgrade either 3.00 or 3.01

Sincerely yours,

Bob Luneski
Oregon Research

3010. Re: The best & Worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 15:13:12 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.769273992@cent.gla.ac.uk>
Source record: 186975

In <5113@beacon.rain.com> Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian) writes:

> > Tower Of Babel
> >
>Never heard of this one, what's it like?

Great 3D sf puzzle game!

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

3011. OCR - Upload

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 15:17:56 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <2rdbj4$nrg@rs18.hrz.th-darmstadt.de>
Source record: 186973

Hi!

I've uploaded OCR 1.25 (ocr125.lzh) to

atari.archive.umich.edu (atari/Applications/Other)
[a.a.u.e mirror sites: src.doc.ic.ac.uk or nic.switch.ch]
ftp.uni-kl.de (pub/atari/incoming in a few days: pub/atari/misc)
ftp.isbiel.ch (atari/diverses)
ftp.cnam.fr (pub/Atari/Text)

OCR 1.25 is an Optical Character Recognition program for
all ATARI ST/STE/TT/Falcon.

* Userinterface (RSC) in German, English and French.
* DOCs in German and English.
* OCR 1.25 is Freeware!

Regards
Alexander

email: aclauss@rbg.informatik.th-darmstadt.de

3012. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 15:18:34 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405181439.AA05120@ilmen.lanl.gov>
Source record: 186972

In article AA00132@montp.cirad.fr, Bales_N@CIRAD.fr () writes:
[...]
>
>I know that this stuff about a new machine is probably rubbish, but I
>just thought some of you guys could be interested or give your opinion.

Hey, no problem, Nick. As far fetched as it was, it was still interesting.

Keep those (international) rumors coming! Heck, who knows? Someday one of
them might actually come true. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

3013. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 15:21:43 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.769274503@cent.gla.ac.uk>
Source record: 186977

In <12794222849.2151@musical.fdn.org> golovani@musical.fdn.org (Taras Golovanivsky) writes:

> Linux for ATARI ST?!

> It seems to me quite imbeleiveble: Linux requires at least 8 Meg of
>RAM to work on a PC with minimum HD capacity of 150-170 Megs, and works
> _correctly_ on at least a 486/25 ! So ST...

Surely that's more to do with the capabilites of the PC than of the ST. :)

It'll probably still need an HD though.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

3014. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 15:50:37 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.769276237@cent.gla.ac.uk>
Source record: 186964

In <1994May17.115932.28048@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>On 17 May 94 08:54:22 GMT, HALL B J wrote:
>: Mark.King@mettav.royle.org (Mark King) writes:

>: >[...] I am a very serious user but ST format contains so much cr*p By the
>: >end of reading it i have hardly gained any info. So who does think STF is
>: >any good , reasons please !!

>: I agree. Format USED to be good, but over the last year has not only got
>: thinner but the actual content of the pages is pretty bad now.

>At the risk of sounding controversial, I and others reckon that the mag.
>went rapidly downhill at about the fime of the change of editor!

Ahem, I don't think Andy Hutchinson was that good an editor either!

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

3015. Re: [Q] Llamazap and [Q] SVGA on F030

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 15:55:08 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2rddos$hs0@percy.cs.bham.ac.uk>
Source record: 186963

In article <Cq063M.1Cy@cwi.nl>, jhh@cwi.nl (Jaap Henk Hoepman) writes:
> I'v got two questions some of you might have an answer to
> 1. I copied Llamazap, and it seems to run, except that it doesn't say anywhere
> how to control the program. So I'm stuck in this demo :-(
> Which keys should I use? Or does it require a joystick or something?

You need the new Atari `games controller' as seen on the Jaguar. It's one of
those horrid console type joypad things.

> 2. I've got a SVGA connected to my Falcon, but it does flicker noticeably.
> Is it possible to increase the screen frequency? Are there programs to
> do so? And how can I make sure that I do not blow up my monitor?

If you get hold of the BlowUp030 demo then you can increase the vertical refresh
rate, but only in _16 colour_ modes. It should be on most FTP servers. The program
has built in things that stop you feeding your SVGA monitor potentially nasty
frequencies.

Alternatively you could buy either BlowUp030 or Screenblaster and have the option
of expanded screens in all colour modes.

> Any answers are much appreciated.

You're welcome...

Ian Rae
Software Engineering
University of Birmingham, UK

3016. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 16:05:09 UTC
From: djs@jet.uk
Message-ID: <1994May18.160509.4258@jet.uk>
Source record: 186967

In <Cpxn6I.3nn@cix.compulink.co.uk> dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

>>>=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
>> ^^^^^
>>Do you really back 235 Meg to floppies, even at 1.6 meg each ?! Get

>Yep I'm afraid I do, not managed to find a cheap alternative, you should
>see the main system, 160mb backed up on 720k disks!

>>a tape drive, they're pretty cheap these days (2nd user Unix tape
>>drives seem to be available cheaply, as Unix people presumably upgrade
>>to DAT). My streamer was definitely one of my best purchases.

>Could be, where's the best place, auctions?
That's exactly where I would look if buying one now. I got mine via
an ad on Usenet, so look out in the appropriate groups for `for sale'
notices. Also try computer/electronic junk shops. A colleague of mine
got his tape drive dead cheap at a computer show. And got a TT-high
monitor for less than 30 quid (!) at a junk shop or somesuch.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3017. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 16:08:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rdei7$m06@mailer.fsu.edu>
Source record: 186981

Daron Brewood (dbrewood@cix.compulink.co.uk) wrote:
> >a tape drive, they're pretty cheap these days (2nd user Unix tape
> >drives seem to be available cheaply, as Unix people presumably upgrade
> >to DAT). My streamer was definitely one of my best purchases.
>
> Could be, where's the best place, auctions?

See if you can get ahold of a Processor magazine (it is a newspaper-like
publication for computer repair and service personel). They always have a
bunch of refurb ads.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3018. Re: Problems with ProTracker 2.0s on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 16:23:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rdfeu$m06@mailer.fsu.edu>
Source record: 186965

Martin Kite (mkite@lincoln.gpsemi.com) wrote:
> Hi,

> I've got a weird problem with ProTracker v2.0s from a.a.u.e running on my 2 Mb
> Mega STe and SCART tv. When I run PT the DMA sound output starts cracking or
> more like clicking irregularily. It doesn't do this on any other programs I
> have which use the DMA sound outputs or anything. Any ideas ??

This happens to me too (with both SC1224 and SC1435 monitors as well). I
took this as an indication of my having the "mono screen wrap/crackling DMA"
hardware bug. TOS 2.06 fixes the mono screen wrap portion, but still leaves
the DMA sound problem. The fix is to replace your GST shifter chip with
a revision 4 or later version. I have more information I can give you
on this. Also, there is a file called wrap_fix.arc (or similar) on
atari.archive.umich.edu in Ste/Mega that will tell you more about this.

Here is another test. Get the Brain Damage demo (really good demo, BTW),
and fire it up on your MegaSTE. When you get to the part where it asks you
for disk two, it plays a heartbeat sample over and over. On my machine,
it crackles like hell during this time. Again, another indication of the
DMA sound problem.

> Also, PT seems to be trying to extend the screen by removing the bottom border
> but this is intermitent, ie. it flicks on and off - is this "normal" ?

You are probably running your MegaSTE at 16mHz w/cache (this is a good thing).
This must screw up some overscan code to a degree, as I get the flicker as
well. The fix is simple: adjust the "NOOPs" counter to zero. This will
get rid of the flickering overscan portion of the screen. Be sure to save
your preferences before you quit.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3019. RIP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 16:32:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <1l5orob4@mk.maus.ruhr.de>
Source record: 186913

Hi,

is there any Terminal-Program out for the Atari which can emulate RIP-Script?
RIP stands for Remote Image Protocol. It is supported on the Major BBS.

If you know something about that, please answer me.

Tschau,

/Martin/

3020. Re: Looking for bitmap-manipulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 17:35:26 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994May18.173526.17849@beaver.cs.washington.edu>
Source record: 186970

minidis@urz.unibas.ch wrote:

: is there a pd prog with wich i can manipulate bitmaps,
: e.g. brighten/darken a bitmap-picture for printout?

Try the new version of Speed of Light. 3.1 is the number and it will be
available in the Public Domain sometime before June 1st. It does it all.

3021. Re: GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 18:20:23 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rdm97$gjv@charm.magnus.acs.ohio-state.edu>
Source record: 186983

>>I heartily agree. GDOS is actually pretty neat to have around all the time,
>>but was too much of a pain with the Atari version (or even G+Plus). NVDI
>>is excellent stuff. It combines a new fast GDOS with a super fast VDI (which
>>will speed up GEM graphics tramendously). It also gives you an easy way
>>to replace system fonts with GDOS ones.
>>>
>What about SpeedoGDOS?

I heartily recommend Speedo GDOS get 4.2. STright FAX should have come
with the Speedo drivers with it, if it didn't call them up. With SpeedoGDOS,
Atari Works and STraight FAX, you really have a nice setup.

Dan Ackerman
ackerman.29@osu.edu

3022. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 18:35:16 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rdn54$gm3@charm.magnus.acs.ohio-state.edu>
Source record: 186974

>Hey, no problem, Nick. As far fetched as it was, it was still interesting.

>Keep those (international) rumors coming! Heck, who knows? Someday one of
>them might actually come true. :)

>Cheers,

>-Hutch- @ Fair Dinkum Tech

Hey it's strange but it happens. I have an article that printed in my
local user group newsletter. It was from back in the days when several
prominent people were naying the idea of atari ever releasing another machine.
At that time a person from france who worked for a magazine there sent up a
list of stat's for the then unannounced (officially at least) Falcon, people
laughed at him, but interestingly enough it turned out to be almost exactly on
the money. So while I don't say this is the same story, and I don't think it
is the same author, you never know which rumour will turn out true.

Dan Ackerman
ackerman.29@osu.edu

3023. FOR SALE: Old 1040ST and misc.

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 18:39:52 UTC
From: c2zjjq@kocrsv01.delcoelect.com
Message-ID: <1994May18.183952.15512@kocrsv01.delcoelect.com>
Source record: 186978
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an old (1986) 1040ST, color monitor, joysticks and
miscellaneous old software titles and manuals that I would like to
sell for $150US (If this asking price is excessive, please let me
know). If anyone would be interested in this equipment or would know
of any computer companies or organizations which might be interested,
please send an e-mail. I have not used this equipment in a few years
and it seems like such a waste to keep it all boxed-up in my office.
Thanks...

--
Jerry Queen c2zjjq@kocrsv01.delcoelect.com
Delco Electronics Corp. [Opinions are strictly mine]
Kokomo, IN
- NASCAR at Indy! FINALLY! #5 and #18

3024. FOR SALE: Old 1040ST and misc.

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 19:05:45 UTC
From: c2zjjq@kocrsv01.delcoelect.com
Message-ID: <1994May18.190545.16794@kocrsv01.delcoelect.com>
Source record: 186986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an old (1986) 1040ST, color monitor, joysticks and
miscellaneous old software titles and manuals that I would like to
sell for $150US (If this asking price is excessive, please let me
know). If anyone would be interested in this equipment or would know
of any computer companies or organizations which might be interested,
please send an e-mail. I have not used this equipment in a few years
and it seems like such a waste to keep it all boxed-up in my office.
Thanks...

--
Jerry Queen c2zjjq@kocrsv01.delcoelect.com
Delco Electronics Corp. [Opinions are strictly mine]
Kokomo, IN
- NASCAR at Indy! FINALLY! #5 and #18

3025. Looking for SHEET30D

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 19:17:24 UTC
From: mohr@cae.wisc.edu
Message-ID: <2rdpk4$5q7@news.doit.wisc.edu>
Source record: 186979

I just read Atari Explorer Online. A program called
Sheet30d was described. It is a demo of a spreadsheet-
graphing-basic-interpreter-and-something-else-but-I-
forgot program.

I tried to find it in some archives but couldn't
find it. Can anybody help me by either sending it
to me or telling me how I could get it? (I do
not have access to BBS's, 'only' to the Internet.

Thanks!

--

****
ROBERT K. MOHR @ University of Wisconsin-Madison
****

3026. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 20:20:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1792@usdtsg.DaytonOH.NCR.COM>
Source record: 186985

In article <2rb8lk$954@mailer.fsu.edu> boyd@math.fsu.edu writes:
[STuff deleted]

>> > I got HSMOD04 this morning.
>
>It is available at several Atari ftp sites, including atari.archive.umich.edu.

Can anyone tell me the *difference* between versions 02, 03, and 04.
Very frustrating not knowing ::sniffle::

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3027. HomeStud ->Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 20:33:30 UTC
From: bouriez@fredy
Message-ID: <1994May18.203330.1@fredy>
Source record: 186910

I wonder if someone is interrested in making a Homestudio with
the Falcon .. I mean to develop some synthesis and sequencing programs
The musik ov today is electronic but the one ov tomorrow will be
THE INFORMATIK MUSIK
The Falcon is not far away to do that!
Think about it and tell me what!

Booghy. [[R'-n-R' Fck!]]

PS: tell me also the kind of musik you think about.

3028. CES Date?

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 21:07:06 UTC
From: hicksm@panda.lpl.arizona.edu
Message-ID: <2re01q$4lg@news.CCIT.Arizona.EDU>
Source record: 186992

Hi! Does anyone know when and where the CES this summer will
be? What are the rumors for what atari plans to roll out there?

-Michael Hicks

3029. Re: Elite Combat and other tips wanted ...

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 21:16:12 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <769454800.0@mettav.royle>
Source record: 186870

Daniel bibbled on 14 May 94...

>> [Just bought myself a beautiful Asp Explorer and completed a
>> military mission...]
>
>> I'm currently roaming around in a viper, with 2 shields and a beam
>> laser and a class 3 military drive. I've also got around 4 million
>> credits and am doing photographic missions. :))
>
> Tell me more about wormholes and photographic missions. I haven't
> played much recently because I had gotten bored with the usual lot and
> couldn't find a feaseable way to turn a profit off of exploring.

Well, I'm not sure whether wormholes are a "feature" in the game or just a slight "buglet" but they are very useful to jump huge distances very quickly. You really only need it if you've got a big lumbering ship. What you do is take advantage of the fact that every 655 light years the distance gets set to 0. Simply pick a planet here and jump to it and then select your original destination and do the same thing again.

Photographic missions are exciting the first few goes - like most of the missions so far, really. You have to fly to an uninhabited planet or moon (usually in an uninhabited system as well - so make sure you've got some spare fuel lying around) and find the secret base on it. Quite easy, this bit, as it's a white dot on the planet's surface. You then enter the atmosphere _manually_ and then trundle along at about 100m above the ground until you can see the base and then you have to get as close as possible to get a really good pic. The reason you fly so low is that the fighters etc all crash into the ground upon launch. The last thing you want is 6 fighters attacking you at the same time...

> Sounds like there is alot that I've yet to encounter :)

Certainly is, Daniel. I'm not sure that the ever-widening gaps between promotions is a particuarly good idea as you get fed up doing the same sort of thing all the time.. :P

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

3030. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 21:21:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq0ooF.A9r@cix.compulink.co.uk>
Source record: 186987

>Can anyone get Photochrome 4 to work using it on a Mega STe. It doesnt seem
>to kick into 16mhz mode like it says it will nor does it work when I set
>the clock speed to 16mhz. It works fine in 8mhz mode, but the docs says it
>now takes advantage of the 16mhz.

I haven't been able to get it to run at anything other than 8Mhz on my MSTe
either.

Considering the trickery it does to display the image, I wouldn't expect
it work at anything other than 8Mhz, but it would be nice if it switched
to 16Mhz when calculating. Can't sy I noticed whether it did or not.

Roland.

@CiX

3031. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 21:21:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq0ooI.AAE@cix.compulink.co.uk>
Source record: 186988

>moved my fsp-client for MiNT from the "incoming" to a public accessable

Sorry to sound so dense - but would anybody care to hint what an
'fsp-client' does?

Mainly is it of any use in a MiNT-Net setup?

Thanks

Roland.

@CiX

3032. Re: Atari World-Wide Web pages

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 21:39:05 UTC
From: hallvart@ifi.uio.no
Message-ID: <2re1tp$7ar@gyda.ifi.uio.no>
Source record: 186993

In article <jonal.2201.2DD89116@dhhalden.no>, jonal@dhhalden.no (Jon A. Lovstad) writes:
> In article <Cpw9o1.LF2@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>
> >Oh, and BTW, has anyone been successful accessing sites through
> >http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html
>
> >I've been to the ftp list here, and clicked on the sites, but just can
> >not connect. Anyone know why?
>
> I've come through sometimes and sometimes not. I've found a lot of the
> German servers and the umich archives pretty hard to access generally -
> those who are pretty reliable are uni-kl and tu-clausthal. The latter isn't
> on the list right now since I had problems accessing it at all a while ago.
> It'll be up later.

> Jon

I just tried it and got through without any problem, but maybe that has to do with the fact that I'm in Norway too. If it's the FTP list you're after, I have the complete list as I'm the one who's made it (Jon only has parts of it).
I'll put it on the site again now, so others who have missed it can get it.

Hallvard, Oslo, Norway

3033. TCPIP.FAQ available

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 21:46:20 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405182146.RAA26282@top.magnus.acs.ohio-state.edu>
Source record: 186994
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Well an initial version of the TCPIP Faq (if you can really call it that) how about the Guide to Connecting your Atari to the Internet. At least a litle more accurate. ;) Well after some small amount of research and work I have come up with an initial version. I am certain that it does not contain everything it should, but I wanted to get it out for comments and suggestions. The current version is approx. 45K, I am going to send it to a.a.u.e., ftp.uni-kl.de, mic2.hensa.ac.uk and ftp.tu-clausthal.de. If you are unable to FTP then send me email and I will mail it to you.

Please feel free to make comments and suggestions. And pass it on to anyone who needs it.

Dan Ackerman
ackerman.29@osu.edu

3034. ATARI ST FTP SITES LIST

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 21:48:10 UTC
From: hallvart@ifi.uio.no
Message-ID: <2re2eq$7r5@gyda.ifi.uio.no>
Source record: 186995

This is an update of my FTP list for the Atari ST series computers, if you know of any other sites that aren't on the list, or you have suggestions for improvement etc. contact me at: hallvart@ifi.uio.no

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

```
A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/
```

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)........./pub/Atari/

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)......../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)........../atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)........../mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)......../packages/atari/umich/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)......../packages/atari/uni-paderborn
- (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
---
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 27-Apr-94

This file may by all means be reproduced and distributed freely, but only
with all data intact.

3035. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-18 22:37:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq0s6t.Esp@cix.compulink.co.uk>
Source record: 186989
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
> some kind soul could write ST File Exchange, or summat?

Well depending on how comapatible SMS2 is with QDOS - there is already at least one good ST/PC disk reader for it.

Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting source code files on for recompilation. The underlying file system can be something else - however FWIK, the QDOS one is pretty poor comapared to MINIXFS or even TOSFS.

Roland.

@CiX

3036. Re: '.hqx'ed to death!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 00:30:21 UTC
From: moy@nosc.mil
Message-ID: <moy-180594163021@ikura1.nosc.mil>
Source record: 186997

In article <2qtpno$lud@bart.meiko.com>, pagan@meiko.co.uk (Stephen Payne) wrote:

> Hi,
>
> I am having some hassles trying to un-.hqx files that I have ftped
> from umich/info-mac. I am using compactor-pro (1.3 I think) and
> it is telling me that things must be corrupted or of a higher
> version of binhex than it can handle.

Suggest you obtain a copy of Fetch to grab files around the Internet rather than working with a strict ftp transfer. Fetch will take care of the unBinHexing for you automatically. The only thing left for you to worry about on occasion is UnStuffing the converted file.

Mel Moy

3037. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 00:35:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rec8p$mqm@uqcspe.cs.uq.oz.au>
Source record: 186990

dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:

>Hey it's strange but it happens. I have an article that printed in my
>local user group newsletter. It was from back in the days when several
>prominent people were naying the idea of atari ever releasing another machine.
>At that time a person from france who worked for a magazine there sent up a
>list of stat's for the then unannounced (officially at least) Falcon, people
>laughed at him, but interestingly enough it turned out to be almost exactly on
>the money. So while I don't say this is the same story, and I don't think it
>is the same author, you never know which rumour will turn out true.

<sorry to quote entirely, but I couldn't find anything to cut>

Indeed. There is actually grounds for a rumour like this:

```
] ::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
] :: Volume 2 - Issue 19 ATARI EXPLORER ONLINE 7 November 1993 ::
] ::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
]
] ...
]
] By: Andreas Barbiero
]
] ...
]
] It is not impossible to see the GEMulator recompiled to run as a DOS
] program in a native mode on the MCP601, maybe even TOS could be
] converted in this way allowing for an Atari computer based on the
] MCP601 or even the big brother MCP604 chip. With a 64bit datapath and
] 32bit addressing, knowing how Atari places customized technologies in
] concert with each other, there may be a PowerPC based Atari machine
] based on the Falcon/Jaguar principle of combining such things as a DSP
] and digital codes to create a computer that can do far more than a
] single CPU could do alone, even with add on cards.

Volume 2 - Issue 20 ATARI EXPLORER ONLINE 23 November 1993

] COMDEX reacts to the Jaguar
] By: Albert Dayes
]
] There were also several IBM employees from the different divisions that
] were very interested in the Jaguar. Some from the PowerPC division were
] more interested in discussing the technical merits of the chip set.

] By: Al Fasoldt
]
```

] Because of its close relationship to Atari in the manufacturing
] phase, IBM has reportedly begun work on a way of incorporating the
] Jaguar's graphics power in an add-on device that could be used either
] in its standard personal computers or in the Power PCs that IBM, Apple
] and Motorola are creating.

Volume 3 - Issue 1 ATARI EXPLORER ONLINE 22 January 1994

In the `Second Annual AEO Readers' Survey Results':
] =-=
] //// What AEO Readers Would Like to See More Of
] =-=
] //// The new Power PC Falcon (grin... :-))

Volume 3 - Issue 3 ATARI EXPLORER ONLINE 22 February 1994

] By: Andreas Barbiero
] The Jaguar is catching the eye of the public, but the computers are
] still where Atari shines. With 68040 boards coming for the Falcon030,
] the announcement of an '040 TT clone, the TT030 accelerator, and the
] possibilities of the PowerPC chip, whether or not Atari produces a
] new machine, these new hardware products and software like the new
] Cubase Audio for the Falcon will continue to drive the TOS
] marketplace. So, please do yourself a favor and register shareware,
] buy some software, and make sure you read AEO!

Want more rumour material? Well, I think if you look carefully through old
Brodie transcripts, you'll find him mentioning the PowerPC & Atari.

--
Warwick
Ok. That should keep the rumour burning!
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3038. Re: OCR - Upload

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 01:15:22 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2reeja$nf3@uqcspe.cs.uq.oz.au>
Source record: 186991

aclauss@rbg.informatik.th-darmstadt.de (alexander clauss) writes:

>OCR 1.25 is an Optical Character Recognition program for
>all ATARI ST/STE/TT/Falcon.

>* Userinterface (RSC) in German, English and French.
>* DOCs in German and English.
>* OCR 1.25 is Freeware!

Check it out people - this is a superb piece of software.

The user interface is very slick. In just a couple of minutes of use,
I had converted a random piece of scanned text into ASCII. The package
gets better as you use it - it learns fonts.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3039. Mouse Illness

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 02:17:15 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <016869YDGUYEPKKCWNOI@ars.ath.forthnet.gr>
Source record: 186984

<rimfax@bu.edu> says:

> I booted my system just by itself (no floppy, no HDD) and
> discovered that the problem is either with the mouse or the
> Keyboard. I have a MEGA ST2. I replaced the Keyboard cable (I had
> an extra), opened up the mouse (cleaned it as best as possible),

Think the problem is with your mouse. Try replacing it.

Michael.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3040. Re: NeoDesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 02:47:11 UTC
From: stchip@delphi.com
Message-ID: <RC+M1NX.stchip@delphi.com>
Source record: 186856

Scott Gruber <gruber@austin.ibm.com> writes:

>
>Has NeoDesk 4 com out yet ?
>
>Scott

I just got e-mail from Gribnif and they said it would be out the first or second week in June. You can still get it bundled with Geneva for under $100 US.

Jon O:}

'Anything worth doing is worth doing in excess.'

3041. ST Flight Simulations for SALE!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 04:06:28 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2reok4$4b4@usenet.INS.CWRU.Edu>
Source record: 186996

. . . I humbly offer the following ST Flight Simulations for public sale:

1) DIVE BOMBER- by U.S. Gold; your mission- sink the Bismarck (2 disks)

2) FALCON- by Spectrum Holobyte; F-16 Fighter Simulation (2 disks)

3) ELITE- by Rainbird; Cobra Mk III simulation

4) F-15 STRIKE EAGLE- by Microprose; Jet Fighter Simulation

5) STARGLIDER- by Rainbird; Airborne Ground Attack Vehicle

. . . $10 plus shipping will buy any of the above programs! All are original disks with docs. Thanx!

3042. ST Text Adventure Games for SALE!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 04:18:06 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2rep9u$53t@usenet.INS.CWRU.Edu>
Source record: 186998

. . . I am offering the following Text Adventure/Graphic games for sale:

1) ALTERNATE REALITY : THE CITY- by Datasoft; Adventure;Role Playing

2) KING'S QUEST II: ROMANCING THE THRONE- by Sierra; Medieval Adventure (2 disks)

3) SPACE QUEST II: VOHAUL'S REVENGE- by SIERRA; (3 disks- $15)

4) MAN HUNTER- By Sierra; Slightly Sci-Fi (5 disks- $20)

5) UNIVERSE III- by Omnitrend; Stellar Expansion

. . . All of the above programs can be bought for $10 + shipping (unless otherwise noted). All original with manuals. Thanx!

3043. STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 04:21:42 UTC
From: David.Alfonso@p0.f112.n363.z1.oau.org
Message-ID: <1615.2DDAA218@business.oau.org>
Source record: 186928

```
Here are some new prices/additions for my Atari items:
AdSpeed ST/Mega ST 16mhz accelerator..new & unused $110 obo
4meg factory RAM board for Falcon computers $150 obo
SM124 monochrome monitor $ 75 obo
SMPTETRACK Platinum (software & SMPTE reader/generator) $175 obo
Avatex 2400 modem $ 25 obo

Neodesk 2.0 $ 10 obo
Kuma A-Chart $ 10 obo
Kuma A-Calc (spreadsheet) $ 10 obo
Turbo ST $ 5 obo
Interlink $ 7 obo
Word Writer ST $ 12 obo
EasyDraw w/Tools $ 23 obo
Calamus 1.09 $ 70 obo
ST Partner multi/purpose accessory $ 15 obo

Call (407)365-6182
or leave Email
David

--
David Alfonso - via FidoNet Node: 1:363/42
UUCP: - ...!tous!business!112.0!David.Alfonso
ARPA: - David.Alfonso@p0.f112.n363.z1.oau.org
```

3044. ST Icon operated Adventure/Simulation games for SALE!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 04:36:11 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2reqbr$5gn@usenet.INS.CWRU.Edu>
Source record: 186999

I have the following graphic/icon oriented adventure/simulations for sale:

1) ROADWAR 2000- by Strategic Simulations, Inc.; Strategy Road-based Warfare on American soil.

2) CAPTAIN BLOOD- by Mindscape; Travel Galaxy; Communicate and Fight Aliens; Killer Graphics (2 disks)

3) BARBARIAN- by Psygnosis; Explore the World of Durgan; (2 disks)

4) OBLITERATOR- by Psygnosis; You are Earth's Last Defense as an Alien Ship is About to Attack! You Must Enter the Ship and Disarm it and Whatever is Controlling it! (2 disks)

5) STAR TREK: THE REBEL UNIVERSE- by Simon and Schuster; Digitized Speech; Obviously based on the TV Show!

6) SUNDOG- FROZEN LEGACY- by FTL; A ZoomAction Adventure Game; Control and Walk Around a Huge Spaceship;

7) STELLAR CRUSADE- by Strategic Simulations; Colonize an Outer Space World, etc. (2 disks)

All the above are original disks with docs. $10 plus shipping each!
Thanks!

3045. Fantasy/Role Playing/Medieval Type games for SALE!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 04:42:24 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2reqng$5kb@usenet.INS.CWRU.Edu>
Source record: 187000

I have the following Fantasy/Role Playing/Medieval Games for Sale:

1) ARTURA- by Arcadia; You are Artura, a dark ages hero on a mission

2) BLACK LAMP- by Rainbird; You are Jack on a quest for the Black Lamp!

3) RINGS OF ZILFIN- by Strategic Simulations; Typical FRP (3 disks- $15)

4) LORDS OF CONQUEST- by Electronic Arts

5) PHANTASIE III: WRATH OF NAKADEMUS; SSI (2 disks)

6) ULTIMA II- by Sierra

All above are original with docs. $10 plus shipping. Thanx!

3046. ST Arcade Games for SALE!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 05:01:51 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2rers0$6bn@usenet.INS.CWRU.Edu>
Source record: 186901

I have the following ST arcade games for sale:

1) KARATE KID PART II- by Microdeal; Karate Game; Catch flys with chopsticks, etc; Digitized Sound

2) LAST DUEL- by Caocom; Control neutron powered car or hoverplane; Hi-Res graphics;

3) ROADRAIDER- by Mindscape; Fight your way through 3 cities with mutant cars on your trail, and enter buildings for food, weopons to reach and kill a KingPin of the highest magnitude! (2 disks)

4) LEVIATHAN- by Thunder Mountain; Classic space shoot-em-up

5) GOLDRUNNER- by MicroDeal; You are an ex-space pirate in a mission to save the world!

6) VAMPIRE'S EMPIRE- by Digitek; Control a troll through this multi level castle in search of who-know-what. Looks good.

All the above are original disks with docs!
$10 plus shipping for each program. Thanx!

3047. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 05:02:40 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2rertg$nv5@news.ysu.edu>
Source record: 186903

>I must admit, I could never get TGAs to work on version 3, and I haven't

>tried on V4. Those that loaded at all always came out skewed, as if

>PhotoChrome had got the line length wrong.

I only have 1 tga file that one of my friends u/led to our
club bbs. Called femme.tga. This was a very detailed head shot of
a very beautiful young woman. Colors were superb, detail was good,
HEY, it worked for me! I have a 4-meg 1040STe w/TOS 2.06 running
Warp9. OH Yea ICD adscsi+ w/ both read and write caches OFF. Why?
Because Frontier (Elite2) doesn't like the caches on! Could that
be why some people have trouble running it off the HD?
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu)

3048. ST Battleship/Sub Simulations for SALE!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 05:06:28 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2res4k$6g1@usenet.INS.CWRU.Edu>
Source record: 186902

I have the following simulations for sale:

1) SUB BATTLE SIMULATOR- by Epyx

2) DIVE BOMBER- by Epyx (2 disks)

3) SILENT SERVICE- by MicroProse; Sub Simulation

4) PIRATES- by MicroProse (2 disks)

5) CARRIER COMMAND- by Rainbird; control planes, too.

All the above are original with docs. $10 plus $2 shipping. Thanx!

3049. Re: [Q] Llamazap and [Q] SVGA on F030

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 05:47:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cq1C3F.71E@cix.compulink.co.uk>
Source record: 186915

In message <Cq063M.1Cy@cwi.nl>, jhh@cwi.nl said:
>
>2. I've got a SVGA connected to my Falcon, but it does flicker noticeably.
> Is it possible to increase the screen frequency? Are there programs to
> do so? And how can I make sure that I do not blow up my monitor?

If your monitor can do 78Hz then you could try a PD program called
super78. Also, try the BlowUp and ScreenBlaster demos. They give you
higher res. I run at 880*656 68Hz.

Ofir ogal@cix.compulink.co.uk

3050. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 06:10:50 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cq1D62.7Ly@cix.compulink.co.uk>
Source record: 186916

>and full color icons etc.. Version 3.02 will be released today and a
>patch program will be placed on Internet to upgrade either 3.00 or 3.01

Bob can you advise what the patch program sorts out please, anything
dangerous we should be aware of?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

3051. Re: HELP! Upgrade my 1040 so I can use Notator

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 06:59:42 UTC
From: howard@harry.lloyd.com
Message-ID: <2rf2ou$2hj@harry.lloyd.com>
Source record: 186909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st

In article <1994May13.004516.18049@wmichgw>, <mcwilliams@wmich.edu> wrote:
>I just recieved Emagic's Notator Logic and found that I need to upgrade my
>1040stf. It has TOS 1.0 and 1 meg of RAM.
>
>1) Where do I get an upgrade for TOS? How much will it cost? How long will
>I wait to get it? Can I install it myself?

There are a number of options, depending on your setup. You probably have TOS 1.0 in a 6-chip ROM set, and you can easily go to TOS 1.04 which is also available in a 6-chip set, as well as a 2-chip set. If you buy a 1.04 set with the "wrong" number of chips, you'll just have to reset 3 jumpers or so. In these old machines, the "jumpers" are more likely to be soldered "zerohm" resistors (plain wire in resistor packaging) so you should be comfortable with a soldering iron if you want to mess with this.

If you're going to go thru all the trouble of upgrading, you may want to get TOS 2.06 instead; it's much nicer overall but requires more work to install.
>
>2) What type of SIMMS do I use to upgrade the memory to 2 megs at least? Can
>I install this myself?

There are no SIMM sockets in the older STs, you'll need to buy some 3rd party board that lets you use SIMMs if you want to go this route. You probably have regular DRAM chips soldered on your board. You can desolder them, solder sockets in their place, and then plug in higher capacity DRAM chips. From 1 Meg you could go to 2, 2.5 or 4.
>
>3) Would it be cheaper to buy a used ST? What will work with Notator Logic?

Hard to say what would be cheaper. If you're looking to replace your machine, I'd look for an STe, which can be easily upgraded to TOS 2.06, and which already has SIMM slots inside.
>
>Thanks in advance for any advice.
>
>Brian Mc
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3052. GREEN Card

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 07:03:46 UTC
From: petep@info.isbiel.ch
Message-ID: <2rf30i$5cf@vega.info.isbiel.ch>
Source record: 186904

Some weeks ago, i saw an article about the "GREEN Card". Our News-server stores news only for several days, so i can't find it anymore. could someone send (email) me this atricle again?

thanks

patrick (petep@info.isbiel.ch)

3053. Re: C compiler

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 07:33:24 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.N0JrYs80iTI@elfhaven.ersys.edmonton.ab.ca>
Source record: 186753

In <Cq9Gyz.Kzr@westminster.ac.uk>, wepec@westminster.ac.uk (Yeung-chi Liu) writes:

[> Can anyone help me !!!!

Actually, yes, I think I can help.

[> I'm looking for a C or C++ compiler for my Atari STfm/STe
[> The ones I have found through FTP, require a hard disk
[> (which I don't have) , Can anyone point me in the right
[> direction ?????

There are only a few "C" compilers that will work on a floppy system.
The best compiler available (for your situation) is the Sozobon 2.0
eXtended "C" compiler, by Jerry G. Geiger. It is available from
ftp.cs.tu-berlin.de in the /pub/atari/programming/ directory under
the files sozbin05.lzh, sozlib05.lzh, and sozutl02.lzh (or something
very close to these filenames). The compiler generates better code
than any other compiler that will work off a floppy disk (but not as
good as Pure C or Lattice C, which require a hard disk). It also has
many features that the other compilers based on Sozobon C do not have,
such as support for pre-compiled include files, profiling, prototypes,
and more. It is also much faster than Heat & Serve C or Sozobon C,
and is the only one of the Sozobon-strain compilers still being
actively developed. Most of the documentation is in German, but I'm
working with the author on converting it to english. It is very,
very, very easy to get started with this compiler, though. There
are english installation instructions. One of the best features of
this compiler is the optimizer; it is simply fantastic!

For some idea of what can be done with this compiler, check out
MasterBrowse. It was written/compiled with the newest version.
The executable generated by this compiler used 97K less memory
than the executable generated by the Heat & Serve C compiler.

For C++, you will not find one that will work on a floppy disk. The
only C++ compiler I know of (GNU) requires an obscene ammount of memory
and an ammount of disk space that will literally make your eyes pop
right out of your head.

[> Y.C

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

3054. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 07:37:09 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2rf4v5$omq@newshost.uni-koblenz.de>
Source record: 186911

In article <2rec8p$mqm@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
|>

...

|> Volume 3 - Issue 3 ATARI EXPLORER ONLINE 22 February 1994
|>
|>] By: Andreas Barbiero
|>] The Jaguar is catching the eye of the public, but the computers are
|>] still where Atari shines. With 68040 boards coming for the Falcon030,
|>] the announcement of an '040 TT clone, the TT030 accelerator, and the
^^^^^^^^^^^^^^^^^^^^^

What kind of accelerator is this? I've only heard rumors about a
TT accelerator card called "CaTTamaran". Has this product ever
been released? Does it exist at all? Who knows more about it?

Christoph

3055. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 07:50:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2rf5o1$325@percy.cs.bham.ac.uk>
Source record: 186711

I still find it odd that there is support for a non-TOS file system (Spectre GCR), yet no real support for MultiTOS file systems (Minixfs)!

If DB3 uses proper GEMDOS calls, it presumably backs up all the files with truncated filenames and no M-TOS permissions?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3056. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 08:48:47 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <2rf95f$a11@sun4.bham.ac.uk>
Source record: 186912

In a previous post, I wrote:

: BTW, none of the Targa files I have seem to display - all I get is a blank
: screen. It's possible that PChrome4 doesn't like whichever variant they've
: been stored in (most have been through Image Alchemy on my work PC at some
: point) - perhaps a different converter may do the trick.

I've been playing around with assorted Targa filetypes, and I think I've worked out what's happening - as far as I can make out PChrome4 doesn't like 8-bit Targa files, but is OK with 16- and 24-bit variants, although I've not tried the compressed variations of these yet. Once I'd got something, I tried a sub 320x200 file, which displayed perfectly. The files that didn't display, as it turns out, were originally GIF files and hence had been converted into the 8-bit form automatically by Image Alchemy, rather than the more usual 24-bit form.

--
/----o-------------------------\
/~|/~\	Giovanni Ciampa
\O/\\O/	gio@wcl.bham.ac.uk
/ \	--------------------
_/	I am but a figment
___/	of my own deranged
_/	imagination
\---------+--------------------/

3057. Falcon PC Card

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 10:00:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rfdcq$j1u@dux.dundee.ac.uk>
Source record: 186914

Is there such a card? If so what chip does it have? How much does it cost?

Cheers

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
================================================================================
```

3058. ??? e-mail address to ST Review ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 10:40:05 UTC
From: gaston@ludd.luth.se
Message-ID: <gaston.769344019@father.ludd.luth.se>
Source record: 186920

Hi.

Does anyone know the e-mail address to ST Review,
if there's one?

gaston.

3059. Help Elvira

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 11:04:41 UTC
From: f93mael@dd.chalmers.se
Message-ID: <2rfh49$ks9@uldor.dd.chalmers.se>
Source record: 186917

Anybody remembers this old game?
I'm stuck just after I blow the tower up with the cannon, whats next?

/MaE
f93mael@dd.chalmers.se

3060. UK: BBS's where?

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 11:06:49 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rfh89$mno@dux.dundee.ac.uk>
Source record: 186919

I would like some phonenumbers of BBS's that support the ST/falcon.

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
================================================================================
```

3061. Re: ST Emulator on PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 11:07:59 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <2rfhaf$s1b@elna.ethz.ch>
Source record: 186918

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
: >Theres the GEMulator, of course.

: I saw a new ST emulator for PC in a German magazine (ST Computer)
: (amazing that the ST is so popular that there is a emulator market)

It is the JANUS from VHF-Computer. At the time I don't know the complete
address from the company. The board contains a 68000, 1 M-Byte RAM (expansion
is possible), TOS-2.06, has the ROM-port, ...

I heard, it works with window-3.1, one window for ST, other windows for
pc-programms. I heard also, that the company will build a 68030-JANUS
in the next future.

Bye Thomas

| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/256'0823) |
| Signal and Information Processing Laboratory ISI ||| ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ / | \ |

3062. Re: UK: BBS's where?

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 11:28:37 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2rfih5$n9h@bognor.barclays.co.uk>
Source record: 186653

In article <2rfh89$mno@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> I would like some phonenumbers of BBS's that support the ST/falcon.
It'Iain.Laskey

3063. Re: ??? e-mail address to ST Review ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 11:30:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2rfiko$n9h@bognor.barclays.co.uk>
Source record: 186654

In article <gaston.769344019@father.ludd.luth.se>, gaston@ludd.luth.se (Anders Lundberg) writes:
|> Hi.
|>
|> Does anyone know the e-Iain.Laskey

3064. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 11:57:17 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994May19.115718.6488@vax.sbu.ac.uk>
Source record: 186923

In article <2rf95f$a11@sun4.bham.ac.uk>, gio@wcl-rs.bham.ac.uk
(Giovanni Ciampa) writes:
> In a previous post, I wrote:
>
> : BTW, none of the Targa files I have seem to display - all I get is a blank
> : screen. It's possible that PChrome4 doesn't like whichever variant they've
> : been stored in (most have been through Image Alchemy on my work PC at some
> : point) - perhaps a different converter may do the trick.
>
> I've been playing around with assorted Targa filetypes, and I think I've
> worked out what's happening - as far as I can make out PChrome4 doesn't like
> 8-bit Targa files, but is OK with 16- and 24-bit variants, although I've not
> tried the compressed variations of these yet. Once I'd got something, I tried
> a sub 320x200 file, which displayed perfectly. The files that didn't display,
> as it turns out, were originally GIF files and hence had been converted into
> the 8-bit form automatically by Image Alchemy, rather than the more usual
> 24-bit form.

That's interesting. Most of the TGA files I've tried have been converted from
GIF or JPEG with GEMVIEW 2.24. GEMVIEW's default setting is to save in 255
colours, but I assumed that converting a 24-bit JPEG to Targa would preserve
the 24 bits. Obviously it's converting to an 8-bit palette.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

3065. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 12:10:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XiJ9Te8Z75s@semprini.waterloo-rdp.on.ca>
Source record: 186861

In <9405131721.AA18394@eoas1.pafb.af.mil>, MCLAMBL@csr3300 writes:
> Could someone point me towards a viewer for *.jpg files? So far I've had no
> luck finding one on my own.

If you use ST High resolution, get MGIF from atari.archive.umich.edu; it
loads JPG files faster than it loads GIF files!

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3066. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 12:12:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.eJ9&nGYw3JM@semprini.waterloo-rdp.on.ca>
Source record: 186860

In <2qv1ef$edq@freenet.hut.fi>, Kris Lawson writes:
>
> Edellisessï¿½ artikkelissa jonal@dhhalden.no (Jon A. Lovstad) sanoo:
>
> >
> >Can we please get back down on earth again and refer to this system as an
> >33MHz system? Repeat after me: there is *no such thing* as a 64MHz 040 chip.
>
> OK, OK, so it is a 32 MHZ (so such thing as 33 MHz motorola) running at
> twice it's normal speed to make it run at 64 MHz. Happy? Now tell me what
> the difference is?

You're still wrong.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3067. Re: WANTED HD CASE, PSU & CABLES FOR FALCON030

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 12:14:13 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.769349653@apanix.apana.org.au>
Source record: 186561

>>Continuing my search for a case, psu and cables to attach a 3.5" SCSI
>>drive mech. to my Falcon, it has been suggested to me that I could buy a
>>PC mini tower case and put the drive in that.
>>
>>Alternatively if anyone can point me to a good cheap HD kit in the UK
>>I would be very grateful.
>>All my investigations so far have seemed to indicate it will be more expensive
>>to get the equipment to attach the drive to my falcon than it was to buy
>>the drive in the first place.

This is unfortunately very much the way you will find things to be :
PC cases are much cheaper than cases designed for external harddisks 8(

It seems to be the 'economy of scale' monster rearing its ugly head again.

>>Any help/advice appreciated,

If you can find a secondhand external floppy housing, that will do the trick.
Alternatively, you should be able to get a small plastic box from any
halfway decent electronics supplier, and then scrounge for a powersupply.

>>| {{{ Dan }}} |

Good luck.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3068. Re: POV atari symbol

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 12:18:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Hcsgp8cYswA@semprini.waterloo-rdp.on.ca>
Source record: 186859

In <1994May15.185630.2994@bay.cc.kcl.ac.uk>, Simon Gornall writes:
> Hi there,
>
> Has anyone got an Atari fuji symbol definition for POVray ? I'd
> create one myself, but the manual warns "practically impossible
> to generate by hand" about the smooth_triangle class, which is what I
> think I'd need.

If you've got CAD-3D or CyberSculpt, make one in there. Then, grab my cad3d2raw converter from the POV-Ray FTP site in Australia (*.uniwa.au) and run the 3d2 file through it. Then grab raw2pov18 (also on the POV-Ray site) and run the resulting RAW triangle file through it, with the -s option on for smooth triangles. Then render (at light speed on that Alpha).

Sorry I don't know the exact address of uniwa; browse comp.graphics.raytracing for a few minutes, you'll find it.

> POv really is rather nice on an Alpha :-) The basicvue scene takes a
> whole 3.5 secs to render :-)))

Gee, that's only TEN TIMES the speed of the '486-based multiprocessor machine at work...

If only NEXTSTEP ran on it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3069. Atari CD-ROMs FAQ (Beta version)

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 12:21:55 UTC
From: brarda@vxclia.cern.ch
Message-ID: <Cq1uCJ.C3B@news.cern.ch>
Source record: 186921

This is the first release of the Atari CD-ROM FAQ. It is like a beta
version with probably a lot of mistakes.
Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

Loic

ATARI CD-ROM FAQ
----

1 - What driver should I use with my Atari system ?

There are several drivers available :

MetaDos :
Free software from Atari Corp.
Available from atari.archive.umich or ftp.muenster.de (metads23.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs.
The device driver only works for the Atari CDAR504 connected to the
ACSI bus or with generic SCSI CD-ROMs connected to the TT SCSI port.
(Answer from Julian Reschke)

CDROM.XFS :
Free software (Copyright 1992,1993,1994 Eric R. Smith, Michael Bernards
u. Gunther Leis)
Available from atari.archive.umich and other ftp sites.

This driver is a Mint extended filesystem and works on TTs and Falcons.
CDROM.XFS version <0.7 does not work with Mint/Multitos > 1.04.
The current version (0.7) is said to work on Mint/Mltitos > 1.04.
It seems to be true on TTs but it does not work with any Mint version
on my Falcon.

CD-Tools :
Commercial solution from Hard & Soft, Obere Muensterstrasse 33-35,
D-44575 Castrop-Rauxel, Germany, Phone: ++49 2305 18014, Fax: ++49 2305
32463

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom devices and
filesystem drivers (support for Atari CDAR504 and generic CD-ROMs
connected to ACSI through host adapter, TT-SCSI, Falcon-SCSI,
multisession support (only some drives)).

(Answer from Julian Reschke)

With CD-Tools, you also have a GDPS module and the program Scan-It that can handle Photo-CD Pictures.
CD-Tools is in German and costs 99 DM.

ExtenDOS v1.1:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa, Ontario K1V 0B8, Canada.

Support ST, STe, Mega, TT, and Falcon. Read ISO9660 CD-ROMs. Run under TOS normally and under Multitos as long as memory protection is turned off but it is impossible to run programs directly from a CD under Multitos.
Extendos v1.1 costs $19.95.

ICD Pro :
Old versions came with a MetaDOS driver named ICDCDROM.BOS.
The new ones comes with a mint extended filesystem.

2 - What discs are available ?

There is three Atari specific CD-ROMs :

GEMini CD-ROM :
From Walnut Creek CDROM, Suite 260, 1547 Palos Verdes Mall, Walnut Creek, CA 9496, USA, Phone: +1 510 674-0783, Fax: +1 510 674-0821, Email: info@cdrom.com, Ftp: ftp.cdrom.com
Available in Germany from Ingenieurburo Praefcke, Holtzvogtkamp 55, 24220 Flintbeck, Phone: (04347) 7531.

You can find the index of the GEMini CD-ROM on atari.archive.umich.edu.

Bernd Lohrum CD-ROM :
From Bernd Lohrum, Schlossbergstrasse 36, D-66440 Blieskastel, Germany, Phone: (0171) 4210222

This CD-ROM costs 69 DM (59 DM for MAUS net users).

Wohlfahrtstatter CD-ROM :
From Wohlfahrtstatter, Irenenstr. 76c, D-40468 Dusseldorf, Germany, Phone: (0211)429876.
This CD-ROM costs 89 DM.

You can also use all the ISO-9660 CDs that exists for the PCs. You won't run the PC programs but you will access all the text, pictures, and sound files on it.
The discs already tried are :

Corel Artshow 91 :
~ 1000 scans of paintings (like Manet, Van Gogh, ...) in 16 and 256 colors PCX files;
All the images from the 91 Corel draw contest in CDR and DIB format;
some midi files.

The PCX and DIB files can be read with Dieter Fiebelkorn's Gem-View 3.xx .

Clipart Warehouse

3 - Can I use Photo-CD on my Atari ?

Of course You can !
To have full use of the photo-cds, you'll need a multi-sessions drive and driver and also a program that can handle PCD files.

CD-TOOLS :
The driver from Hard & Soft can read multi-sessions discs and have all the needed stuff to handle the Photo-CDs.

ColorDisc PCD
Commercial software from Color Concept, Im Alten Breidt 4, D-53797 Lohmar Breidt, Germany, Phone: (02246) 7132

This program allows you to manipulate the photos on your Photo-CDs, and save them on hard-disc. It handles Portfolio CDs.
If my understanding is good, it works with metados and a special BOS file (both included).
It also includes a CD-Audio player.

ColorDisc PCD works on TTs and Falcons and costs 99 DM.

Studio Photo :
Commercial software from Eurosoft.
This french program can manipulate Photo-CDs.

4 - Can I play Audio-CDs on my Atari ?

Of course You can !

The following programs are available :

CD-TOOLS :
The driver from Hard & Soft includes a player for CD-Audio discs. The drive must understand SCSI2 instructions.

ColorDisc PCD :
It also includes an audio Player.

Audio CD Master 3.0 :
Commercial software from It's All Relative Software, 2233 Keeven Lane, Florissant, MO 63031, USA.

This program can play CD-Audio discs on SCSI2 and Nec drives. On falcon and with some drives, it allows you to control and pipe your CD audio sound into the Falcon for DSP effects using software like the Audio Fun Machine that comes with your Falcon 030.

Audio CD Master 3.0 costs $29.99 US, postpaid, worldwide.

Audio CD player 2.0 :
Older shareware version of Audio CD Master 3.0 from Nina Montaser, P.O. Box 52127, Ottawa, Ont. K1N 5S0, Canada

Does not work on my falcon

5 - Appendix A

These are some users configurations :

TT, MultiTOS 1.04, CDROM.XFS
TT, MultiTOS 1.08/9, CDROM.XFS v.0.7
TT, MetaDOS

These do not work:

TT, MultiTOS 1.08/9, CDROM.XFS < 0.7
TT, MultiTOS, MetaDOS

Drive : NEC Multispin, external (84-1).

Discs : GEMini Atari CD ROM from Walnut Creek
Clipart Warehouse

MSTE -> ICD MicroSCSI -> ICD AdSCSI+ -> NEC CDR-37
but the first host adapter in the chain has nothing to do with driving the CD-ROM, its for a hard disk. The AdSCSI+ also has a hard disk running from it as well as the CD-ROM

Drive : NEC CDR-37

Software :

ICDCDZ2.XFS as supplied on the ICD Pro utilities disk. This only seems to work under MiNT <= 1.04. None of the other freely available CD-ROM drivers (MetaDOS etc.) seem to work. I haven't tried Extendos or CD-Tools.

For audio playing, I'm using Nima Montasser's 'Audio CD Master 3v0'. This is the commercial release of the AUD_CD20.ACC audio CD player. Both work fairly well for me, but I haven't got all the features to work yet.

In order to CD Player configuration to work (the default NEC CDR-37 one didn't work! with AUD_CD20.ACC) I contacted NEC(UK). They very kindly sent me a copy of their 'SCSI 1 Spec' free of charge. This is a 90 page photocopied document which lists all the SCSI 1 commands for a CD-ROM and what they do. I'm sure its pretty out of dte now, especially as NEC must be onto SCSI 2 by now.
I used the SCSI.PRG from the ICD Pro disk to send SCSI commands to the CD-ROM to get the combination right.

Atari Falcon030, 4MB RAM, 127MB Internal IDE drive, 270MB external SCSI drive, Viper 105S Tape Streamer.

Drive : NEC 2xi

Non-working drivers: MetaDOS 2.3 (no BOS drivers for Falcon).
ICD Pro Utilities (didn't see the drive at all).
Atari CDROM driver, v0.6 (gave read errors).

Working drivers : ExtenDOS v1.11 (commercial, available in the UK from
Systems Solutions, price about 30 pounds).

Discs : Gemini Atari CD-ROM.
Cover disk from a PC CD-ROM magazine. The files read OK, but obviously
the PC-specific executables do not run. I got loads of TIF pictures etc
off of this disk.
The NEC 2xi is about the same price as an Apple CD300 (160 pounds + VAT).
But people seem to have had less hassle getting the Apple drive running.
I chose the NEC because is an internal drive, so slotted into my
mini-tower comfortably.

Thanks to all the users that mailed me their experience.

3070. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 12:28:13 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769350493@Shepards>
Source record: 186922
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
>> some kind soul could write ST File Exchange, or summat?

>Well depending on how comapatible SMS2 is with QDOS - there is already at
>least one good ST/PC disk reader for it.

>Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
>source code files on for recompilation. The underlying file system can be
>something else - however FWIK, the QDOS one is pretty poor comapared to
>MINIXFS or even TOSFS.

In this months ST Review there is a review of all currently availably mtasking
systems; Mag!X, Geneva, MTos, SMS2, and Omen.

SMS2 got a nice review, so check it out.
They said TOS disk compatability may be a future update...

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3071. Problems with ProTracker 2.0s on Mega S

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 12:51:38 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769388694.AA05629@byte.bbs.no>
Source record: 186937

>Mega STe and SCART tv. When I run PT the DMA sound output starts crack
>more like clicking irregularily. It doesn't do this on any other progr

Sounds very much like the GST-Shifter bug I'm afraid :-(
I didn't notice it until I started using several trackers either

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

3072. Re: ??? e-mail address to ST Review ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 14:34:10 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cq20EI.F2q@westminster.ac.uk>
Source record: 186925

Anders Lundberg (gaston@ludd.luth.se) wrote:
: Hi.
Hello

: Does anyone know the e-mail address to ST Review,
: if there's one?
Yes

streview@cix.compulink.co.uk
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3073. MIST atari fest

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 14:58:40 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1994May19.145846.13754@news.cs.indiana.edu>
Source record: 186926

MIST AtariFest VI:
Saturday, July 23, 1994, at Indianapolis, Indiana
Best Western Waterfront Plaza Hotel
on U.S. 136 off Interstate 465 (Speedway Exit)

Mid-Indiana ST Atari Users Group announces its 6th annual MIST AtariFest will be Saturday, July 23, at the same northwest Indianapolis hotel as last year.

Commodore Amiga users also are invited to take part in swaps, sales and trades at MIST AtariFest VI -- one of the first "computer fests" since the Commodore company announced plans for liquidation.

MIST AtariFest VI begins at 10am Indiana and Illinois Time (11am for Ohio, Michigan and Kentucky visitors), and continues until 3pm (4pm EDT).

MIST is comprised of three central Indiana Atari groups:
* ASCII (Atari ST Computers in Indianapolis)
* BL.A.ST (Bloomington Atari ST)
* PAUG (Purdue Atari User Group)

All Atari computer users -- 8-bit as well as 16/32 ST and 32/32 TT -- are welcome to attend and/or put out equipment, software, etc., for sale, trade or swap. Commodore Amiga users also are invited (C=64 users won't be turned away).

Table space that has been reserved AND PAID by July 8 is only $50 for commercial vendors/developers; $15 for user groups plus ticket fees for each person. Add $10 a table if paid after July 8. Solo tables: $10, space permitting.

Mail reservations and checks to: MIST AtariFest
c/o Charlie Sears
551 Mooreland Dr,
New Whiteland, IN 46184

Location is the Best Western Waterfront Plaza Hotel on Ind. 136, just minutes north of the Indianapolis International Airport (complimentary transportation from the airport). If driving, exit at "Speedway" from Interstate 465, the "ring" road around Indianapolis. Special AtariFest rates for rooms are $53 single, $59 double. Special facilities are available for the handicapped, for non-smokers, and for guests with small children. For room reservations, call Best Western national number 800-528-1234 or 317/299-8400

x393. Mention the MIST AtariFest VI to get special rates
(or "ASCII Atari Computer Show" if "MIST 'Fest" doesn't the
ring the reservations desk's bell).

For more details:
FidoNet 1:231/310.0, AtariNet 51:203/8, or SBE Net

Internet: shuffman@ideanet.doe.state.in.us
Crossroads BBS: 317/878-4069 (Southside Indianapolis)

317/780-5473 (West & Northeast Indy)
BL.A.ST BBS: 812/988-1069 (Bloomington/Nashville Area)

Voice: ASCII Secretary Charlie Sears 317/535-4829
BL.A.ST Secretary Stu Huffman 812/988-7558

3074. Re: Looking for SHEET30D

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 15:19:12 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2rg01g$5ke@m.ehd.hwc.ca>
Source record: 186927

Robert Karl Mohr (mohr@cae.wisc.edu) wrote:

: I just read Atari Explorer Online. A program called
: Sheet30d was described. It is a demo of a spreadsheet-
: graphing-basic-interpreter-and-something-else-but-I-
: forgot program.

: I tried to find it in some archives but couldn't
: find it. Can anybody help me by either sending it
: to me or telling me how I could get it? (I do
: not have access to BBS's, 'only' to the Internet.

sheet_20.lzh Is on atari.archive.umich.edu in the
atari/Applications/Spreadsheets directory. The demo version of 3.0 was on
a magazine (one of the UK mags, forget which one.) cover disk many, many
moons ago. Sheet was up to V3.2 a few years ago when I registered it. I
don't know if any development has been done since though. If I remember
correctly the developer (Mr Lung ??) has an internet address, I'll look it
up for you.

--

Blair Dean | aa728@freenet.carleton.ca | ||| LS650-F
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada

3075. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 17:01:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2ddbaab7@p10.secom.ct.se>
Source record: 186948

On behalf of the usergroup, "Atari Users Of Norway", I've already accepted to take shareware registrations from abroad with Visa, Accept, EuroCard or MasterCard for one of our members. It was in fact VERY easy for the usergroup/PD library to get the permission to take payment by creditcards.

I would like to offer the same service to programmers from other parts of the world as well.

I'm doing this for free, I'll just have to cover my expenses for transfering the money to the programmer + the creditcard company will take another 2-3% of the amount transfered.

I was really surprised to hear the expenses operating Visa or other credit cards in the US. The total cost for me starting up with both Visa and Mastercard (incl.EuroCard and Access) was apx. $30.- here in Norway, and that's just the deposit for the card machine!!! In addition comes the 2-3% the credit card takes for the handling of each order.

I'm also willing to mail manuals and registered programversions if, let's say american programmers want me to do so for Europe. Contact me, and we can discuss the details.

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

3076. file found on genie

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 18:13:41 UTC
From: rmitch1@umbc.edu
Message-ID: <2rga8lINN39b@umbc8.umbc.edu>
Source record: 186929

Note: this file was found on genie. i thought i would repost it here.

TOAD COMPUTERS: TAPE BACKUP SYSTEMS NOW AVAILABLE!
COREL PHOTO CD DISCS AVAILABLE!

In conjunction with Oregon Research's release of their new DIAMOND BACK 3 hard disk backup package, Toad Computers is proud to announce the availability of several Tape Backup storage systems! These have been tested with Diamond Back 3 and all work great!

ToadTape 250MB Drive $379 Internal $449 External

The ToadTape 250MB drive is great for most home computer users with total hard drive capacity of 500MB or less. Use with either 250MB or 150MB cartridges to back up your entire hard drive system! Diamond Back 3 has built in file compression, increasing the capacity of 150MB cartridges to 300MB and 250MB cartridges to 500MB!

This Conner drive has a 1 year warranty and works with industry standard DC6250 ($22) and DC6150 ($18) tape cartridges.

ToadTape 525MB Drive $499 Internal $569 External

The ToadTape 525MB drive uses 525, 250, and 150MB 1/4" tapes to reach capacities of over 1GB (with Diamond Back 3's compression!) This drive works great with Diamond Back 3. We used it last night to backup a 1GB hard disk with over 700MB of data on it, all in UNDER ONE HOUR! That's right, we backed up 700MB of data (including compression) in under one hour!

This Conner drive has a 1 year warranty and works with industry standard DC6525 ($27), DC6250 ($22) and DC6150 ($18) tape cartridges.

ToadTape 2GB $869 Internal $949 External

The ToadTape 2GB drive uses DAT (Digital Audio Tape) technology to quickly backup up to 4GB of data. It's a very fast drive and is based on the Hewlett Packard 2GB mechanism! This is a great deal! Get a tape backup drive capable of servicing your storage needs _well_ into the future!

Call for pricing on DAT cassettes.

HOW DOES IT WORK?

Tape Backup drives have been available for the Atari for years, but with Diamond Back 3 it becomes easy and affordable to back up your hard drive using streaming tape technology.

Simply specify a set of files (this could be anything from a file to a folder to a partition to multiple partitions across multiple hard drives) and tell Diamond Back 3 to put them onto the tape! It will do the whole thing quickly and efficiently. Just sit back and watch, or leave the room and do something else!

In a few minutes, your entire hard drive can be backed up onto a convenient, inexpensive 1/4" data cartridge or DAT.

When you want to restore files off the tape, Diamond Back 3 keeps a "backup log" of what files were written to the tape. Just choose which files you want to restore (you can restore the entire thing if you desire, or restore it to a different hard drive) and click on

"Restore." Again the whole process is handled by Diamond Back 3. All you have to do is watch!

WHAT DO YOU NEED?

ToadTape drives work with standard ST host adapters (ICD, ICD Link, Supra), with TT030 SCSI, and with Falcon SCSI. All you need is the appropriate cable. Internal drives may be installed into your existing case if you have room. External drives come in our famous ToadStor case and fit neatly onto other drives or underneath your monitor. The 250/525 drives are 5.25" half height form factor -- the 2GB DAT (and 8GB DAT which is also available) are 3.5" half height form factor.

Drive prices above do not include tape cartridges. Just choose what size you want to get and you're ready to go!

Lastly, you'll need Diamond Back 3, which is in stock for an amazing $59.00! Just $59 to get the best hard drive backup software for the Atari!

Diamond Back 3 (which follows on to the much acclaimed Diamond Back 2) adds lots of new features including, of course, tape backup support. But it also features a completely redesigned user interface (with heirarchical file structures graphically represented) and 3D, color icons on standard ST's! It's fun to use because it looks so cool!

So, to place your order, CALL us at Toad Computers TOADAY (or send e-mail to TOAD@genie.geis.com)! Get your tape drive, your tapes, and Diamond Back 3! It's all ready to be shipped to you!

And if you order before May 30, 1994, you'll get a SPECIAL free bonus! But be sure to mention this electronic ad -- you won't get it otherwise!

TOAD COMPUTERS
570 RITCHIE HWY.

SEVERNA PARK, MD 21146-2925

(800) 448-8623 Orders
(410) 544-6943 Info
(410) 544-6999 BBS
(410) 544-1329 FAX

Internet: TOAD@genie.geis.com

==========

COREL PHOTO CD SERIES: Now Available!

Corel has a complete library of Photo CD's available! For just $39 each, you can get hundreds of pictures of the worlds most exciting sights, people, and animals! Check out this exciting list!

Africa Farm Animals Owls
African Antelopes V1.0 Fields Patterns
African Spec Animal Fight Jets People
Airshow Fireworks Perennials In Bloom
Alaska Flowers Peru
American Int'l Park Flowers II Porsche Racing
Annuals Amer Garden Food Predators
Arabian Horses Foxes & Coyotes Rajasthan, India
Arctic Fruits & Vegatables Religious Stained Glass
Arizona Desert Germany Reptiles & Amphibians
Australia Greece Residential Insides
Auto Racing Guatemala Rhinos & Hippos
Autumn Hawaii Rome
Aviation Photograph Holland Russia, Georgia, etc.
Backyard Wildlife Images Of Death Sacred Places
Bald Eagles Images Of Thailand Sailboats
Bali, Indonesia Industry San Francisco
Beneath The Caribbean Insects Scotland
Birds Insects II Singapore
Birds II Ireland Skiing In Switzerland
Brazil Israel V1.0 Single South Of France
Bridges Italy Spirit Of Buddha
Butterflies Japan Sunsets & Sunrises
Cactus Flowers Japan II Textures
California Coasts Korea Thailand
California Parks Kyoto The Big Apple
Canada East Coast Lakes And Rivers Tigers
Canoeing And Kayak Lions Trees And Leaves
Carribean Mayan Aztec Ruins Turkey
Cheetahs,Jaguars,etc. Meso America Turkey II
China Mexico Underwater Reefs
China And Tibet Mexico City Underwater
Churches Monaco Water Fowl
Cities Of Italy V1.0 Monkeys Waterfalls
Coasts Mountains Of Usa Western Canada

Coins & Currency V1.0 N. American Wildlife Wild Animals
Croatia Native American Ruins Wildlife Antarctica
Czech Republic New Mexico Wildlife Babies
Death Valley Califo New York City Wildlife Galapagos
Desert New Zealand Wind Surfing
Divers And Diving New Zealand II Winter
Doors Of San Francisco North American Wild Wolves
Egypt Northern California WWII Aircraft
Elephants North American Deer X-Country Skiing
English Country Garden Orchids Of World Yellowstone
Exotic Cars Title Oregon Many Others Available!

If you do desktop publishing, you'll want these exciting shots by professional photographers! The most beautiful places, people, and things in the world can appear on your computer!

Entire series --- just $39 each! Call for more information!

TOAD COMPUTERS -- YOUR ATARI SOURCE!
570 RITCHIE HIGHWAY
SEVERNA PARK, MD 21146-2925

Info: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999

Internet: TOAD@genie.geis.com

TOAD has WHAT YOU NEED to SURVIVE! AT GUARANTEED LOW PRICES!

Other new products: SupraFAX 288 Modem, Audio CD Master, Cattamaran TT030 Accelerator, ExtenDOS, PhotoShow/PhotoShow Pro... many others! Call for more info!

ALSO: Toad Computers is your magazine headquarters! Call us for the latest copies of ST Format, ST Review, ST User, St Applications, Current Notes, ST Informer, Processor Direct and MORE! We have them all at the best prices! Why play games with anyone else? Get it fast,

get it right, and get it NOW from TOAD! America's Atari MAGAZINE source!

R.I.P. Commodore.

== (C) TC, INC. == 05/19/94 ===

3077. Re: pricing estimate for 1040STf?

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 18:14:35 UTC
From: ad869@FreeNet.Carleton.CA
Message-ID: <Cq2AoC.M10@freenet.carleton.ca>
Source record: 186931

In a previous article, mags@phantasm.esd.sgi.com (John Magdziarz) says:

>Time to trade in my trusty Atari 1040STf but I've been out of touch
>with the market. Would someone be willing to give me a rough figure
>on how much I should charge for the following configuration?
>
>1040STF (2 3.5 drives)
>14" Monochrome monitor
>1 MB memory

I just picked up a 1040 STf 1meg with an SM124 mono monoitor, extra single sided disk drive and software for $75 CDN about two weeks ago. Hope that helps.

--

****
*** Often I fear eating a boiled egg because there might ***
*** be a cooked chick embryo inside when I open it, again. ***
********** R.Prasad: ad869@freenet.carleton.ca **********

3078. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 18:27:02 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rgb1m$m8q@charm.magnus.acs.ohio-state.edu>
Source record: 186930

>>moved my fsp-client for MiNT from the "incoming" to a public accessable

>Sorry to sound so dense - but would anybody care to hint what an
>'fsp-client' does?

>Mainly is it of any use in a MiNT-Net setup?

>Thanks

>Roland.

Read the FAQ. ;)

Boy the first time, I got to do that. :)

Dan Ackerman
ackerman.29@osu.edu

3079. no highlights on fzt

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 18:28:06 UTC
From: metroman@netcom.com
Message-ID: <metromanCq2BAv.I5M@netcom.com>
Source record: 186933

Can anyone tell me why highlights of words are not visable when using freaze dried terminal. I use an atari 1040 st with a monochrome monitor and vt52 emulation.

metroman@netcom.com

3080. Re: ??? e-mail address to ST Review ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 18:48:47 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cq2C9C.2su@cix.compulink.co.uk>
Source record: 186936

```
>Does anyone know the e-mail address to ST Review,
>if there's one?

streview@cix.compulink.co.uk - that's direct to Vic Lennard.

--------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
--------------------------------------------------------
```

3081. Re: OCR - Upload

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 18:55:18 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <1994May19.185518.24155@newstand.syr.edu>
Source record: 186940

>aclauss@rbg.informatik.th-darmstadt.de (alexander clauss) writes:
>
>>OCR 1.25 is an Optical Character Recognition program for
>>all ATARI ST/STE/TT/Falcon.
>
>>* Userinterface (RSC) in German, English and French.
>>* DOCs in German and English.
>>* OCR 1.25 is Freeware!

Where is the software available? and which scanners will it
work with? (and is there a way to get a ScanMan from the DOS
world to work on the ST?)
--Gerry
ggreenbe@mailbox.syr.edu

3082. Re: OCR - Upload

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 19:12:47 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769374767@Paddington>
Source record: 186932

Where can I get it from?

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3083. Help needed with Calamus!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 19:28:30 UTC
From: thaanpaa@abo.fi
Message-ID: <1994May19.192830.7496@abo.fi>
Source record: 186935

Can someone please help!

1. My CALAMUS.SET file will not give me the correct path to my dictionary. My version is 1.09 (legal, registered). There are 12 spaces in the menu window, but I can only input 10 paths. The dictionary for hyphenation is 11th or 12th and thus never found.

2. How do I input the "conditional" hyphens? The manual says control-C - doesn't work for me.

--
Timo Haanpaa, + Death is the first dance, eternal, deceit is the second
Finland + without end. The third is love, and love is the dance
thaanpaa@aton.abo.fi + of eternity. -- Dream Theater: Metropolis, Part I

3084. Survey of GNU C++ Users

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 22:31:08 UTC
From: gregk@nskernel.tandem.com
Message-ID: <Cq2MK1.4C3@tandem.com>
Source record: 186938

Hi All,

Since I have just recently set myself up with the GNU C++ compiler, I was wondering what environments people were using to run GNU C++.

I would like to collect the information and then publish it in one message, rather than flooding the newsgroup with replies. So...any GNU C++ users (C++ only please) could you please answer the following questionnaire and send the response directly to me? The examples in parenthesis are my setup.

1. System type (eg. 1040STfm)?
2. Memory (eg. 4Mb)?
3. CPU speed? (eg. 8MHz)?
4. Hardware CPU accelerator (eg. none)?
5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
6. TOS version (eg. 1.4)?
7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
8. Shell (eg. Gulam)?
9. Editor (eg. Gulam microEmacs)?
10. Anything else you think is relevant, comments, etc...

Thanks for your participation.

[PLEASE: reply only to this message - I will collect the replies and send summarised results to comp.sys.atari.st (if nobody objects?)]

Cheers, Greg.
--
Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
e-mail: gregk@nskernel.tandem.com

3085. For Sale: Mega 2 w/ 33MHz SST and STacey

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 23:00:24 UTC
From: wesleyp@wam.umd.edu
Message-ID: <2rgr28$mh8@cville-srv.wam.umd.edu>
Source record: 186939

Mega 2 ST: 2 Megabytes on motherboard $750
33 MHz 68030 SST -- 68030 rated at 50 MHz
4 Mb 70ns on SST
Color and Mono monitors

STacey: 4 Mb ram $1000
40 Mb hard drive
backlit Mono LCD screen
large carrying case
Cool custom battery and charger setup
Better than 1 hour battery life

If interested, contact Chris Karchnak at (301) 460-9717

8th Dimension BBS -- Atari type stuff

(301) 460-6030

--Remember, no matter where you go, there you are. -- Buckaroo Banzai

3086. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 23:36:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq2pKr.K2E@cix.compulink.co.uk>
Source record: 186943

>Because Frontier (Elite2) doesn't like the caches on! Could that
>be why some people have trouble running it off the HD?

Well - after extensive testing, I have noted that Elite 2 does not work with my ICD 6.06 software (haven't tried anything later). Didn't try turning of the caches though.

Roland.

@CiX

3087. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-19 23:52:21 UTC
From: orres@teleport.com
Message-ID: <2rgu3l$stm@elaine.teleport.com>
Source record: 186941

In article <769314312.0@mettav.royle>,
Spencer Davies <Spencer.Davies@mettav.royle.org> wrote:
>Well it doesn't bomb on mine just won't back up to my tape streamer (I have to
>select it manually by its ID and when I select backup it just sits there with
>the progress bar on 0%!!!)

>Spencer

If the Drive is not automatically identified on boot up, then one of two things is occuring. 1) Your SCSI chain is improperly or inconsistantly terminated and the Inquiry command is timing out(as are all other communication with the drive) or 2) The process of powering on has left one or more devices in a bus arbitration phase from which it never recovers.

We have seen this occur on several Falcons attached to either Archive Vipers or WangDAT. If this occurs on your Falcon then check your termination, make sure that the resistors are seated properly and in good shape, turn on termination power jumpers if your drive provides them. Then turn the components on in sequence first the tape drive and then the Falcon. The drive should be recognized normally.

BTW For the person who asked it, the 3.02 patch mainly fixes cosmetic buglets, but also has some tape driver modifications.

Bob Luneski
Oregon Research

3088. For Sale atari st with 5 meg

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 02:27:49 UTC
From: metroman@netcom.com
Message-ID: <metromanCq2xID.K1E@netcom.com>
Source record: 186945

and monochrome monitor (5 meg) metroman@netcom.com

3089. Re: Gemview - English Anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 02:33:20 UTC
From: raver909@epicycle.lm.com
Message-ID: <2rh7hg$hh8@epicycle.lm.com>
Source record: 186944

I was wondering where I might find the English version of Gemview if
there is such an animal. The version on the Atari Archive is in German.
Joe
--
~

3090. Re: Gfa Basic 4.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 03:12:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rh9q4$ooc@uqcspe.cs.uq.oz.au>
Source record: 186946

mrz5149@ultb.isc.rit.edu (M.R. Zucca) writes:

>>Any programmer who can't understand 2 week old
>>code is guilty of one or more of the following: Poor documentation and
>>commenting, writing "spaghetti code", and poor logic.

>What dream world are you living in? Have you seen anything beyond a textbook

Read it again - it merely says IF the program is incomprehensible THEN
it is because of a lack of one of those items.

It does NOT say: IF any of these items is missing THEN <something bad>.

All those are are valid items, to be individually considered by anyone
programming in any language who finds their software becomes unmanageable.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3091. Re: [Q] Llamazap and [Q] SVGA on F030

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 06:19:05 UTC
From: steve-j@teleport.com
Message-ID: <2rhkop$9cd@elaine.teleport.com>
Source record: 186558

In article <Cq063M.1Cy@cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>I'v got two questions some of you might have an answer to
>1. I copied Llamazap, and it seems to run, except that it doesn't say anywhere
> how to control the program. So I'm stuck in this demo :-(
> Which keys should I use? Or does it require a joystick or something?
>2. I've got a SVGA connected to my Falcon, but it does flicker noticeably.
> Is it possible to increase the screen frequency? Are there programs to
> do so? And how can I make sure that I do not blow up my monitor?
>Any answers are much appreciated.

One problem is that you have an ILLEGAL beta copy of it!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3092. Re: [Q] Llamazap and [Q] SVGA on F030

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 08:05:57 UTC
From: jhh@cwi.nl
Message-ID: <Cq3D5y.8nA@cwi.nl>
Source record: 186563

steve-j@teleport.com (Steve Johnson) writes:

>In article <Cq063M.1Cy@cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>>I'v got two questions some of you might have an answer to
>>1. I copied Llamazap, and it seems to run, except that it doesn't say anywhere
>> how to control the program. So I'm stuck in this demo :-(
>> Which keys should I use? Or does it require a joystick or something?
>>2. I've got a SVGA connected to my Falcon, but it does flicker noticeably.
>> Is it possible to increase the screen frequency? Are there programs to
>> do so? And how can I make sure that I do not blow up my monitor?
>>Any answers are much appreciated.

>One problem is that you have an ILLEGAL beta copy of it!

Well, not anymore I don't, as you apparently need a Jaguar-console or similar
to play it. And I got it from ftp.cnam.fr. This seemed to me to be a reasonable
standard ftp-site (I love their WWW interface). If the copy is illegal,
complain to them, not me.

--

Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

3093. HELP! Upgrade my 1040 so I can use Notator

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 08:16:29 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <25556GYPVDRWSUEKHDS@ars.ath.forthnet.gr>
Source record: 186942

<mcwilliams@wmich.edu> says:

> I just recieved Emagic's Notator Logic and found that I need to
> upgrade my
> 1040stf. It has TOS 1.0 and 1 meg of RAM.

I think the best thing you will do is to get a new machine.
A Falcon will do the job...and while you have it upgrade to Logic
Audio...

Michael Papadopoylos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3094. Graphics formats (sprites)

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 08:43:36 UTC
From: kllove@hellcat.ecn.uoknor.edu
Message-ID: <2rht7o$bvk@constellation.ecn.uoknor.edu>
Source record: 186567

I'm looking for a file describing the various file formats for graphics (e.g. NEO, PI?, SPC, etc.). I'm also looking for pre-written routines, in C, to load/save/display any particular formats.

In particular, I'm looking for PCX and/or BMP formats and/or routines. To be even more particular, I'm looking for routines for sprite manipulation (via software, of course) and the file formats to store them in.

I've got an MS-DOS book called "Flights of Fantasy" that is explaining the details of writing a flight simulator (and a few other things) fairly well (I guess). In this book the author gives a C struct for the PCX header (and a class to load and display a limited version -- 256 color VGA 320x240 image -- of the file format). However, it ignores some of the more interesting (IMO) fields like bitplanes (whatever they are), palette type, version, and a number of others. The author states, ". . . we'll make little use of the PCX header . . . Most of the members of this structure are irrelevant for our purposes".

Unfortunately for me, what the author seems to think are useless, I find quite interesting.

adTHANKSvance,
Kenneth Love

3095. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 09:26:49 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2rhvop$npe@aiscube.AIS-Dortmund.DE>
Source record: 186568

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >moved my fsp-client for MiNT from the "incoming" to a public accessable

: Sorry to sound so dense - but would anybody care to hint what an
: 'fsp-client' does?

Well, now as MiNT-Net 0.4 has been released, i think standard ftp, telnet
rlogin and a lot more will probably be available in the near future.
Anyway, fsp is an UDP-based ftp. As you probably know, MiNT-Net versions < 0.4
did not support TCP. For that reason, i compiled fsp to have a better
client than tftp for transferring files. First, it is a lot like ftp
which means you're in a "well known enviroment", second it has the advantage
that it is a "connectionless", because UDP-based, protocol. Unfortunately
that does also mean, Transferrates will probably be a bit slower
compared to ftp. Anyway, i already transferred a lot of files using fsp
without any problem. For a list of sites, which support FSP finger to
"bode@charro.ualberta.ca" (hmm..., hope that's the correct address).

BTW: There is also a group called "alt.comp.fsp" ....

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

3096. OFFER 1040 STE

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 09:39:45 UTC
From: s29@cip.informatik.uni-wuerzburg.de
Message-ID: <2ri0h1$51o@winx03.informatik.uni-wuerzburg.de>
Source record: 186947

Stuff to offer :

ATARI 1040 STE (1 MB RAM, internal DSDD drive)
SM 146 monochrome monitor
RODIME 3000 harddisc (GE-SOFT adaptor, 105 MB, only 6 months in use !!)
EPSON LX 800 9 pin printer
SCART cable, to use STE with a colour TV
BETA-SYSTEMS supercharger (MS-DOS emulator, external, 1MB RAM)
lots of PD software, some original software

Contact : Marcus (rhoenie)
s29@wicx02.informatik.uni-wuerzburg.de

3097. FALCON Midi & Paint Software

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 10:03:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ri1ti$qjp@dux.dundee.ac.uk>
Source record: 186565

Can anyone tell me where I can get PD(etc) Midi or paint software for the falcon.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| |
================================================================================
```

3098. Re: FALCON Midi & Paint Software

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 10:24:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ri35j$qvf@bognor.barclays.co.uk>
Source record: 186652

In article <2ri1ti$qjp@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> Can anyone tell me where I can get PD(etc) Midi or paint soIain.Laskey

3099. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 11:00:25 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2ri589$ok5@canopus.cc.umanitoba.ca>
Source record: 186587
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
======================================================================
SOFTWARE
======================================================================
Battle Of Britain.............$ 20.00
Starglider 2..................$ 12.00
Advanced Destroyer Simulator...$ 15.00
Firezone......................$ 10.00
Sherman M4....................$ 10.00
World Snooker.................$ 10.00
Zany Golf.....................$ 8.00 (no docs?)
The Pawn......................$ 10.00
TV Sports Football............$ 10.00
10th Frame Bowling............$ 10.00

Michtron BBS..................$ 5.00 (classic bbs software, no box&docs)
Degas Elite...................$ 8.00 (no box or docs)
DC Utilities v2.0d (latest)....$ 7.00
DC Shower v1.0e (latest).......$ 7.00

======================================================================
MAGAZINES
======================================================================
Atari Interface Magazine (AIM):
3/91, 10/91 thru 4/93
--- 13 issues total.....$8+shipping

ST Applications (British):
1/93, 3/93
--- 2 issues total......$4+shipping

Atari Explorer:
4/89, Spring 90, 1/91 thru 2/93
--- 13 issues total.....$10+shipping

STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$40+shipping

All above magazines: $50+shipping!!!!!!
```

```
=============================================================================
MISCELLANEOUS
=============================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=============================================================================
```

3100. Calamus Details

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 12:48:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ribit$3a7@dux.dundee.ac.uk>
Source record: 186950

I have heard of this "Calamus" thing, but what does it do?

My potential system is a FALCON 030 4/65.

Cheers

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| |
================================================================================
```

3101. Re: Calamus Details

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 13:29:54 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769440594@Luxulyan>
Source record: 186858

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I have heard of this "Calamus" thing, but what does it do?

>My potential system is a FALCON 030 4/65.

Calamus is a desk top publishing system, offering the best DTP environment you can get on an Atari, and one of the best on any computer.

There are three versions.

Calamus 1.09n The original, mono-only package.

Calamus SL Rewritten, modular, full-colour pro package

Calamus S Basically SL, without colour seperation functions and some of the modules.

Check out the Calamus web page if you have www access.

address is http://web.city.ac.uk/~cb170/calamus.html

Calamus SL on a falcon gives you a full colour, pro DTP system that can easily keep up with the big boys.

SL normally costs about 500 pounds, but through ST Review magazine you can get it for only 200 pounds! A definate bargain.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3102. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 14:06:38 UTC
From: rdzidlic@faui06b.informatik.uni-erlangen.de
Message-ID: <2rig5e$nr2@faui06b.informatik.uni-erlangen.de>
Source record: 186583
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>damn curious about it, and am also wondering why there haven't been any
>>articles about it on these newsgroups (of course, my feed might be a bit

>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>read about it has been in 'QL World' magazine.

>Assuming this is the case (and flame if I'm mixed up somewhere ;-)

>> What programming languages exist- LBASIC was mentioned, is there
>>a version of C in the pipeline?

I have ported Xlisp, xscheme and scm(another scheme), other folks
ported REXX awk, ...
Porting this stuff was realy easy with the c68 compiler
(easier than from unixV to BSD or vice versa)

>There is a fairly good C compiler for the QL, but nothing that gets
>anywhere close to GNU C or Lattice C

I must definitely flame this, c68 available for QDOS and SMS2
is very small (.i -> .s phase about 110K) full K&R and ANSI
and some extras (printf format string checking ....)
AND FULL sources and extensive libraries(curses,regexp ....).
AND FREE
AND ALL relevant GNU utils ported(except gdb, this is a real
drawback)

The library makes great effort to make porting unix programs
easy, only differences are in fork/exec and this is much more
comprehensive under QDOS/SMS2 than unix.

Xwindows is not ported, nobody attempted to make it work with
a QL (<2Mbytes in the vast majority).
Otherwise it should not be a problem.

The provided window system is very easy and extremely effective
to use - makes intelligent use of the keyboard, pointer/window
placing strategies etc..
There is already a quantity of programs from the QL which use
this window manager and there are programs to generate
GUIs (not an trivial task under SMS2 or QDOS).

>> How similar to Unix is the multitasking?

c68 libs make it appear very similar, otherwise very different,
extremely fast job-switch (about 0x68 bytes context information
under QDOS)

>Not particularly. MiNT is closer IMHO

>> Does it support the standard ST/PC disk format (for floppy and

at least flopies, easy to use

>> PD software was mentioned- how much is there, and where could I

>Well I assume they mean the *vast* quantity of QL PD ;-) There is not
>really a lot out there.

>> What is it like to use on a 1mb floppy drive system?

>Should be very good. Its a lot more compact than TOS.

I use QDOS with 1 720K floppy, it is excellent except for use with
the c68 compiler which already claims most of this 720K
(cpp,c68,as68,includes,libs,make ....)
But I can setup dynamic ramdisks and that makes it work.

>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>be its compactness and efficiency.

some advantage is the THING system.
A THING is an named block of memory - or object, depending
how modern you like to view it.

THINGS may contain system extension, executable code,
shared data or something else and may provide their
own init,cleanup etc routines.
Extensions in things may also use a very sophisticated
parameter description/checking

This provides fairly sophisticated and fast job communication
without such overhead as with REXX or similar.

In my view the biggest difference between QDOS and SMS2
on the one hand and UNIX,MINIX,MINT on the other side is
the resident program concept of QDOS/SMS2, that means
shared code of program instances, but also requires
reentrancy of the programs.
Since the THING system it is easy to manage your
resident programs.

A drawback of QDOS/SMS2 is that they are best programmed
in assembler,basic or prolog, the c compiler has difficulties
with reentrancy.

Bye Richard

3103. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 14:09:42 UTC
From: rdzidlic@faui06b.informatik.uni-erlangen.de
Message-ID: <2rigb6$nrv@faui06b.informatik.uni-erlangen.de>
Source record: 186857
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

D.Corps@herts.ac.uk (DuncMan) writes:

[deleted]

> Duncan (75% certain to save up and buy SMS2)

>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
> some kind soul could write ST File Exchange, or summat?

they do support TOS/DOS floppy format of course

Bye
Richard

3104. SCSI disks not consecutive?

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 14:53:11 UTC
From: saj@chinet.chinet.com
Message-ID: <Cq3w0o.wo@chinet.chinet.com>
Source record: 186851

I remember there was some talk about a way to make vanilla Atari hard disk utilities scan all SCSI IDs on startup. I didn't realize at the time how useful that could be, but I realize it now. Please, someone-tell me how it's done. I want the option of connecting an external SCSI drive to either a machine that already has an internal one (a STacy) or to a machine that doesn't.

This gets real simple if I can somehow leave the external drive as SCSI 1 all the time, while the STacy disk is SCSI 0.

Steve

3105. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 15:35:01 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <Cq3xyF.87y@news.cis.umn.edu>
Source record: 186949

Has anyone checked out the use of American Express Travelers Cheques?

I had a pleasant conversation with someone at a local travel agency about the cost (1% of the total purchased, $250 is, I believe, the minimal purchase...) and the fact that they are cashable at any American Express office in Europe.

Sure, it might be a bit expensive to get $250 worth of cheques to pay a $20 shareware fee, but you can always use the remaining cheques (or cash them in...)

The cheques have a 'pay to' line, and signature authorization. Not exactly like sending money in an envelope, I would think.

Just a thought.

- David Paschall-zimbel

3106. Re: International Payment Options

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 16:56:47 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2riq4f$a1v@acmey.gatech.edu>
Source record: 186852

In article <Cq3xyF.87y@news.cis.umn.edu> davidli@dragon.labmed.umn.edu writes:

>Sure, it might be a bit expensive to get $250 worth of cheques to pay a
>$20 shareware fee, but you can always use the remaining cheques (or cash
>them in...)

Yeah, they work real well. But ... the minimum denomination is $20US.
So if the shareware author wants $10US or $15US, you still pay $20US.
Or if they want $25US, you pay $40US. If it's worth it to you, go for
it!

BTW, some institutions (like AAA) offer free American Express
travelers cheques to members.

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3107. Booting from Floppy disk with HD connected

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 17:04:05 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994May20.170405.30606@ucl.ac.uk>
Source record: 186854

I have a Gasteiner Hard Drive that I bought a couple of months ago.

There is a Quantum 170MB unit inside. I am pleased with it but I have a small problem.

How do I boot up from a floppy disk now? If I boot up with the hard drive on and a floppy in drive a: the hard disk boots anyway. If I boot up with the hard drive turned off the system starts incorrectly whether there is a disk in drive A: or not. The only way seems to be to unplug the hard drive from the computer and boot from a floppy disk in drive a:

There must be a way to bypass the hard drive on boot up.

Any suggestions?

Thanks,

Bruce C.
b.cotsell@ucl.ac.uk

3108. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 17:10:02 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1793@usdtsg.DaytonOH.NCR.COM>
Source record: 186864

In article <2rf4v5$omq@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:

[STuff deleted]

>... the TT030 accelerator ...
>
>What kind of accelerator is this? I've only heard rumors about a
>TT accelerator card called "CaTTamaran". Has this product ever
>been released? Does it exist at all? Who knows more about it?

I coulda sworn someone on GEnie mentioned getting one, so I don't think it's vaporware. I don't have any more info at the moment, but if I can track down some messages on GEnie about it, I will capture them and post them (hope they don't mind :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3109. Re: RIP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 17:12:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1794@usdtsg.DaytonOH.NCR.COM>
Source record: 186863

In article <1l5orob4@mk.maus.ruhr.de> maba@mk.maus.ruhr.de (Martin Bartsch) writes:

>is there any Terminal-Program out for the Atari which can emulate RIP-Script?
>RIP stands for Remote Image Protocol. It is supported on the Major BBS.

Look for a file called "strip.lzh" or similar at atari.archive.umich.edu
(and mirrors) in the Telecomm directory - I believe this is a
monochrome-only RIP terminal program (due to the minimum resolution
required for RIP). I haven't messed with it much as I don't call
RIP BBS's, but it does exist...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3110. TCPIP FAQ Problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 17:22:42 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405201722.NAA07851@beauty.magnus.acs.ohio-state.edu>
Source record: 186853

Well somewhere along the way the version of the TCPIP FAQ I send out the other day got munged. So expect to see a redone version this weekend. It will also have a few updates.

Sorry for any problems or confusion this might have caused anyone.

Dan Ackerman
ackerman.29@osu.edu

3111. Legalities of C help Program

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 17:23:41 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.769454621@Paddington>
Source record: 186855

I have had no response about any programs about help for Lattice C, so I suppose I will have to write my own. Does anybody know the legalities about reproducing the function definitions and short descriptions?

--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

3112. Re: Elite Combat and other tip

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 20:31:18 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <2rj6mm$n8a@nyx10.cs.du.edu>
Source record: 186862

Frontier players may be interested in a tips and hints file called
'frontier.lzh' on certain archive sites (Amiga ones). I've forgotten
where I pulled it from but archie should find a few sites.
The file contains lots of info about things like wormholes and
how to get to Elite quickly.
Oh yes Imperial Courier 20MW lasers rip through my Panther with
200 shields! Though you can ram couriers with that level of shielding
(part of the way to get to Elite quickly).
Steve.

3113. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 20:53:16 UTC
From: walra@moacs11
Message-ID: <gylnpypp3vc@moacs11>
Source record: 186865

In <1792@usdtsg.DaytonOH.NCR.COM>, Robert Anisko writes:

> >> > I got HSMOD04 this morning.
>
> Can anyone tell me the *difference* between versions 02, 03, and 04.
> Very frustrating not knowing ::sniffle::

Haven't you noticed that the archive includes some six files full of
documentation (german and english). I guess they have been written to
be read.

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

3114. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 21:41:14 UTC
From: walra@moacs11
Message-ID: <ypw11kk3zne@moacs11>
Source record: 186866

In <2rf4v5$omq@newshost.uni-koblenz.de>, Christoph Oberle writes:

> In article <2rec8p$mqm@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison)
writes:
> |>] the announcement of an '040 TT clone, the TT030 accelerator, and the
> ^^^^^^^^^^^^^^^^^^^^
> What kind of accelerator is this? I've only heard rumors about a
> TT accelerator card called "CaTTamaran". Has this product ever
> been released? Does it exist at all? Who knows more about it?

The CaTTamaran is sold by Cybercube. I also read about a 50 MHz Eagle
Sonic card (+/- NLG 2000,-).

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

3115. Re: STZIP 26

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 21:54:16 UTC
From: walra@moacs11
Message-ID: <wz3ojq69fri@moacs11>
Source record: 186867

In <2rc11k$eov@golem.wcc.govt.nz>, Roger Sheppard. writes:

> Hi I just dnloaded STZIP 26 from Genie,
> may be some one with FTP access will upload this to A.A.
>
> It claims to have all the later bugs fixed....
>
>
>
> What's new in STZIP ?
...

If you were to register STzip (it's not freeware, but it's only a postcard),
then Vincent would sent you all information on new releases to your e-mail
address.

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

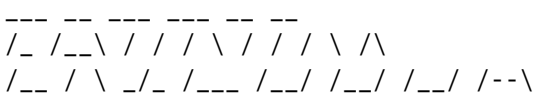
3116. Ms-dos disk and ST atari. HELP.

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:03:54 UTC
From: e_duda@oz.plymouth.edu
Message-ID: <1994May20.220354.29831@oz.plymouth.edu>
Source record: 186868

Hi,

I was just wondering if a disk formated in Ms-dos will work on a Atari
1040 STf computer?

Please reply be Email. Thanks.



E-mail address = e_duda@oz.plymouth.edu

3117. Caligrapher in ST Review

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:24:51 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2rjdbj$hu0@uqcspe.cs.uq.oz.au>
Source record: 186871

I missed the stuff on this newsgroup about Calligrapher on the St Review
disk.
It has only just hit the newsstands here in australia. I installed it on my
hard disk, but the screen displays of the fonts is a total mess.
I have a Mega4Ste with TOS 2.5, and an SM124 mono screen.
I had the previous version - Calligrapher Lite, and that didn't mess up.
Any suggestions? Ofir: do you know
what the problem is?
thanks for any help.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3118. ICFS libraries

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:26:14 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <Cq4Gzr.GnD@cix.compulink.co.uk>
Source record: 186873

Where can I get hold of Windoze for Pure C?

3119. Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:27:24 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <DwaNmc1w165w@madwand.bison.mb.ca>
Source record: 186826

Hi to All;
Does anyone know of a falcon icon editor which will allow me to add
icons to the already existing base?
All replys welcome.

Al Huyghe
ahuyghe@madwand.bison.mb.ca

3120. CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:27:56 UTC
From: selick@acs4.bu.edu
Message-ID: <2rjdhc$766@news.bu.edu>
Source record: 186869

The file CDROM07.lzh on atari.archive.umich.edu is actually a .zip file.

By the way, is there a version available that works on a 1040STe?

-Steve
selick@acs.bu.edu

P.S. what is a .tgz file?

3121. EMU Proteus MPS

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:30:40 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <T2aNmc2w165w@madwand.bison.mb.ca>
Source record: 186825

Hi to all;
Is there anyone out there who knows of an editor /librarian for the EMU
PROTEUS MPS keyboard?? This would be for a FALCON030.

Al Huyghe
ahuyghe@madwand.bison.mb.ca

3122. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:51:16 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq4I5G.I6p@cix.compulink.co.uk>
Source record: 186874

>Well, now as MiNT-Net 0.4 has been released, i think standard ftp, telnet
>rlogin and a lot more will probably be available in the near future.
>Anyway, fsp is an UDP-based ftp. As you probably know, MiNT-Net versions < 0.

Thanks for the info. Didn't know MiNT-Net 0.4 was out yet either!

:-)

Roland.

@CiX

3123. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 22:51:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq4I5J.I7A@cix.compulink.co.uk>
Source record: 186875
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
>>There is a fairly good C compiler for the QL, but nothing that gets
>>anywhere close to GNU C or Lattice C
>
>I must definitely flame this, c68 available for QDOS and SMS2
>is very small (.i -> .s phase about 110K) full K&R and ANSI
>and some extras (printf format string checking ....)
>AND FULL sources and extensive libraries(curses,regexp ....).
>AND FREE
>AND ALL relevant GNU utils ported(except gdb, this is a real
>drawback)

While I will freely admit the C68 is a good C compiler, and IMHO has
done more for the revitalisation of the QL scene than anything else
recently - I *still* don't think its as good as GCC with decent MiNT libs.

This is based on trying to port several programs using it, which had
previously been ported with GCC to an ST.

Its alot better than some of the original QL compilers though.

Roland.

@CiX
```

3124. Re: NeoDesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-05-20 23:26:27 UTC
From: gruber@austin.ibm.com
Message-ID: <Cq4Js3.242I@austin.ibm.com>
Source record: 186872

In article <RC+M1NX.stchip@delphi.com>, stchip@delphi.com writes:
> Scott Gruber <gruber@austin.ibm.com> writes:
>
> >
> >Has NeoDesk 4 com out yet ?
> >
> >Scott
>
> I just got e-mail from Gribnif and they said it would be out the first or
> second week in June. You can still get it bundled with Geneva for under
> $100 US.
>
> Jon O:}

Thanks Jon

Scott

3125. Wanted: Atari User Groups

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 00:18:31 UTC
From: osteele@u.washington.edu
Message-ID: <2rjk0n$e94@news.u.washington.edu>
Source record: 186876

Can someone please e-mail me a list of Atari ST user groups in Europe (or at least the address/phone and contact for your local group)? Thanks!

3126. For Sale...

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 01:45:21 UTC
From: kw402s4794@realm.tdkcs.waterloo.on.ca
Message-ID: <kw402s4794.4opi@realm.tdkcs.waterloo.on.ca>
Source record: 186819

```
Atari Mega ST 2 $200
Atari SM-1224 Color Monitor $100
Atari 20 Meg Hard Drive $100
```

3127. Re: Ms-dos disk and ST atari. HELP.

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 02:16:21 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <769486581snz@gw6hva.demon.co.uk>
Source record: 186884

In article <1994May20.220354.29831@oz.plymouth.edu>
e_duda@oz.plymouth.edu "Eric T. Duda" writes:
>
> I was just wondering if a disk formated in Ms-dos will work on a Atari
> 1040 STf computer?
>
Indeed it will. This applies across the board with TOS version from 1.0 up.
If you get yorself a TOS upgrade from TOS 1.4 onwards, then the ST has full
disk compatibility with messy-dos.

The early TOS' didn't set the media-descriptor byte properly and the PC
just moaned and refused to play ball (like a lot of t#other things PC's do)

Cheers, Martin.
--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

3128. ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 04:28:50 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769487670.0@mettav.royle>
Source record: 186879

It was none other than Mark King that wrote on 16 May 94 that ,

MK> much cr*p By the end of reading it i have hardly gained any info. So
MK> who does think STF is any good , reasons please !!

I do ...

Market presence for Atari .Often the only Atari Mag in the average newsagent in a sea of PC fodder .

This lead's to quite a few other point's ,higher profile for advertiser's thus better return ,better sales ,more product's ...and so on. (every little helps !)

Quality (of print) ...and not neccesarily content is superior to any other Atari magazine IMO

Accepting the Target audiences of this magazine the standard of journalism is good and also the range of product's covered is as extensive as any of it's competitor's.Sometimes I appreaciate a simple here is a program and this is what it does type of review and if I want a 5 page rundown of every feature and quirk (Not that there is anything wrong with that of course !) well then I can pick up STR or STA (or even STU) .You can fault the content but not the style.

They do get some good exclusives ,I recall an Interview with Dave Braben recently which I enjoyed .

Generally the Coverdisk's have good content and some pretty good exclusives aswell occassionally.

to name but a few reason's ...

Now it may be I'll get flamed to bit's for all this but whilst I don't argue that in my 'serious computer user mode' I plum for STreview or ST application's every time . For a nice bit of light but often informative reading I'd pick up ST Format ,in term's of layout and form it is IMO superior .

The 4 ST mag's I subscribe to ,whilst none are mutually exclusive by any mean's ,are sufficiently distinct to ensure that I continue to do so and enjoy them all on there own merits.

Maybe it's a by product of the demise of Commodore that all of a sudden everyone want to start a 'My Atari Magazine is better than your Atari Magazine debate' <grin> .... equally futile of course .

////
Graham Irvine
grin.mettav.royle.org

3129. 1040St & SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 04:31:55 UTC
From: bryedewa@news.delphi.com
Message-ID: <2rk2rr$qbk@news.delphi.com>
Source record: 186877

I am posting a 1040ST and SC1224 for sale for a friend. He is asking $175
for both plus shipping. If interested, please send mail.

-Bry
bryedewaard@delphi.com

3130. 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 04:37:44 UTC
From: bryedewa@news.delphi.com
Message-ID: <2rk36o$qlv@news.delphi.com>
Source record: 186878

```
For sale:

520ST-M. Stock $50 obo.
This is just the computer & mouse. No drives.

Send mail if interested.

-Bry
```

3131. Re: HP buys Commadore

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 05:10:00 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769487670.1@mettav.royle>
Source record: 186880

It was none other than Daniel D that wrote on 14 May 94 that ,

DD> just announced so it's probably going to be at least 6months if not
DD> longer before you see the signum cards shipping. Also the signum
DD> cards won't handle
DD> cartridges (unless I've been sorryfully misinformed). The next
DD> question will
DD> be how good of a motherboard you will need to get real performance
DD> out of the
DD> card. Also what will the cost be? If it is the same price as a
DD> normal Jag where's the incentive to purchase one unless you already
DD> have a really nice 486
DD> sitting around your house.

There's no denying any of this but from the perspective of a long term Atari computer user what am I (Us) to infer from the fact that the mother company is about to license there technology for the use in a 'competitor's' machine without also at least offering to make it available to there own user's either in the form above or more likely as a JAG based computer, even on a subcontracted basis like sigma's deal.

Early day's I suppose and of course perhap's someone will take up an option with Atari to produce one for the Medusa for example !

DD> smart move. I just don't think that they will be a factor in the
DD> purchase of a
DD> Jaguar until probably 4th quarter 94 at best.

Smart move I agree but I am not that concerned on the effect's on Jaguar sales but more on TOS machine sales !

////
Graham Irvine
grin.mettav.royle.org

3132. Re: CES Date?

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 07:34:27 UTC
From: steve-j@teleport.com
Message-ID: <2rkdi3$6m5@kelly.teleport.com>
Source record: 186881

In article <2re01q$4lg@news.CCIT.Arizona.EDU>,
Michael Hicks <hicksm@panda.lpl.arizona.edu> wrote:
>
>Hi! Does anyone know when and where the CES this summer will
>be? What are the rumors for what atari plans to roll out there?

SCES is on June 24-26 (I think). Atari will be there with a HUGE
Jaguar display!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3133. Re: Legalities of C help Program

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 09:01:51 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <Cq5AF3.Exw@cix.compulink.co.uk>
Source record: 186886

In message <cc103.769454621@Paddington>, cc103@city.ac.uk said:
>
>I have had no response about any programs about help for Lattice C, so I
>suppose I will have to write my own. Does anybody know the legalities
>about reproducing the function definitions and short descriptions?
>
Try 1stguide. It is a Hypertext ACC/PRG that comes complete with a full
hypertext guide to most of the Lattice AES/GEMDOS/BIOS/XBOIS functions.
It is a bit out of date, but most of the work has been done. Now if only
the Lattice editor supported 1stguide the way that Everest does. :-(

3134. Re: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 09:02:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2rkin7$316@golem.wcc.govt.nz>
Source record: 186883

In article <2rertg$nv5@news.ysu.edu>, ab164@yfn.ysu.edu (tom lamparty) writes:
>
>HEY, it worked for me! I have a 4-meg 1040STe w/TOS 2.06 running
>Warp9. OH Yea ICD adscsi+ w/ both read and write caches OFF. Why?
>Because Frontier (Elite2) doesn't like the caches on! Could that
>be why some people have trouble running it off the HD?

Well its works on my STE and a Friends and a Mega ST with Read caches
on...!!!

> Tom Lamparty (ab164@yfn.ysu.edu)

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3135. Wanted: Atari Laser Prntr

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 09:41:38 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cq5C9G.Ew0@iat.holonet.net>
Source record: 186882

I would like to buy an Atari Laser Printer in 100% working order for no more than $300 including shipping. If you are in the neighborhood I will also pick up (I live in No. Calif. USA). Please let me know!

Thanks
-Marlin

This copy of Freddie 1.2 is being evaluated.

3136. Neodesk Upgrades

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 10:13:32 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.769515212@Paddington>
Source record: 186887

I have downloaded the Neodesk 3.02 to 3.03 upgrade from atari archive. Reading in the Text file this version is only recommended for USA versions of Neodesk, Anybody know where I can get an upgrade for the UK version?

Ta,
--
Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat Her Like A Lady And She'll Always Bring You Home

3137. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 12:47:10 UTC
From: ton@wrestler.wlink.nl
Message-ID: <BT4Pmc1w165w@wrestler.wlink.nl>
Source record: 186815

dbrewood@cix.compulink.co.uk ("Daron Brewood") writes:

> >and full color icons etc.. Version 3.02 will be released today and a
> >patch program will be placed on Internet to upgrade either 3.00 or 3.01
>
> Bob can you advise what the patch program sorts out please, anything
> dangerous we should be aware of?

Well, if we make a good backup there will be no danger ;-)) Is there a
possebillety to hatch the patch (if allowed) into the net ?

3138. Free Issue to The Videogame Trader

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 14:15:38 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2rl52a$re7@usenet.INS.CWRU.Edu>
Source record: 186888

The Videogame Trader

Jerry Greiner has stopped publishing The Videogame Trader.
I, Fred Horvat have taken over publication. The Videogame
Trader is open to anything videogame buying, selling or trading.
This covers handhelds, Pong style systems, coin-ops, regular
console system, cartridges both classic and current systems.
The first monthly publication will be June 15, 1994. The first
issue is FREE to anyone who E-mails or mails me and tells me
they want a free issue.

Why have The Videogame Trader if you can wheel and deal on
the Internet or other BBS's? Very good question, believe it or
not everyone who collects and trades videogames has a modem let
alone a computer, and those that do not have access to the
Internet or even know how to use the modem. So we have a
printed medium that gets the non-modeming collectors
communicating with other collectors.
Like stated earlier the June 15th issue is free for all to
take a look at. Just E-mail or mail me your name and address
and I'll get a copy out to you. Current subscribers June 15th
issue is also free that issue won't count towards remaining
issues.
--
Fred Horvat
Free-Net Atari Portfolio Sigop
Atari Classic Gamer
And Let's Not Forget an ADAMite!

3139. Wanted Supercharger for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 14:16:56 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2rl54o$rfd@usenet.INS.CWRU.Edu>
Source record: 186889

Hi,

I'm looking for one of those Superchargers devices that allows
IBM XT emulation for the ST. If you have one that your willing to sell
please E-mail me.

--
Fred Horvat
Free-Net Atari Portfolio Sigop
Atari Classic Gamer
And Let's Not Forget an ADAMite!

3140. Was Pole Position Made for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 14:18:02 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2rl56q$rfq@usenet.INS.CWRU.Edu>
Source record: 186890

Hi,

Was Pole Position ever made for the ST line? If so if anyone
out there is willing to sell theirs please E-mail me.

--
Fred Horvat
Free-Net Atari Portfolio Sigop
Atari Classic Gamer
And Let's Not Forget an ADAMite!

3141. Re: RIP/ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 14:58:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <de30cc00@straight.ct.se>
Source record: 186842

```
BJH> Is there any kind of RIP viewer for the ST besides STrip?

Nope!.. Not yet..:-\

Regards Bertil Jagard..
====================================================================
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
====================================================================
```

3142. pascal question

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 15:04:01 UTC
From: uns@xs4all.hacktic.nl
Message-ID: <2rl7t1INN3br@xs4all.hacktic.nl>
Source record: 186892

I'm now using prospero pascal.... but since prospero software ceased to
exist (i think so) there is no upgrade for the falcon....
which pascal compiler is better.... highspeed pascal or pure?

thnx

--
()-()
Uri N. Shimron -()- uns@hacktic.nl -()- urnash@sterbbs.nl
()-()-()-()-()-()-()-()-()-()-()-()-()-()- ||| ATARI user and
There is no gravity... the earth sucks-()- / | \ proud of it

3143. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 15:16:04 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rl8jk$1ef@charm.magnus.acs.ohio-state.edu>
Source record: 186891

So what's the scoop on MiNT NET 4? Anybody out there using it willing to share some insight?

Dan Ackerman
ackerman.29@osu.edu

3144. Re: Booting from Floppy disk with HD connected

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 16:37:51 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rldcv$1nc@charm.magnus.acs.ohio-state.edu>
Source record: 186893

Hold down "ALT + SHIFT + CNTRL ". This will do it on ICD systems, but be warned it can sometimes be a real pain to get it to boot with your hard drive after this without running the hd_utils.prg.

Dan Ackerman
ackerman.29@osu.edu

3145. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 17:03:21 UTC
From: Krishna@max.tiac.net
Message-ID: <2rlesp$ak3@sundog.tiac.net>
Source record: 186894
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >>There is a fairly good C compiler for the QL, but nothing that gets
: >>anywhere close to GNU C or Lattice C
Exsqueeze me, but why is this rogue thread continuing to flourish in the
8-bit conference?

If it was crossposted, then get rid of it, and start it up again on the
ST area without being linked to the 8-bit area.

3146. Re: Caligrapher in ST Review

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 17:04:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cq5wrH.BzJ@cix.compulink.co.uk>
Source record: 186899

```
>
>I missed the stuff on this newsgroup about Calligrapher on the St Review
>disk.
>It has only just hit the newsstands here in australia. I installed it on my
>hard disk, but the screen displays of the fonts is a total mess.
>I have a Mega4Ste with TOS 2.5, and an SM124 mono screen.
>I had the previous version - Calligrapher Lite, and that didn't mess up.
>Any suggestions? Ofir: do you know
>what the problem is?
>thanks for any help.

Try it on a clean system, it should work. Maybe you have QST or GDOS
installed.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

3147. searching video titling SW

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 17:30:55 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1994May21.173055.20115@rzu-news.unizh.ch>
Source record: 186811

Hello

What video titling software (shareware, publicdomain, comercial)
are there for the atari ?
I'm also interested in animation progs.

I know about TV TITLE from an autor J.P. D ziel in Canada but what else ?
BTW: Does anybody know the mail address of this man ?
I need the full version and not only the demo version.

Thanks a lot for your help

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

3148. searching video cutter machine

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 17:33:22 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1994May21.173322.20179@rzu-news.unizh.ch>
Source record: 186812

Hell�o

I'm looking for video cutter machines.

It should be able to handle VITC code, SVHS and long cutting lists which
also could be saved (for PAL system).
Are there machines that use the Atari 1040ST as host ?

I know only about Multimaster from ROWI.
Who knows this machine and can give me hints about it ?
What about the price ?

Thanks for your help

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

3149. author of TV TITLE on internet ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 17:39:04 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1994May21.173904.20272@rzu-news.unizh.ch>
Source record: 186813

Hello

I'm searching the autor of the program TV TITLE.
Hese adress is:

J.P. D ziel
RP #1, Box 6
Chelsea, P.Q.
J0X 1N0
Canada

If you are on the Internet please let me know.

I need your full version of these program.

Please mail.

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

3150. Re: Atari Mosaic

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 17:43:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NHp5LFG4p3c@semprini.waterloo-rdp.on.ca>
Source record: 186670

In <CpwF79.38I@cix.compulink.co.uk>, "Graeme Rutt" writes:
> Has anyone got any information on an Atari compatible version of mosaic,
> the World Wide Web browsing software?

Bart Schuller has a port of Lynx (the text-only WWW browser) running on
top of MiNT 1.10 and MiNT-net 0.30 over a SLIP connection... this isn't
exactly something for "users" though, since you'll have to compile your
own MiNT 1.10.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3151. GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 17:54:50 UTC
From: bmeier@rzu.unizh.ch
Message-ID: <1994May21.175450.20655@rzu-news.unizh.ch>
Source record: 186814

Hello

Is there an article on the net which explaines the format
of the file assign.sys ?

I want put the gdos fonts in an subdir fonts but the statement
path = c:\fonts\
in assign.sys dosen't work.

What are the differences if the fonts are in 01p 02p 03p 04p ?

Thanks for any help.

Beat

--

Beat Meier
Computer Center, Systemgroup Phone: +41 1 257 45 25
University of Zurich Fax : +41 1 257 45 05
CH-8057 Zurich, Switzerland eMail: bmeier@rzu.unizh.ch

3152. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 18:02:51 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769543360@sirius.herts.ac.uk>
Source record: 186895
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Roland Givan...
|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
|> read about it has been in 'QL World' magazine.

I just asked in comp.sys.sinclair, and apparently SMS2 is *not*
QDOS. It may be an alternative QL O/S, and it is *slightly* compatible,
but thats all.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

3153. Re: OCR - Upload

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 18:07:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2dde5bea@secom.ct.se>
Source record: 186821

WA> Check it out people - this is a superb piece of software.
WA>
WA> The user interface is very slick. In just a couple of minutes of use,
WA> I had converted a random piece of scanned text into ASCII. The package
WA> gets better as you use it - it learns fonts.

I know you're not the author, but he'll hopefully see this anyway .. ;)

Is it based on a neural network? I have been working and researching in using
neural networks in the most basic applications for quite some time now, and I
would be really glad if someone based a free OCR program on it.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3154. Re: HSMODEM2 - ftp site ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 19:04:19 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1796@usdtsg.DaytonOH.NCR.COM>
Source record: 186898

In article <gylnpypp3vc@moacs11> walra%moacs11@nl.net writes:
>In <1792@usdtsg.DaytonOH.NCR.COM>, Robert Anisko writes:
>
>> >> > I got HSMOD04 this morning.
>
>Haven't you noticed that the archive includes some six files full of
>documentation (german and english). I guess they have been written to
>be read.

<flame mode on>
...nahhh, I'm in a good mood right now ... ;-)
<flame mode off>

I did scan through the files (pretty much the english parts only). I
hadn't thought to scan the german areas for that information. I guess
I was looking for something like (just as an example) a HISTORY.TXT
file or something like that. Oh well, time to do some translating,,, :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3155. Spectre GCR and SimAnt

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 19:29:59 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cq63IA.436@cbnewse.cb.att.com>
Source record: 186896

If any of you haven't tried SimAnt with Spectre GCR (3.0) - just thought I would let you know the monochrome version works fine. One small (maybe a pun - but who knows for sure) problem we did encounter in playing it (about 10 hours on it) was that twice we had the system freeze up. Not sure if that was from too much mouse activity leading up to the freeze or what. Pretty enjoyable if you are looking for something new to fill in the time until 3.1 or 4.0 arrives.

BTW, picked the game up off the net for $15 in the mac sales group.
Wayne

3156. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 19:56:42 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2rlp1q$rmt@acme.gatech.edu>
Source record: 186897

In article <2rf4v5$omq@newshost.uni-koblenz.de>
oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:

>What kind of accelerator is this? I've only heard rumors about a
>TT accelerator card called "CaTTamaran". Has this product ever
>been released? Does it exist at all? Who knows more about it?

The caTTamaran was described in Current Notes magazine as a small
board that solders onto the TT motherboard. It requires some trace
cutting if I remember correctly. It boosts the clock speed to 40 or
48 MHz. It is being made by a Canadian firm. I don't know whether it
is available yet.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3157. Re: Booting from Floppy disk with HD connected

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 22:17:36 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2rm1a0$2mm@charm.magnus.acs.ohio-state.edu>
Source record: 186900

>warned it can sometimes be a real pain to get it to boot with your hard drive
>after this without running the hd_utils.prg.
>
> Dan Ackerman
> ackerman.29@osu.edu

Please, note that after version 6.5.1 (ICD is up to version 6.5.5 time of this posting) the default to disable can be user set. I set mine to match the newer TOS 3.06 of 'ALT' key.

My own experience with the TT030 is that to stop any information to be read into the RAM, it is neccessary to turn the machine on by on/off switch. Next, press the space bar to prevent medium rez default and RAM info writes. Quickly, press the ALT key.

Works for me!

Raymond Collins
Collins.197@osu.edu
Atari TT030, 4/4Meg RAM, 245Meg HD
Die Hard Atari Fan, since 1984

3158. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 22:22:32 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2rm1j8$2mt@charm.magnus.acs.ohio-state.edu>
Source record: 186801

Yes it is available from Cybercube of the CyRel Sunrise Card.
try cybercube.research@canrem.com
Talk to Ralf.

Raymond Collins
Collins.197@osu.edu
Atari TT030, 4/4Meg RAM, 245Meg HD
Die Hard Atari Fan, since 1984

3159. COMA 202...!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-21 23:36:11 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2rm5tb$afc@golem.wcc.govt.nz>
Source record: 186802

Can any one tell me why the new COMA 202 has FTP and Zmodem support..??

Why would a Fax program use this...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3160. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 00:37:54 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq6Hr6.6pB@cix.compulink.co.uk>
Source record: 186816

>By the way, is there a version available that works on a 1040STe?

The only ones I know off are the ICDCDZ2.XFS drivers supplied by ICD on their Pro disks. If you are going to spend money on a driver, Extendados is probably a better bet.

I haven't found a freeware driver thats works with an ordinary ST and non Atari CD-ROM drive.

>P.S. what is a .tgz file?

TAR, GZIPed. The file has been TARed, and then GZIPed. You need both TAR and GZIP to decompact it.

These are on most ftp sites.

:-)

Roland.

3161. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 00:37:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq6Hr9.6py@cix.compulink.co.uk>
Source record: 186817

u <2rl8jk$1ef@charm.magnus.acs.ohio-state.edu>
X-Newsreader: CixRead/CixComm

> So what's the scoop on MiNT NET 4? Anybody out there using it willing t

Well I ftped MiNT-Net 0.4 from uni-paderborn last night. It had only been
up there a few hours when I got (I think).

I've only had it running for a little time, as it comes with a patch for
MiNT 1.10, so I had to recompile that first. Which wouldn't be problem if my
GCC hadn't packed up. Lucky I backed it all up last week!

Anyway so far its much the same, but as the .XDD file has grown from 50K
to 80K I suspect its much more developed. Seems to work with Ulrich's NFS
as well as 0.3 did.

More tests tommorow, and I'll actually try the NFS to my other machine,
as opposed to just rearranging the drives on my MSTE ;-)

:-)

Roland.

@CiX

3162. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 00:37:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq6HrA.6qK@cix.compulink.co.uk>
Source record: 186818

uk> <16867-769543360@sirius.herts.ac.uk>
X-Newsreader: CixRead/CixComm

> I just asked in comp.sys.sinclair, and apparently SMS2 is *not*
>QDOS. It may be an alternative QL O/S, and it is *slightly* compatible,

Well from what I can remeber of the launch of the QL, Sinclair commisioned
two O/S. QDOS and SMS (note not SMS2).

Both worked to a degree and AFAICR SMS was used at the first press
conference. However when the machine was released it was QDOS that was
installed.

Since then SMS has been an independent product.

How far does this 'slightly' compatible go?

Note this is all IMHO and AFAICR.

Roland.

@CiX

3163. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 05:14:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1797@usdtsg.DaytonOH.NCR.COM>
Source record: 186820

In article <2rlp1q$rmt@acme.gatech.edu> gt1448b@prism.gatech.edu (David Paul Forrai) writes:
>
>The caTTamaran was described in Current Notes magazine as a small
>board that solders onto the TT motherboard. It requires some trace
>cutting if I remember correctly. It boosts the clock speed to 40 or
>48 MHz. It is being made by a Canadian firm. I don't know whether it
>is available yet.

Here's the information from the latest CyReL Electro AD uploaded to GEnie - this is the cattmrn3.faq file from the cea03150.lzh archive...

(and sorry about the ^M's, i'm doing this under little sleep :-)

---------warning ... long message ... around 20k or so--------------------------

---

Frequently Asked Questions
about the
CyReL CaTTamaran TT030 Accelerator

Third Edition

Release Date: May 20, 1994

Note to the readers of previous editions:

Additional Q&A paragraphs have been added throughout
this document. To view the changes from the previous
revision, please set your search pattern to '[3]'. All other
readers are advised to peruse through the entire documentation.

/// What does the CyReL CaTTamaran TT030 Accelerator do?
==========

It will speed up your Atari TT030, giving you approximately 50% more performance than a regular TT. It does this by speeding up the main clock of your TT from 32 MHz (standard) to 48 MHz (accelerated).

/// What happened to the 40 MHz mode? [3]
==========

Originally, we thought the optimum we could achieve would be a TT030 running at 40 MHz. However, during the development of the CyReL CaTTamaran we discovered that we would be able to go all the way up to 48 MHz instead. Thus, the decision was made to drop the 40 MHz

mode and provide only the 32 MHz and 48 MHz modes.

/// Does the CyReL CaTTamaran replace the MC68030 CPU in my TT?
==========

No it does not. You do not have to purchase a new CPU.

/// Will the CyReL CaTTamaran speed up the FPU operations? [3]
==========

Yes it does. You'll get up to 60% more FPU performance with the
CyReL CaTTamaran.

/// Do I have to get a new FPU? [3]
==========

No. You do not have to replace the CPU nor the FPU. You simply keep
the components you have.

/// Has the CyReL CaTTamaran any Cache memory? [2]
==========

No it does not. The CyReL CaTTamaran utilizes the existing memory in
the best way possible while keeping the cost of the unit down.

/// Do I have to buy new memory?
==========

No. You do not have to add costly cache memory to your system. You
simply keep the memory already installed in your TT.

/// Do I get a higher performance factor with faster RAMs ? [2]
==========

No. The CyReL CaTTamaran does not access the RAM itself. This is
being done by the CPU and the Atari TT chipset. Thus, the CyReL
CaTTamaran cannot take advantage of faster RAM chips. However, we
have optimized the memory accesses, thus giving you up to 78% better
access times than the regular TT chipset will yield. [3]

/// Does the CyReL CaTTamaran work with FastRAM?
==========

Yes it does. So far, we have tested the CaTTamaran with FastRAM
modules from GE-Soft and Atari.

/// Is there a 100% guarantee that it will work in my system? [3]
==========

No. We want you to understand that we cannot give you a 100%
assurance that it will work in every conceivable
motherboard/expansion board(s) combination. The CyReL CaTTamaran
employs a bag full of tricks to achieve the high performance level
it provides. We have exercised great care to insure the best
possible compatibility, but as with every other product, the risk to

its use and installation lies with the user. Please refer to the ordering details and our return policy for more information about this issue.

/// Will the CyReL CaTTamaran generate excessive heat? [2]
==========

No. During our extensive testing program we found that the heat generated in the accelerated modes does not exceed the safety limits nor does it damage any parts of your your TT.

Several design steps have been integrated to insure that the CyReL CaTTamaran accelerator unit will run as cool and as efficient as possible.

/// Will the CyReL CaTTamaran cause any damage to my TT? [2]
==========

No. We have tested the full operation of the CyReL CaTTamaran and included special design features to guarantee that the proper usage of the accelerator will not cause any damages or malfunctions.

/// Does the CyReL CaTTamaran work with VME bus cards?
==========

Yes it does. But we can only guarantee the full compatibility with our own line of VME bus boards, the CyReL Sunrise M16-1280 True Color High Resolution Graphics cards, CyReL VidiMix16 Desktop Video Modules, CyReL MPT-16 Modules and the CyReL TrIDEnt IDE Interfaces.

/// How can I find out if I can install a CyReL CaTTamaran in my TT?
==========

That depends mostly on your TT030 motherboard revision. To establish which TT030 motherboard revision you have, you must open your TT030. Please note that this may void your warranty. Once you removed the cover (and any metal shielding), please check the lower lefthand or righthand corner of your motherboard. Write down the revision level usually found on a white sticker on the motherboard. For a quick and easy installation, you should have at least REV. G.

If you have a ST RAM memory expansion board, please check whether the pins of the frontmost 96 pin DIN connector stick out at least 3 millimeters (about 1/10 of an inch) from the topside of the ST RAM expansion board.

Further, please ensure that those pins are clean and free of any soldering residues. [2]

/// What if I do not find any revision index/label? [2]
==========

Several customers reported that they were unable to locate the revision level sticker as indicated in the Q&A paragraph above.

Here are a few hints how to identify your board revision level
without the sticker:

* please locate the CPU. Is it surface mount (soldered directly to
the board) ? Look for a chip with the MC68030F33 labelling. If
you locate this chip on the right hand side of the board
(underneath the ST RAM expansion board) then you have one of the
more recent board revisions. If the CPU is on the left hand side
of the board or plugged into a socket, or even on a
daugtherboard, then you have one of the older revisions. The
installation in the older revision boards is a little more
involved, since it will require some soldering.

* please check if your board has a three pin connector labelled
W101 (used to change the clock speed of the FPU). If you cannot
find this connector, you probably have one of the older revision
boards.

/// Does the CyReL CaTTamaran installation require soldering?
==

It does not necessarily require soldering if you have a motherboard
revision REV. G or higher. Earlier motherboard revisions may require
soldering.

/// What tools do I need to install the CyReL CaTTamaran?
===

You will need a Phillips screwdriver, a flathead screwdriver (both
to remove the TT cover), pliers or any other tool to straighten the
tabs of the metal shielding (if any) for removal and a cutter to cut
one pin of a resistor.

/// Do I need any special expertise to install a CyreL CaTTamaran?
==

No. Common sense is all that is required. If you know how to open
your TT, plug in a few plugs, you should be able to install a CyReL
CaTTamaran yourself. If you do not feel comfortable installing the
unit yourself, ask your nearest Atari dealer to perform this task
for you.

The CyReL CaTTamaran comes with our highly acclaimed RUN-ME-FIRST
installation program that will demonstrate each installation step
with graphics and animations right on your screen BEFORE you start
the installation process. The same instructions are also included in
printed form to further facilitate the process. [2]

/// Can I control the speed of the CyReL CaTTamaran?
===

Yes you can. Each CyReL CaTTamaran comes complete with the CyReL
Dashboard utility. This accessory program allows you to switch at
any time from 32 MHz to 48 MHz or from 48 MHz back to 32 MHz.

/// How compatible is the CyReL CaTTamaran?
==========

The operation of the CyReL CaTTamaran if fully transparent.
Programs do not usually notice any difference when running at 48
MHz. All programs tested so far ran without any problems. They
simply execute faster. However, we cannot give a 100% compatibility
assurance since it is virtually impossible to test every single
program out there in combination with the hundreds of utility and
accessory packages available for the Atari computers.

/// Which programs will benefit the most from the speed-up?
==========

The speed-up will be most apparent with programs that rely on CPU
intensive tasks, like blitting, compressing, de-compressing,
converting, rasterizing, scrolling. Since the CyReL CaTTamaran
speeds up the FPU as well, programs that rely on FPU performance
(like DynaCADD or InShape) will be sped up too.

/// How about some benchmarks? [2]
==========

Here are some PRELIMINARY figures. The benchmarks have been
compiled with Ofir Gal's GEM-BENCH Version 3.41:

```
GEM Bench v3.41 = Ofir Gal 3.5.94
==========
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI 2.03 present
Video Mode = 640 * 400 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + FPU, ST High
CyReL CaTTamaran @ 48 MHz
ROM relocated to FastRAM
NVDI driver installed
==========
GEM Dialog Box: 0.685 463%
VDI Text: 0.270 1618%
VDI Text Effects: 0.525 1381%
VDI Small Text: 0.345 1191%
VDI Graphics: 1.150 513%
GEM Window: 0.370 276%
Integer Division: 1.020 150%
Float Math: 0.145 160%
RAM Access: 1.290 147%
ROM Access: 1.285 123%
Blitting: 0.970 221%
VDI Scroll: 0.870 331%
Justified Text: 1.120 360%
VDI Enquire: 0.345 369%
New Dialogs: 0.990 355%
```

```
==========================================
Graphics: 643%
CPU: 145%
Average: 511%

Compared to a regular ST, the TT030 + CyReL CaTTamaran will deliver
a CPU Integer Division index of over 1760%.

/// How about some more benchmarks? [3]
======================================

Here is the latest benchmark update. The CyReL CaTTamaran can be
operated in two modes, 32 MHz and 48 MHz. In 32 MHz mode, the CyReL
CaTTamaran yields exactly the same results like a standard TT030,
reporting around 100% for all the different test categories.

Below you will find three different sets of benchmarks. The first
was taken on a TT030, equipped with FastRAM and the CyReL CaTTamaran
running at 48 MHz:

GEM Bench v3.41 = Ofir Gal 3.5.94
==========================================
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 640 * 400 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + FPU, ST High
CyReL CaTTamaran @ 48 MHz
==========================================
GEM Dialog Box: 2.990 106%
VDI Text: 4.015 108%
VDI Text Effects: 6.550 110%
VDI Small Text: 3.835 107%
VDI Graphics: 5.055 116%
GEM Window: 0.955 107%
Integer Division: 1.025 149%
Float Math: 0.145 160%
RAM Access: 1.185 160%
ROM Access: 1.165 128%
Blitting: 1.420 151%
VDI Scroll: 2.700 106%
Justified Text: 3.725 108%
VDI Enquire: 1.015 125%
New Dialogs: 3.075 114%
==========================================
Graphics: 114%
CPU: 149%
Average: 123%

If you have FastRAM and you use a ROM relocator you will get the
following results. Notice the favourable increase in overall system
```

speed:

```
GEM Bench v3.41 = Ofir Gal 3.5.94
==========================================
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 640 * 400 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + FPU, ST High
CyReL CaTTamaran @ 48 MHz
ROM relocated to FastRAM
==========================================
GEM Dialog Box: 1.945 163%
VDI Text: 2.780 157%
VDI Text Effects: 4.510 160%
VDI Small Text: 2.445 168%
VDI Graphics: 3.945 149%
GEM Window: 0.680 150%
Integer Division: 1.015 151%
Float Math: 0.145 160%
RAM Access: 1.180 161%
ROM Access: 1.180 127%
Blitting: 1.300 165%
VDI Scroll: 2.105 137%
Justified Text: 2.720 148%
VDI Enquire: 0.745 171%
New Dialogs: 2.100 167%
==========================================
Graphics: 157%
CPU: 149%
Average: 155%
```

The next benchmark shows the combined effect of a ROM relocator and a software screen accelerator, in this case NVDI. Note: these figures have been provided by one of our beta testers.

```
GEM Bench v3.41 = Ofir Gal 3.5.94
==========================================
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI 2.03 present
Video Mode = 640 * 400 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + FPU, ST High
CyReL CaTTamaran @ 48 MHz
ROM relocated to FastRAM
==========================================
GEM Dialog Box: 0.670 473%
VDI Text: 0.250 1748%
VDI Text Effects: 0.495 1465%
```

VDI Small Text: 0.335 1226%
VDI Graphics: 1.140 517%
GEM Window: 0.365 280%
Integer Division: 1.020 150%
Float Math: 0.145 160%
RAM Access: 1.185 160%
ROM Access: 1.180 127%
Blitting: 0.955 225%
VDI Scroll: 0.855 337%
Justified Text: 1.080 373%
VDI Enquire: 0.335 380%
New Dialogs: 0.945 372%
==========
Graphics: 672%
CPU: 149%
Average: 532%

/// How much does the CyReL CaTTamaran cost ?
==========

The CyReL CaTTamaran package retails for just US $99.00 or Cdn $115.00 .[3]

/// When is the CyReL CaTTamaran going to be available?
==========

The CyReL CaTTamaran is available now. Please contact your nearest dealer, CyReL distributor or Cybercube for more informations. [3]

/// Where can I get a CyReL CaTTamaran ? [3]
==========

The CyReL CaTTamaran is shipping to a lot of dealers all over North America right now. Please check with your nearest dealer for availability. In case you are not able to get your CyReL CaTTamaran Accelerator through your Atari dealer, please contact Cybercube directly at the addresses provided below.

/// How much do I have to add for Shipping and Handling ? [3]
==========

Please add $6.00 for S&H (regular mail). We also offer shipments via courier. For more details, please contact Cybercube directly.

/// Can I return the product if it will not work in my TT?
==========

Yes you can. We will offer a 10 days return policy. Please check for details when ordering. Note that there is a handling fee involved when returning the product. When you return the unit, we will refund the cost of the unit minus 15%. [3]

/// Will any de-installation require soldering ? [3]
==========

Yes. In case the CyReL CaTTamaran might not work in your TT030, and you decide to return it, you would have to solder the one connection that had to be cut during the installation of the unit. This is probably the best and most durable way to do it, but other means of reconnecting that one connection can be devised in case you do not have access to a soldering iron.

/// Is there be a special GEnie topic for the CyReL CaTTamaran?[3]
==========

Yes. Please go to the Atari Roundtable (m475;1), enter the hardware category (set 4),then read all the latest news in the CaTTamaran topic (rea 33 new). We would be happy to see you there and provide any further assistance.

/// Where can I get more information if I have additional questions?
==========

Contact either your nearest dealer, distributor or Cybercube directly. We will be glad to be of assistance. To reach us, send e-mail to:

GEnie: CYBERCUBE
CRS-Online: Cybercube Research
InterNet: cybercube.research@canrem.com or
cybercube@genie.geis.com

If you want to write us, please send your correspondence to this address:

Cybercube Research Ltd.
126 Grenadier Crescent
Thornhill, Ontario
L4J 7V7, Canada

Or, if you would like to call or fax, you can reach us at:

Telephone: (905) 882 0294, Mon-Fri, 10 AM to 4 PM EST (Toronto)
Fax: (905) 886 3261
BBS: (905) 882 5895, 1200-14.4k, 24h

Copyright (c) 1994 by Cybercube Research Ltd. Specifications subject to change. All trademarks are properties of their respective companies.

Revision C CCAT-FAQ-V94C

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3164. Elite II Questions/Problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 07:56:25 UTC
From: kllove@hellcat.ecn.uoknor.edu
Message-ID: <2rn379$5m2@constellation.ecn.uoknor.edu>
Source record: 186822

First off, I'd like ask people for general hints. I'd also like to know what that easy route was that had no threat of attack and what items would be a good idea(tm) for trade in each of the two systems.

The more important problem is that I have two copies of the same disk (I assume it is the second disk since there are no executable files or an AUTO folder). The label has "English version" written on it. Is there an "American version"?

What should I do to get a valid first disk? I purchased it from TOAD Computers in Maryland (I'm in Oklahoma and therefore do not have a local dealer), but I'd rather not send the whole package back as that would be a little expensive. I guess I'll call them up and ask if I can get a set of replacement disks or something. Sending the disks back to the UK would not be a good solution either. Anyone got any ideas?

Oh yes, what files should I copy to the hard drive? Does it matter if I put them in a sub-directory like J:\GAMES\ELITE2? Once thing I despised about Phantasie III by SSI was that it required you to put the various files/folders in your root directory. And the amazing thing was that Phantasie II allowed any number of intermediate sub-directories (at least 4 anyway). I would be extremely upset if Elite II did something like this.

adTHANKSvance,
Kenneth Love

P.S. I would prefer e-mail, but a follow-up is okay.

3165. Ram tester wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 08:20:34 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769595066.0@mettav.royle>
Source record: 186823

It was none other than Mr. D.F. that wrote on 17 May 94 that ,

MD> Does anyone know where I can get a good ram-tester for the ST. I am
MD> going to upgrade a 512 to a 1024 and would like to check out the
MD> upgrade.
MD> Many thanks....

Well if you are going to get an upgrade then you should be speaking to Marpet
and they supply a disk of useful program's one of which is a ram tester of the
most thourough kind ....best i've come across.

Don't know about the status of this program ie if it is distributable without
the marpet memory board ,but I guess not.

////
Graham Irvine
grin.mettav.royle.org

3166. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 08:26:10 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769595066.1@mettav.royle>
Source record: 186824

It was none other than Steve Taylor that wrote on 17 May 94 that ,
ST> : I agree. Format USED to be good, but over the last year has not
ST> only got : thinner but the actual content of the pages is pretty bad
ST> now.
ST> At the risk of sounding controversial, I and others reckon that the
ST> mag. went rapidly downhill at about the fime of the change of
ST> editor!

Oh I like a bit of controversy ...and agree with it to !

changes are afoot in this department ,I hear.

////
Graham Irvine
grin.mettav.royle.org

3167. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 13:24:36 UTC
From: thomas.riker@edge.iac.net
Message-ID: <940526232712437@edge.iac.net>
Source record: 186573

Could you uuencode a copy of Speed of Light and send it to me, or anyone.

3168. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 13:24:36 UTC
From: thomas.riker@edge.iac.net
Message-ID: <940522100027437@edge.iac.net>
Source record: 186828

Could you uuencode a copy of Speed of Light and send it to me, or anyone.

3169. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 13:45:43 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May22.134543.10197@cen.ex.ac.uk>
Source record: 186827

In article <DwaNmc1w165w@madwand.bison.mb.ca> ahuyghe@madwand.bison.mb.ca (Al Huyghe) writes:

> Does anyone know of a falcon icon editor which will allow me to add
> icons to the already existing base?
> All replys welcome.

I've yet to find an Icon editor that can read my deskicon.rsc file!
Does anyone know why this is?
My deskicon.rsc file is nearly 150k long, I heard that RSC files had a 64k limit. Could this be the reason, and if so how come the desktop can load it fine??
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

3170. Mega STe modem1 port Upgrade.

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 15:35:50 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <d1e_9405230401@nisc.fidonet.org>
Source record: 186658

Does anyone know where i can obtain some sort of internal upgrade/PCB
to increase my Mega Ste's modem1 port above 19200. i would like to go
at least to 57600. I have heard of one available in Canada, i cannot
remeber the name right now, but i would like to check out all that
is available and see if there are any compatibility problems, before i buy.

I have plenty of Documentation on how to hack my way around and do the job.
but i would like something commercial, that is garanteed.

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@n616.f2605.z1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

3171. ST->PC Transfers

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 16:19:42 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <769623582snz@gw6hva.demon.co.uk>
Source record: 186840

Hi ...

Following my earlier postings, I've checked and found the ST (and PC) NET software on ucsd.edu in /hamradio/packet/tcpip under the pe1chl banner.

There are some readme files and the latest ST version is there (930430) with some earlier PC version of the code. You may find that the .TAR archive has the PC newer versions in it (also 930430).

Any probs, mail me.

Cheers for now, Martin.
--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

3172. Mule for the '90s on the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 16:53:41 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <1994May22.165341.13830@newsserver.rrzn.uni-hannover.de>
Source record: 186829
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Hi,
I am currently working on a new and improved version of M.U.L.E. for the Atari ST series of computers. The new game will be called A.S.S. (Automatic Santaclaus Simulator), and based largely on M.U.L.E. While capturing all the essential features of M.U.L.E. and trying as close as possible to give you the same feel as the Atari 8-bit version, many new features will be included. The game will be shareware, and as soon as I finish it (several months from now), I will upload it to several FTP sites. Among the new features will be:

Up to 8 players can play.
Remember the original version of M.U.L.E. was written for the Atari 400/800 which had four joysticks, so that four people could play. The Atari XL/XE only had 2 joystickports which meant that only two people could play. Although a standard Atari ST only has 2 joystick ports, you can get an adaptor for the printer port that lets you add two more joysicks. Games such as Gauntlet II, Leathernecks, and my own 8-player games use this adaptor. If you have an STE, you can get adaptors to add two joysticks to each port on the left hand side, giving you a total of 8 joysticks.

More plots of land. The original had 9*5 plots. This version will have about 17*11 plots.

Longer playing time (ie. More than 12 turns).

An environmental aspect.
In this version of the game, the players will have the responsability of looking after the planet as well as trying to earn as much money as possible. At the start of the game, there will be a fixed number of trees on the planet. If the number of trees present is below a certain amount, the condition of the planet will deteriorate. It is possible to restore trees (see later)

8 Types of A.S.S. (M.U.L.E.) available.
Food, Energy, Iron, Diamonds (equivalent to the original's Food, Energy, Smithore, and Chrystite(sp?))
Hydro energy: An alternative to solar energy
Fish (I am not sure at this moment what to do with these. My version of the game replaces the valey with a network of rivers with junctions)
Wood: Used for building A.S.S.es as well as Iron.
Flower: Every turn, for every plot of land that has one of these installed, a new tree is created per plot. Are usefull for saving the planet from environmental destruction.

The computer players will be able to chose from a variety of species. Some species play the game differently than others. You will be able to select

which species you will be, and which species will be played by the computer players.

The ability to design your own characters.

A rap version of the theme tune.

The game should be able to work on a 512K machine, but the full version will probarbly require 1 megabyte. The game will be enhanced for the Atari STE computers.
At the moment, I am still open to new ideas (especially about what to do with fish). You may of course suggest them to me, and I might include them.
I need a lot of encouragement if I am ever going to get round to finishing the game. If you want to see the game finished, send me an e-mail message of encouragement. Be warned that it may take several months before release. I have been working at this game off and on (mostly off) since the start of 1992.

Looking forward to hearing some comments,

Andrei. (ae-a@minster.york.ac.uk)

3173. Transfering data to a PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 18:46:50 UTC
From: Jean-Francois Delage <CV17@music.mus.polymtl.ca>
Message-ID: <22MAY94.14883174.0159@music.mus.polymtl.ca>
Source record: 186841

Hi, I'd like to know how transfer a file from a st disk to a ms-dos one.
See, I've got a mac and once this data on dos support, I can access it
quite easily. So, how do I transfer this file from atari to a dos disk :
is it simply a command implemented into the os, or do I need a special u
utility for that?

Thanx.

Jean-Francois Delage funes@info.polymtl.ca
Departement de genie electrique cv17@music.mus.polymtl.ca
Ecole Polytechnique de Montreal

3174. Re: GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 18:57:19 UTC
From: avg@cwi.nl
Message-ID: <Cq7wnJ.H9C@cwi.nl>
Source record: 186830

bmeier@rzu.unizh.ch (Beat Meier) writes:

> Hello

>Is there an article on the net which explaines the format
>of the file assign.sys ?

There is no format. There is no assign.sys file that all GDOSes
can read, except perhaps one that contains no fonts at all.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3175. Wanted: Atari MegaSTe Manual

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 19:40:06 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2rocem$3fr@csugrad.cs.vt.edu>
Source record: 186831

The title subject says it all. I discovered when I purchased my
Mega STe used, it didn't have a manual for it. Thanx!

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3176. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 19:41:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq7yp1.M9H@cix.compulink.co.uk>
Source record: 186835

>More tests tommorow, and I'll actually try the NFS to my other machine,
>as opposed to just rearranging the drives on my MSTE ;-)

Well tests have been unsuccessful. I cannot get my 2 STs to talk to each other using the 4.1 socket driver.

What I did was to patch the MiNT 1.10 with the supplied patch and recompile it as a MTOS kernel. This worked fine, and runs the 0.3 socket driver just fine.

However when I substitute the 4.1 socket driver - one machine can't find the other. Trying udpprobe just results in no answer or 'network cannot be reached' error.

I went the whole hog and tried the new patched MiNT and the 4.1 socket driver on both machines but this didn't work either.

The NFS was a dead loss under all MiNT-Net 4.1 configurations too.

This is unfortunate as I had udpprobe and NFS working under MiNT-Net 0.3, and I had hoped this new version would solve my remaining problems.

Anybody else had any luck?

Roland.

@CiX

3177. MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 20:16:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2roei0$doo@dux.dundee.ac.uk>
Source record: 186832

I have recently bought a 2nd hand Falcon (TOS 4.01) 4/65. At present
it boots up into some get interface, but not MultiTOS. However the MTOS
disk does not contain any "INSTALL.PRG" so ot will not install it.

I have also noticed that the re-draw rate on the screen is awful,
is there any way around this?

Is it worth ditching 4.01 in favour of 4.05/5? If so how difficult is
it to install.

Can someone please end me the approprate INSTALL.PRG file.

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| |
================================================================================
```

3178. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 20:36:57 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2rofp9$q6r@scapa.cs.ualberta.ca>
Source record: 186833

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>In article <DwaNmc1w165w@madwand.bison.mb.ca> ahuyghe@madwand.bison.mb.ca (Al Huyghe) writes:

>> Does anyone know of a falcon icon editor which will allow me to add
>> icons to the already existing base?
>> All replys welcome.

>I've yet to find an Icon editor that can read my deskicon.rsc file!
>Does anyone know why this is?
>My deskicon.rsc file is nearly 150k long, I heard that RSC files had a 64k
>limit. Could this be the reason, and if so how come the desktop can load it
>fine??

My deskicon file is 98K and I have NO problems whatsoever. I use Dr. Bob's
icon editor version 1.4 for the Falcon. It will even let me add icons
(up to 199) to my deskicon file!! The file is ICDRAW14.ZIP for those that
are curious.

Probably the limit of 64K is just the default size (before expansion) of the
.RSC file. Originally it contains rougly 30 or so icons in it.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

3179. Graphics in ASM.

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 20:54:51 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.3.89.9405222102.B4933-0100000@unix>
Source record: 186834

Does anyone have any assembler code for drawing filled polygons/triangles and lines on to the screen (ideally doing clipping if they are off the edge)? I am working on a game (in 16 color low resolution) and the VDI routines are way too slow.

Is assembler the fastest way to do this, or is it worth trying to use the blitter chip? Anyone got any docs (or code examples) about programming the blitter?

Thanks,

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

3180. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 22:48:03 UTC
From: kfason@csn.org
Message-ID: <Cq87C3.8H1@csn.org>
Source record: 186836

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Is it worth ditching 4.01 in favour of 4.05/5? If so how difficult is
: it to install.
I thought 4.04 was the latest? But I say get 4.04...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

| Remote SysOp RingWorld BBS (303) 699-0402 USR 1200-21.6Kbps |

3181. Re: Caligrapher in ST Review

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 22:58:10 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994May22.225810.12451@abo.fi>
Source record: 186844

In <2rjdbj$hu0@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:

> hard disk, but the screen displays of the fonts is a total mess.
> I have a Mega4Ste with TOS 2.5, and an SM124 mono screen.
> I had the previous version - Calligrapher Lite, and that didn't mess up.
> Any suggestions? Ofir: do you know
> what the problem is?
> thanks for any help.

I doubt this will help you very much, but Calligrapher did have some very nasty problems (the program is out of the market now, they say..). First, only the very latest version (2.27 maybe..) works at all reasonably well. Older ones are very buggy, and almost impossible to install if one uses a newer TOS, NVDI, SpeedoGDOS, or such sophisticated stuff.. It should, however, work in your MSTE if you don't have any special AUTO-programs or accessories installed. I suspect some kind of collision between your system programs and Cal.
Second, that damned piece of software really hates my Falcon... ;-(It really is a shame that they never got Calligrapher working reliably; basically, it is a nice text-program, and it might have become something special in Atari world. But... Now we must rely on Papyrus Gold, Tempus Word (when will they finally make an english version..?), and That's Write 3. The first and the last exist in english version, and are well worth some praise! Especially Papyrus is great.

Greetings, Tommi

3182. Re: Booting from Floppy disk with HD connected

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 22:59:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2roo3q$kvg@golem.wcc.govt.nz>
Source record: 186837

In article <2rldcv$1nc@charm.magnus.acs.ohio-state.edu>,
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>
> Hold down "ALT + SHIFT + CNTRL ". This will do it on ICD systems, but be
>warned it can sometimes be a real pain to get it to boot with your hard drive
>after this without running the hd_utils.prg.
>
> Dan Ackerman
> ackerman.29@osu.edu

Well I now have a Hard Drive in my Mega ST2, games so far boot OK, I have never
had problems with booting with ICD software...

The is a very simple way to boot 100% from floppy, get hold of DC Format 302,
the is a option to put things in the boot sector, like bypass Hard Drive
and a few otheres, I don't remember what the button is called...

With this disk in drive A, just hit the reset button and you will find that
the Hard Drive does not boot at all....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3183. In CAIN Newsletter This Month (great news!)

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 23:42:49 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2roqlp$me6@usenet.INS.CWRU.Edu>
Source record: 186838
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

CAIN Newsletter can be found at:

The Atari News, Atari Library, and CAIN Newsroom on the Cleveland Free-Net Atari SIG (go atari). telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

CAIN Newsletter WILL be soon available at:

atari.archive.umich.edu (ftp site)

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu
(please stipulate if you wish just THIS issue or if you wish to be placed on the CAIN Newsletter subscription list)

3184. In CAIN Newsletter THIS Month! (TAKE TWO!)

Newsgroup: comp.sys.atari.st
Date: 1994-05-22 23:53:55 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2rorak$nqj@usenet.INS.CWRU.Edu>
Source record: 186839

```
-
IN CAIN NEWSLETTER THIS MONTH! / \
/ \
/ \
Don't miss this / \ exciting issue!
__________/ \_________
\ /
\ May 17, 1994 Vol.I No.3 /
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
/____|_|_|__________ ______| |_________/
/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
/_____________________________________________________________/
/ / \ \
/ / \ \
/ / \ \

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

------------------------------------------------------------------------
The Cleveland Free-Net Community Computer System is accessible worldwide!

------------------------------------------------------------------------
telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

------------------------------------------------------------------------
216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

------------------------------------------------------------------------

In CAIN Newsletter this Month!

-=-=-=-=- Ted Tahquechi Interview! & Atari United! Conference! -=-=-=-=-

-=- New Addition to Atari Community! -=- Atari Classics Gaming
-=- CAIN FTP Site Moves 2600/7800 Developers Kit!
-=- Login Problems by Next Users! -=- Lynx: Two Games Cancelled
-=- C.A.I.N. Atari Fun Fest'94 Announced -=- Lynx: Ted Tahquechi talks
-=- Atari & Sigma Partners to Deliver! about the Lynx!
-=- Atari at Summer CES -=- Lynx: Bulletin Board
-=- CatScan BBS Announced! Messages of Interest
-=- Lynx Summer Steal Deal -=- Jaguar: DOOM multi-player
-=- 8-Bit: Support from Richard Gore! problems (no cable!)!
-=- 8-Bit: New from Atari Classics -=- Jaguar: Jag doing well
Programming Club -=- Jaguar: Ted Tahquechi talks
-=- 8-Bit: RAMbit Printer Interface! about the Jaguar!
```

-=- 8-Bit: April Atari Classics Magazine -=- Jaguar: Most Wanted Games
-=- 8-Bit: PC Xformer! for the Jaguar Results
-=- 16/32-Bit: Lexicor Announces TT040 -=- Atari Show Calendar!
Clone -=- Voting Issues & Results
-=- Portfolio: Port-->8-Bit Connection! -=- Conferencing on the IRC!

-=- Conference with Atari United! -=- Upcoming conference with
Transcript! Jeff Minter (Tempest 2000)!

And much more!!!

Don't miss the very exciting third issue of CAIN Monthly Newsletter!

CAIN Newsletter can be found at:

The Atari News, Atari Library, and CAIN Newsroom on the Cleveland Free-Net
Atari SIG (go atari). telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or
129.22.8.51)

CAIN Newsletter WILL be soon available at:

atari.archive.umich.edu (ftp site)

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu
(please stipulate if you wish just THIS issue or if you wish to be
placed on the CAIN Newsletter subscription list)

3185. Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 01:15:07 UTC
From: <>
Message-ID: <2rp02r$ij@mother.usf.edu>
Source record: 186843

Well, I was finally able to locate and FTP the two files for that wonderful Lazer demo. (lazer_1.zip and lazer_2.zip on umich) And BOY was I disappointed.

Why is it that these european demo writers INSIST that everyone's TV runs at 50hz? They didn't make it support VGA, so they could have at least allowed us to set it to 60hz so people in the US can watch it.

3186. Test

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 02:17:26 UTC
From: u943336@student.canberra.edu.au
Message-ID: <1994May23.021726.10383@csc.canberra.edu.au>
Source record: 186845

[No readable article body recovered]

3187. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 02:39:32 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EEXBECCO@tecnozid.mubo.saar.de>
Source record: 186795

In <2rofp9$q6r@scapa.cs.ualberta.ca> Stuart David A wrote :

>My deskicon file is 98K and I have NO problems whatsoever. I use Dr. Bob's
>icon editor version 1.4 for the Falcon. It will even let me add icons
>(up to 199) to my deskicon file!! The file is ICDRAW14.ZIP for those that
>are curious.

I am!
Where can i get this editor?
FTP-Server?

Thank you very mouch.
Bern

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

Atari is not dead! It only smells funny! (Rock 'n' Roll)

3188. SC1224, Toadfile 85 HD, USR modem

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 02:42:23 UTC
From: stvj@pan.com
Message-ID: <9405222146204.stvj@pan.com>
Source record: 186846

For Sale!

SC1224 color monitor with internal speaker..... $135

Toadfile 85meg HD (Seagate ST296N) ICD driver, fan..... $ 200

USR Courier HST modem, will do 14.4..... $65

reply to

Stu Huffman
(317) 232-6618 days
(812) 988-7558 eve

3189. Re: Transfering data to a PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 04:44:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rpcc8$ks@mailer.fsu.edu>
Source record: 186847

Jean-Francois Delage (CV17@music.mus.polymtl.ca) wrote:
> Hi, I'd like to know how transfer a file from a st disk to a ms-dos one.
> See, I've got a mac and once this data on dos support, I can access it
> quite easily. So, how do I transfer this file from atari to a dos disk :
> is it simply a command implemented into the os, or do I need a special u
> utility for that?

If you have a TOS version greater than or equal to 1.4, you need only format disks from the desktop to get a PC compatible disk. If you have problems, I recommend the program ps2form.tos. It is old, and not impressive to look at, but it has produced PC compatible disks for me flawlessly for years. I have never had problems getting the disks to read in PCs or Macs (using AFE or DosMounter). They even read perfectly in some NEC machines that often don't accept floppies formatted on other PC clones. The program is available from atari.archive.umich.edu.

Most third party formatters will produce the correct bootsector for PCs (but you must use 80 track 9 sec/track format). Thus, Universal Item Selector, Neodesk, etc. will all produce the correct PC bootsector information. If you have some Atari formatted disks (80/9 format) with the incorrect bootsector (i.e. you formatted the disks with the TOS 1.0 or 1.2 desktop), you can write just the correct bootsector using DC Formatter. This will save you the work of transfering your files to another floppy.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3190. Re: Was Pole Position Made for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 04:49:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rpckf$ks@mailer.fsu.edu>
Source record: 186848

Fred Horvat (ap748@cleveland.Freenet.Edu) wrote:
>
> Was Pole Position ever made for the ST line? If so if anyone
> out there is willing to sell theirs please E-mail me.

I believe the answer is no. My understanding is that Lotus Challange III
and Formula 1 Grand Prix are the best car racing games on the ST.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3191. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 04:50:57 UTC
From: steve-j@teleport.com
Message-ID: <2rpcnh$81a@kelly.teleport.com>
Source record: 186849

In article <2rp02r$ij@mother.usf.edu>,
Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>Well, I was finally able to locate and FTP the two files for that wonderful
>Lazer demo. (lazer_1.zip and lazer_2.zip on umich) And BOY was I
>disappointed.
>
>Why is it that these european demo writers INSIST that everyone's TV runs at
>50hz? They didn't make it support VGA, so they could have at least allowed us
>to set it to 60hz so people in the US can watch it.

It runs fine at 60Hz for me!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3192. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 05:18:46 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769746680.0@mettav.royle>
Source record: 186693

It was none other than "Ofir Gal" that wrote on 17 May 94 that ,

>> ATM I'm waiting to see before upgrading .Can anyone confirm or deny
>> the
"G> above ?
"G> I have DB3 and use it on a Falcon. I only had it for a few days, but
"G> it hasn't crashed yet and seems to be working perfectly.

Indeed the person who posted has clarified in here and it may be a peculiarity
of his set up ,don't know . Also reading about patches up to
3.02 so maybe you have a later version ?

Any major changes to the handling of incremental backup's ?

////
Graham Irvine
grin.mettav.royle.org

3193. no highlights on fzt

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 05:23:18 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769746680.1@mettav.royle>
Source record: 186691

It was none other than metro that wrote on 17 May 94 that ,

m> I'm using freaze dried terminal can anyone tell me why it doesn't
m> show highlights? otherwise I would like it. I use an atari 1040st with
m> a monochrome moniter and vt52 emulation.

Do you mean text highlight's ? FZDT ain't to hot in mono and is best in Med
IMO and doesn't support this in mono anyay .

MHYG
Graham

3194. Looking for bitmap-manipulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 05:39:06 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769746680.2@mettav.royle>
Source record: 186692

It was none other than -Unknown- that wrote on 18 May 94 that ,

-> is there a pd prog with wich i can manipulate bitmaps,
-> e.g. brighten/darken a bitmap-picture for printout?

Gemview is undoubtedly the best tool for this specifically.

but AIM is a much more comprehensive image processing tool but quite
hard to get to grip's with , but not much it can't do if you can !

////
Graham Irvine
grin.mettav.royle.org

3195. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 06:24:55 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.769674295@gold>
Source record: 186661

In <2rp02r$ij@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>Well, I was finally able to locate and FTP the two files for that wonderful
>Lazer demo. (lazer_1.zip and lazer_2.zip on umich) And BOY was I
>disappointed.

>Why is it that these european demo writers INSIST that everyone's TV runs at
>50hz? They didn't make it support VGA, so they could have at least allowed us
>to set it to 60hz so people in the US can watch it.

I would think one of the main reasons is because at 50hz you get more time
for your program. The screen is draw only 50 times compared to 60-70 for
US TVs and VGA.

--
No .sig available

3196. Lotsa Atari ST Hardware for Sale!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 06:52:23 UTC
From: bensmith@teleport.com
Message-ID: <2rpjr7$au6@kelly.teleport.com>
Source record: 186850

I have the Following ST Item's for Sale:

ATARI MEGA ST2 <UPGRADED> to 4 Megs, complete: $350.

ATARI SLM804 Laser Printer, complete: $300.

ATARI 520STM Computer upgraded to 1 MegaByte of RAM, with RF Port for Output to TV(B&W or Color), Mouse & a Repairable Power Supply: $75.

ATARI SF314 DSDD Floppy Drive with Cable and a Repairable Power Supply(I think?): $75.

ATARI SC1224 Color Monitor: $125.

ATARI SM124 MonoChrome Monitor: $75.

Or you can Buy an ATARI 520STM Computer Upgraded to 1 MegaByte of RAM, with RF Port for Output to TV(B&W or Color), Mouse & Power Supply, Atari Floppy Drive and a MonoChrome Monitor: $150.

If your interested in any of this or wan't to call about what else I have available, call Ben at (503)256-9974 anytime or Mail me on the Internet at this address: bensmith@teleport.com

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3197. All Computer, All Game Machine and Electronics Swap Meet.

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 07:01:43 UTC
From: bensmith@teleport.com
Message-ID: <2rpkcn$b48@kelly.teleport.com>
Source record: 186651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

YOU are welcome to come to an All Computer and Electronics Swap Meet.
ALL Computers are welcome such as Atari, Apple, Macintosh, IBM,
Commodore, Amiga and all other Computer Types! Also welcome are all
types of peripherals, such as Printers, Modems, Monitors, Hard Drives
and any kind of Peripherals, Game Machines such as Nintendo, Super
Nintendo, Sega Genesis, Jaguar, and Lynx.

All Computers, Game Machines and Electronics are Welcome!!!

The Swap Meet will be held at the NW Service Center at NW 18th and
Everrett Street in NW Portland. From 7PM - 10PM on June 6th, 1994.

FREE ADMISSION!!! EVERYONE WELCOME!!!

Call Ben for Table Spaces, $10 a unit. Call for more info (503)256-9974
This Swap Meet sponsored by ACE of America.

Reply in E-Mail.

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3198. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 08:46:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2rpqi3$7st@percy.cs.bham.ac.uk>
Source record: 186655

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>My deskicon file is 98K and I have NO problems whatsoever. I use Dr. Bob's
>icon editor version 1.4 for the Falcon. It will even let me add icons
>(up to 199) to my deskicon file!! The file is ICDRAW14.ZIP for those that
>are curious.
>
>Probably the limit of 64K is just the default size (before expansion) of the
>.RSC file. Originally it contains rougly 30 or so icons in it.

Is ICDRAW14.ZIP ftp-able from anywhere?

The 64K 'limit' is because in the RSC file header there is a field
(don't ask me why) which contains the file length. The field is only
16 bits wide, hence 64K.

Apparently the AES rsrc_load call happily reads in files > 64K.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3199. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 09:05:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2rprl7$881@percy.cs.bham.ac.uk>
Source record: 186656

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I have recently bought a 2nd hand Falcon (TOS 4.01) 4/65. At present
>it boots up into some get interface, but not MultiTOS. However the MTOS
>disk does not contain any "INSTALL.PRG" so ot will not install it.

MTOS should be pre-installed on the internal disk. To enable it, just
rename c:\auto\mint.prx to c:\auto\mint.prg, or use the MiNT CPX
(easier).

>I have also noticed that the re-draw rate on the screen is awful,
>is there any way around this?

Yes, buy NVDI from System Solutions (50 pounds ish - isn't everything
for the ST :-). It replaces the builtin VDI (the bit of TOS that draws
everything on the screen slowly) with a turbo-fast version.

An essential purchase!

>Is it worth ditching 4.01 in favour of 4.05/5? If so how difficult is
>it to install.

4.01 is basically broken. AFAICS, installing a later version is simply
a matter of unplugging the ROMs and plugging a new set in. Call Compo,
they are the only UK Atari-approved way of getting TOS upgrades.

TOS 5 is still not available; it has been available in beta form to
developers for a while. Basically, it contains the MTOS version (v4.0)
of AES in ROM (actually, a much better version (v4.1) of the MTOS
AES).

--
--Chris

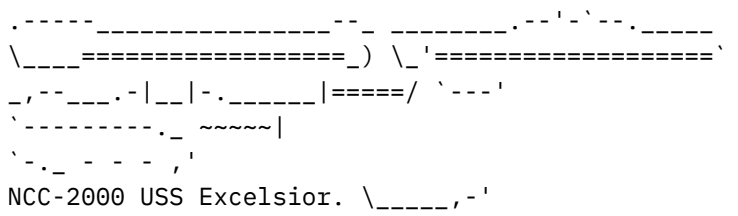
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3200. Re: ST Emulator on PC

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 09:56:03 UTC
From: ajg-a@minster.york.ac.uk
Message-ID: <769683363.64@p9news.cs.york.ac.uk>
Source record: 186657

laurent.lebecque@crpht.lu writes:
> Could somebody tell me if there is a good St Emulator on IBM PC ?
> Thank you.

Yes, but it's expensive. It's called Gemulator and requires either
a 486SX-25 or a 386-40 to get the same performance as the 8Mhz 68000
in the ST.
I can't remember how much it costs, but if want to know more email
me and I'll dig the article out about it and send you a summary of it.

ajg-a@minster.york.ac.uk _


3201. M.U.L.E enquirers

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 10:39:36 UTC
From: tal@st-andrews.ac.uk
Message-ID: <2rq158$l9v@calvin.st-and.ac.uk>
Source record: 186659

Given how the high and might YaK seems to have taken over this newsgroup (all bow down and say llama :-)), I don't know if this will get noticed :-(

Anyway due to an accident with an expired quota limit and a mailbox I have lost the list of people I sent a copy of M.U.L.E to. Could those people please get in touch with me again via email and I will try to put the addresses somewhere more permanent :-)

It was suggested by someone (can't remember who, see above) that I should change the name as it is really my interpretation of M.U.L.E not a port. This seems like a good idea to me, so any suggestions for a new name will be well received (as long as it dosen't involve llamas :-)).

Tim Lister
--
The secret of success in Maths: "Plagiarize. Plagiarize, let no one's work evade your eyes, but remember all of the time to call it... research" - Tom Lehrer.
GS(A&A) -p+ c++++ l++ u++ e++ m+(-) s++/ !n(+) h+(*) f+ g+ w+(+++) t+ r+(++) y? (finger hayden@vax1.mankato.msus.edu to get translation)

3202. Re: Ram tester wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 10:46:17 UTC
From: eagor@cix.compulink.co.uk
Message-ID: <Cq94L6.7A0@cix.compulink.co.uk>
Source record: 186686

hi this is a test message for me.

My name is darren and i live in east london Britain

Regarding ram upgrades i upgraded my STE from 2mb to 4mb with
MARPET and had no probs whatsoever.

Hope that helps

Darren

3203. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 11:00:21 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2rq2c5$b64@canopus.cc.umanitoba.ca>
Source record: 186660
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Battle Of Britain.............$ 20.00
Starglider 2..................$ 12.00
Advanced Destroyer Simulator...$ 15.00
Firezone......................$ 10.00
Sherman M4....................$ 10.00
World Snooker.................$ 10.00
Zany Golf.....................$ 8.00 (no docs?)
The Pawn......................$ 10.00
TV Sports Football............$ 10.00
10th Frame Bowling............$ 10.00

Michtron BBS..................$ 5.00 (classic bbs software, no box&docs)
Degas Elite...................$ 8.00 (no box or docs)
DC Utilities v2.0d (latest)....$ 7.00
DC Shower v1.0e (latest).......$ 7.00

=====================================================================
MAGAZINES
=====================================================================
Atari Interface Magazine (AIM):
3/91, 10/91 thru 4/93
--- 13 issues total.....$8+shipping

ST Applications (British):
1/93, 3/93
--- 2 issues total......$4+shipping

Atari Explorer:
4/89, Spring 90, 1/91 thru 2/93
--- 13 issues total.....$10+shipping

STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$40+shipping

All above magazines: $50+shipping!!!!!!
```

```
=============================================================================
MISCELLANEOUS
=============================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=============================================================================
```

3204. STE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 12:07:08 UTC
From: osantiag@fiji.gesd
Message-ID: <2rq69c$sos@cnn.MOTOWN.GE.COM>
Source record: 186662

I am currently selling my 520 ste with 4 mb/ 120 mb HD. This system includes a color 1224 monitor with Spectre GCR emulator with genuine MAC roms. I am selling the system for $600 or
best offer. The system has the ICD link adapter for the hard drive. I am also willing to trade
the machine for a 486 DX33 or DX/2 66 I don't need a monitor for the IBM machine. You can notify me at 215-457-6074 or a the mail address below. Thanks.

Sincerely,

Orlando Santiago osantiag@motown.ge.com

P.S. I am still an Atari user. I still have my spare Mega 4 machine. I need a PC for a job that I am working at.

3205. Re: WinX with MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 12:23:57 UTC
From: michrm@central.susx.ac.uk
Message-ID: <2rq78t$2nj@infa.central.susx.ac.uk>
Source record: 186584

A.V. Groenink (avg@cwi.nl) wrote:
: Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

: >It was none other than Warwick Allison that wrote on 9 May 94 that ,
: > >> WINX with MiNT and without MultiTOS should work.
: > >> WINX has much more features than MultiTOS now has. Have a look at
: > >> the latest free beta version 2.3g.
: > WA> Do you mean that WINX makes plain TOS 3.06 have coloured icons, 3D
: > WA> buttons, and allow multitasking of GEM applications (with
: > WA> MiNT)????!!!
: > WA> That would be very nice, if true.

: >And one hell of an upgrade from 2.2 !

: >I think however he might be referring to the added Window gadgetry only.

: Does it do the MultiTOS icons? (hopefully aestetically nicer as well...)

I would like to be able to get hold of it...anyone know of an ftp site yet
it was nuucp only like post I saw.

3206. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 12:38:29 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de0a3b9@sirius.herts.ac.uk>
Source record: 186667
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by DuncMan...
|> Duncan (75% certain to save up and buy SMS2)

Well, here I am again. Having read the ST Review feature (The
mag really has improved since I last read it), some useful EMails from
readers, and the posts stuck here, I've been reconsidering my opinion. I've
tried to draw up a list of each system's advantages and disadvantages.
If I've got anything wrong, then please correct me.
AFAIK, there are currently 5 multitasking replacement O/Ss that
will run on an STE. My system is rather minimal, being just 1Mb with no
HD. This has coloured my opinions a little, understandably.
Oh, and it was ST Format that thought SMS2 was the same as Unix...

GEM type O/Ss
-------------

MultiTOS
--------
for: The official standard
Pre-emptive
Built in desktop
Compatible with MultiTOS (!)
against: Bugged (alledgedly)
Needs 2Mb & an HD
Tricky to configure
Slow
Uses GEM-style interface

Geneva
------
for: Fast
Stable
Extra facilities over GEM
against: Needs 2Mb
Runs .TOS & .TTP programs in single tasking mode
Co-operative
Does not replace entire O/S
Needs separate desktop
Limited features
Not fully MultiTOS compatible
Uses GEM-style interface

Mag!x
-----
for: Very fast
```

Stable
Built in desktop
Runs .TOS & .TTP programs in multitasking mode
Compatible with TOS/GEM
against: Needs 2Mb
Uses GEM-style interface

Non-GEM type O/Ss

OMEn
----
for: Versions coming for other systems
Built in desktop
Device drivers
against: Not compatible with TOS/GEM
No apparent support yet
Not available yet

SMS2
----
for: Pre-emptive
Very fast
Very small
Built in desktop
Built in networking
Device drivers
Works in 0.5Mb & no HD
against: Not compatible with TOS/GEM
Object oriented (jargon!)
Little apparent support yet
Needs separate MSDOS/TOS disk reading software
Relatively expensive

I have to admit, I don't much like GEM. It looks somehow
primitive (this is understandable when you consider how old it is) (as
does MS Windows, IMHO). I'd rather be using a computer with a more
professional, capable feel. SMS2 gives me that impression.
There isn't a whole lot of software yet, but what there is looks
rather more capable than a lot of the GEM stuff that exists. I also like
the use of a 6*8 font in SMS2 and OMEn- allowing an 80*25 terminal emulator
to sit in window, or lots more columns of a spreadsheet to be seen at
once.
I'm not sure I want to stick with an O/S that is based on TOS,
let alone GEM. I'd like to be able to share data with my exsiting
GEM/TOS software, but that means being able to read the disks. A few
people have said that there is an SMS2 program to do this, but I haven't
heard anything about this on OMEn.
In summary, then;

Duncan (85% certain to save up and buy SMS2
60% " " " " " " Mag!x

```
60% " " " " " " OMEn
40% " " " " " " MultiTOS
35% " " " " " " Geneva)

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

3207. Re: Neodesk Upgrades

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 12:45:38 UTC
From: donaldp@scowpat
Message-ID: <1994May23.124538.4081@sco.com>
Source record: 186663

NORMAN S L (cc103@city.ac.uk) wrote:
: I have downloaded the Neodesk 3.02 to 3.03 upgrade from atari archive.
: Reading in the Text file this version is only recommended for USA versions
: of Neodesk, Anybody know where I can get an upgrade for the UK version?

I'm fairly sure that I got mine from GST. They are contactable
via email as user@gst-soft.demon.co.uk Works fine and is now
MiNT aware, though not 100% compatible. Can't get it to work
with 1.10 though - causes MiNT to crash and exit!

: Ta,
: --
: Stephen Norman - Nogssoft Software
: E-mail: cc103@city.ac.uk
: http://web.city.ac.uk/~cc103
: Treat Her Like A Lady And She'll Always Bring You Home

Your welcome,

Donald

3208. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 13:34:36 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <769700076snz@vissci.demon.co.uk>
Source record: 186672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2r85gv$d5a@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

> Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:
>
> > Is there any way to use a QIC-80 tape on an STe?
> > I really want a tape backup but can't afford a SCSI tape.
> > Mabee an interface/software combination could be developed
> > that uses ther cheap DOS tape units. Why not use the second
> > floppy port and software or an iterface to serial or SCSI
> > and software??
>
> > If this is not possible, WHY????
>
> It would surely be possible to use one of the many PC tape units that
> connect to the parallel printer port, give that someone would write the
> software to do it. This would be a product I would most certainly purchase
> or register. Perhaps it could be added to Diamond Back 3 or GEMar. Heck,
> even a command line tar-style interface would be fine.

I called a few of the places manufacturing parallel port backup devices, and
asked if they would allow me to write GEM based software for the Atari
series of computers. All I needed was the codes which are sent down the
parallel port - I would be prepared to buy the backup device.

In all of the cases, the answer was "bugger off, its a secret".

>
> Coming up with a way to use the internal PC tape drives would probably be
> much more difficult, requiring hardware and logic (i.e. an interface board),
> in addition to software.

As far as I am aware, the cheap internal ones are IDE - (I have no idea how
a Falcon would see it though !)

>
> SCSI tape drives are not always super expensive. For example, I see an ad
> (Spectrum 1-800-959-1030) for guaranteed refurb Wangtek 5150ES QIC-150 drives
> for $270, and used deals can be much lower than that on misc.forsale.computers.
>
> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

> **
>

--

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

3209. C compiler for Atari STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 15:06:33 UTC
From: jymec@westminster.ac.uk
Message-ID: <Cq9GMy.K4F@westminster.ac.uk>
Source record: 186664

Can anyone help???????

I am looking for a 'C' compiler for my atari STe. The ones I have found
so far require me to have a hard disk (which I don't have!!). Can anyone point
me in the right direction for any FTP sites that I can obtain one from?????

Also can I get a 'C++' compiler from anywhere or anyone????

Thank you in advance.....
KEV!!(Proud STe owner)

ps. you can e-mail or post any info, I'm not that fussed

3210. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 15:09:02 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405231429.AA05554@ilmen.lanl.gov>
Source record: 186666

In article mqm@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>
>>Hey it's strange but it happens. [...]
>
>Indeed. There is actually grounds for a rumour like this:
>
[...]

All very true, guys. It just goes to show that there is nothing at all wrong with a little 'guarded' optimism. Dreams DO come true on occasion. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

3211. C compiler

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 15:13:46 UTC
From: wepec@westminster.ac.uk
Message-ID: <Cq9Gyz.Kzr@westminster.ac.uk>
Source record: 186665

Can anyone help me !!!!

I'm looking for a C or C++ compiler for my Atari STfm/STe
The ones I have found through FTP, require a hard disk
(which I don't have) , Can anyone point me in the right
direction ?????

Y.C

p.s replies by e-mail or post , I don't mind

3212. Deal: Atari 1040STf 2drvs, Mono monitor

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 16:38:06 UTC
From: mags@phantasm.esd.sgi.com
Message-ID: <2rqm5e$b@gazette.esd.sgi.com>
Source record: 186668
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

```
Atari 1040STF (2 3.5 drives)
14" Monochrome monitor
1 MB memory

$190

=-=-=-
```

3213. Booting from Floppy disk with HD connec

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 17:32:32 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <769734241.AA05673@byte.bbs.no>
Source record: 186674

zcgbbac@ucl.ac.uk (Mr Bruce Albert Cotsell) :
>I have a Gasteiner Hard Drive that I bought a couple of months ago.

>How do I boot up from a floppy disk now? If I boot up with the hard
>drive on and a floppy in drive a: the hard disk boots anyway. If I
>boot up with the hard drive turned off the system starts incorrectly
>whether there is a disk in drive A: or not. The only way seems to be
>to unplug the hard drive from the computer and boot from a floppy
>disk in drive a:
>
>There must be a way to bypass the hard drive on boot up.

It should be possible to put a program on the boot-sector of a floppy
disk which would automactically set the deafult boot device (bootdev ,
[systemvariable] $446) to 0 (zero ,drive A).

I don't know if this would work with a Gasteiner Hard Drive and nor
do I know about such a program which can install such a boot-sector.

Try to set $446 to 0 (any BASIC language etc. would do) after booting
from the hard drive and do a reboot. The floppy drive _may_ be the
boot-device now if you're lucky. [This will basically do the same
thing as setting $446 to 0 from the boot-sector as these values
are normally not altered by a reset. If $446 already contains 0 then
this won't naturally help you much.]

__ ___ __ __ ___ _ __
/_ / /_ / / /) /_
jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_
Programmers of Mnilu
the Shareware GfA 2 Compiler

::
:SuperView - Fed up with GEM's awful Show/Print/Cancel? Replace it:
:with SuperView - Hundreds of options: pre-defined search strings,:
:up to 9 files in memory ,replaying of sample files ,displaying of:
:image files ,hex mode ,etc .. . - Loads from the AuTo folder > No:
:boaring re-loading each time -> also perfect for floppy only users:
::

....
Mnilu - GfA BASIC v2 Compiler - Compile GfA v2 source code into
GEMDOS executable porgrams by using our shareware Mnilu compiler
-Among others avaliable from Goodmans GD2196 and FaST Club PR483
"""

```
.............................................................
One Jack - the program launcher - No need to go through all the
folders to run a program - One Jack will do it - AvaliablE NoW
> Fully useable with ALL TOS's and ALL replacement desktops <
-_-_-_
```

3214. Morphing

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 17:35:36 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <769734241.AA05674@byte.bbs.no>
Source record: 186676

Does anybody know of a morphing package that is either PD or Shareware,
or even a demo of a commercial product?

3215. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 17:56:16 UTC
From: g051@cpcw4.uea.ac.uk
Message-ID: <2rqqo0$26v@cpca3.uea.ac.uk>
Source record: 186669

>Has anyone read the article on page 12 of ST Format entitled STF grabs
>53% of the ST mag market. I get all the st magazines, i wouldn't say that
>I am a very serious user but ST format contains so much cr*p By the end
>of reading it i have hardly gained any info. So who does think STF is any
>good , reasons please !!
>

The coverdisks seem to be the only redeeming feature at the moment. Take the
SMS2 review for example, what did it tell me that I didn't already know
from looking at the advert? Nothing new, most of us already know what
multi-tasking is about.

Mind you, from what I remember form my under-grad days, concurrency seems
a better description.

Ian B.

g051@uea.ac.uk

3216. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 19:30:59 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cq9svn.56L@freenet.carleton.ca>
Source record: 186678

In a previous article, millert@undergrad.ec.usf.edu. (Timothy Miller) says:

>Well, I was finally able to locate and FTP the two files for that wonderful
>Lazer demo. (lazer_1.zip and lazer_2.zip on umich) And BOY was I
>disappointed.
>
>Why is it that these european demo writers INSIST that everyone's TV runs at
>50hz? They didn't make it support VGA, so they could have at least allowed us
>to set it to 60hz so people in the US can watch it.
>
>
I live in Ottawa (that is in Canada, NA for the geographically
challenged :-) and I have had no problems whatsoever viewing any of my
Falcon demos on a TV or SC1224. As far as supporting VGA, forget it!
PLEASE use the RGB! You cannot get 768x480x16bit on a VGA and that is what
a lot of the demos use. I believe they also take advantage of the extra
clock cycles when an RGB is hooked up. Come on, most people already have
an SC1224 and if they do not they can pick one up very cheaply used or new.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3217. FALCON GAMES

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 19:48:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rr19u$h2m@dux.dundee.ac.uk>
Source record: 186679

What if any FALCON games are available?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3218. WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 19:52:01 UTC
From: nj1@ukc.ac.uk
Message-ID: <8059@merlin.ukc.ac.uk>
Source record: 186673

I have a problem recording to my HD using WinRec.

The trouble is, I need to set the walkman to a ridiculously low volume just so I don't overload the circuitry in my Falcon - usually the volume has to be set to as low as one or even a half (the scale goes up to ten).

I guess the reason is that the walkman is powering the connection (as it would need to if headphones were connected) as is the microphone jack on the Falcon, as it would need to if a Microphone were connected. So I have twice the power that is needed going through the connection.....

Any ideas how I could overcome this, and does anybody else have any similar problems???

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

3219. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 20:02:36 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994May23.200236.15545@beaver.cs.washington.edu>
Source record: 186680

Al Huyghe (ahuyghe@madwand.bison.mb.ca) wrote:
: Hi to All;
: Does anyone know of a falcon icon editor which will allow me to add
: icons to the already existing base?

Yes, in a few months, you'll see the ULTIMATE desktop utility. It is called Desktop Wallpaper, and it allows you to replace the desktop background with any image (tiled or not) and allows you to edit these images in a VERY nice toolbar-type editor that runs as an accessory. The program even works under MULTITOS! Anyway, it allows you to edit desktop icons as well. You can set them to any size, add them to the file, or edit old ones.

Just a hint of what's to come...

-Stuart Denman
StuSoft

3220. Re: WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 20:19:52 UTC
From: bjgrier@bnr.ca
Message-ID: <Cq9v57.LFG@nrtpa22.bnr.ca>
Source record: 186671

In article <8059@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
|>
|> I have a problem recording to my HD using WinRec.
|>
|> The trouble is, I need to set the walkman to a ridiculously low volume just so
|> I don't overload the circuitry in my Falcon - usually the volume has to be set
|> to as low as one or even a half (the scale goes up to ten).
|>
|> I guess the reason is that the walkman is powering the connection (as it would
|> need to if headphones were connected) as is the microphone jack on the Falcon,
|> as it would need to if a Microphone were connected. So I have twice the power
|> that is needed going through the connection.....
|>
|> Any ideas how I could overcome this, and does anybody else have any similar
|> problems???
|>
|> Neil.
|> --
|> Neil Jones-Rodway UNIVERSITY OF KENT
|> Computer Science Student At Canterbury ####
|>
|> -----= All the views expressed are my own - I enjoy having an opinion ==-----

A microphone input is designed to recognize a VERY LOW POWERED signal
and amplify it to a useable level. The outputs from your stereo are
amplified and can destroy the inputs to your Falcon. If you can use
an audio source with LINE outputs that should work just fine.

If you only have the walkman you can use an audio tapered variable resistor,
a linear taper will also work, connecting one end to the audio, the other end
to ground, and the ceneter connector to the Falcon, through a non polarized
capacitor.

This is effectively lowering the volume and removing any DC bias the signal may
have. In any case you should definitely remove the DC bias with the capacitor.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

|_____|_____|

3221. Linux

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 20:49:12 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEXUDHWC@dksoft.ping.dk>
Source record: 186677

Hi. A friend of mine is looking for Linux. does anyone know where
to get it ?

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

3222. Re: JPG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 20:56:23 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994May23.205623.17231@beaver.cs.washington.edu>
Source record: 186681

THOMAS RIKER (thomas.riker@edge.iac.net) wrote:
: Could you uuencode a copy of Speed of Light and send it to me, or
: anyone.

You'll have to wait until June 1st. Version 3.1 is beta-testing on Nova graphics cards at the moment. Soon, though. You'll be able to ftp it from atari.archive.umich.edu. Anyone can send me mail after June 1st and I'll be glad to uuencode them a copy.

-Stuart Denman
StuSoft
sdenman@cs.washington.edu

3223. Problem with Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 21:16:32 UTC
From: <>
Message-ID: <2rr6fh$6hp@mother.usf.edu>
Source record: 186675

I have a Mega ST2 here I'm trying to repair. On the numeric keypad, the 1 repeats, and the two doesn't work. My guess is that the switches are dirty, but I can't figure out how to disassemble them. Can anyone help?

3224. Re: RIP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 21:45:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <1lcj6k7d@mk.maus.ruhr.de>
Source record: 186602

RA>Look for a file called "strip.lzh" or similar at
RA>atari.archive.umich.edu (and mirrors) in the Telecomm directory - I
RA>believe this is a monochrome-only RIP terminal program (due to the
RA>minimum resolution required for RIP). I haven't messed with it much
RA>as I don't call RIP BBS's, but it does exist...

Thanks, I had a look at it, but it is not what I want. ST-RIP doesn't run on my Falcon... :-(and it is only a Monochrom-Version.

Isn't there any other Terminal-Programm which can emulate RIP-Script? I don't want to buy a PC for that lousy job.

Tschau,

/Martin/

3225. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 22:51:12 UTC
From: <>
Message-ID: <2rrc10$6ur@mother.usf.edu>
Source record: 186687

In article <2rpcnh$81a@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>In article <2rp02r$ij@mother.usf.edu>,
>Timothy Miller <millert@undergrad.ec.usf.edu.> wrote:
>>Well, I was finally able to locate and FTP the two files for that wonderful
>>Lazer demo. (lazer_1.zip and lazer_2.zip on umich) And BOY was I
>>disappointed.
>>
>>Why is it that these european demo writers INSIST that everyone's TV runs at
>>50hz? They didn't make it support VGA, so they could have at least allowed us
>>to set it to 60hz so people in the US can watch it.
>
>
>
>It runs fine at 60Hz for me!
>
>
>
>
How do you get it to work at 60hz? I just connected it to my TV, and as with
all other 50hz demos, the screen did nothing but roll. Is there a different
version? How can I configure it for 50hz?

3226. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 22:52:22 UTC
From: <>
Message-ID: <2rrc36$6us@mother.usf.edu>
Source record: 186688

In article <Cq9svn.56L@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
>
>
>In a previous article, millert@undergrad.ec.usf.edu. (Timothy Miller) says:
>
>>Well, I was finally able to locate and FTP the two files for that wonderful
>>Lazer demo. (lazer_1.zip and lazer_2.zip on umich) And BOY was I
>>disappointed.
>>
>>Why is it that these european demo writers INSIST that everyone's TV runs at
>>50hz? They didn't make it support VGA, so they could have at least allowed us
>>to set it to 60hz so people in the US can watch it.
>>
>>
> I live in Ottawa (that is in Canada, NA for the geographically
>challenged :-) and I have had no problems whatsoever viewing any of my
>Falcon demos on a TV or SC1224. As far as supporting VGA, forget it!
>PLEASE use the RGB! You cannot get 768x480x16bit on a VGA and that is what
>a lot of the demos use. I believe they also take advantage of the extra
>clock cycles when an RGB is hooked up. Come on, most people already have
>an SC1224 and if they do not they can pick one up very cheaply used or new.
>
I don't have an RGB monitor. Just a TV, and they're all at 60hz here in the US.

3227. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 22:53:53 UTC
From: <>
Message-ID: <2rrc61$6uu@mother.usf.edu>
Source record: 186689

Two friend of mine bought NVDI. One didn't get a manual, and the both said
that it was loaded with bugs.

3228. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-23 22:56:39 UTC
From: <>
Message-ID: <2rrcb7$6v1@mother.usf.edu>
Source record: 186690
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

If you don't have a GEM style interface, how do you run GEM programs?

3229. Wanted: Atari ST/STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 00:14:05 UTC
From: ronald@spartan.ac.BrockU.CA
Message-ID: <1994May24.001405.1724@spartan.ac.BrockU.CA>
Source record: 186682

Wanted: ATARI ST/STe Computer with separate keyboard and 4M of memory.
Would prefer MEGA ST4. Would consider MEGA 4, 2, or 1 STe (w/o HD).
Must be in good condition. Prefer tamper indication seal still intact.
Willing to consider purchasing an entire system if the price is right.
Must be within three hours driving distance of Niagara Falls. (e.g.
between Oshawa, Syracuse, Erie and London (Ontario). Either reply, or
call 905-684-9563 and leave a message anytime night or day.

--
==
Ronald Snelgrove Physics Department, Brock University
St. Catharines, Ontario, Canada ((905) 688 5550 x4090)
Politically incorrect and damned proud of it!

3230. Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 00:53:42 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2rrj6m$o98@news.u.washington.edu>
Source record: 186685

..... today. t seems that I can access my C, D, and E partitions on my Falcon, but I can't access my F partition. I called my local Atari-repair center about it and thery said that the earily Falcons had a problem where, if a partition gets full, the preceding partion's FAT gets screwed up.

Does anyone have any suggestions as far as how to recover the material on my F partition? Whenever I access the F drive, two cherry bombs appear, then a third is added.

If it helps any, all of the files I want are text based....

3231. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 00:59:26 UTC
From: theo@mailmak.ping.de
Message-ID: <940524508@mailmak.ping.de>
Source record: 186788

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: u <2rl8jk$1ef@charm.magnus.acs.ohio-state.edu>
: X-Newsreader: CixRead/CixComm

: > So what's the scoop on MiNT NET 4? Anybody out there using it willing t

: Well I ftped MiNT-Net 0.4 from uni-paderborn last night. It had only been
: up there a few hours when I got (I think).

: I've only had it running for a little time, as it comes with a patch for
: MiNT 1.10, so I had to recompile that first. Which wouldn't be problem if my
: GCC hadn't packed up. Lucky I backed it all up last week!

: Anyway so far its much the same, but as the .XDD file has grown from 50K
: to 80K I suspect its much more developed. Seems to work with Ulrich's NFS
: as well as 0.3 did.

Ooopps, Roland
It's not just 30k "bigger" In this 30k you'll find TCP-Support. That
means you can now compile and run most TCP/IP Clients. I already
compiled ftp, ftpd, finger, fingerd. After I received MiNT-Net 0.4
i did a 2 hrs. lasting WWW-Session with Bart Schulers "lynx" Port. I
really enjoyed it, doing this with my Mega-4.
I think there will be a lot of new Internet-Tools in the near future.
There were rumours that some people are working on a GEM-based WWW-Client.
So, if you have an Atari and a SLIP-Account, just hold the line ;-) !

cheerio Theo

3232. Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 03:03:06 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769746680.3@mettav.royle>
Source record: 186694

It was none other than Al Huyghe that wrote on 20 May 94 that ,

AH> Does anyone know of a falcon icon editor which will allow me to add
AH> icons to the already existing base?
AH> All replys welcome.

ICDRAW (Dr Bobware) Shareware
T4EDItor Shareware
INTERFACE Commercial

MHYG
Graham

3233. searching video titling SW

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 03:07:56 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769746680.4@mettav.royle>
Source record: 186695

It was none other than Beat Meier that wrote on 21 May 94 that ,

BM> What video titling software (shareware, publicdomain, comercial)
BM> are there for the atari ?
BM> I'm also interested in animation progs.

The 'Cyber Series' (Paint,Sculpt,Studio) are good ,but a bit old now. Indeed
Paint sadly doesn't like new TOS's which is a shame because it is
a easy package to use and get very reasonable effect's.

Personally I find this route offer's me much more scope than a dedicated
Video Titler which to me proved to be too limited.

There is also a Video Titler design data disk available with some already made
up 3D lettering etc . As these packages are no longer supported (although see
below) you might be able to pick them up quite cheap.

I beleive Lexicor (or at least 16/32 who distribute there stuff in the UK) have
taken over some of these program's after Antics demise and indeed produce some
pretty smart program's of there own .

////
Graham Irvine
grin.mettav.royle.org

3234. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 04:24:00 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rrvh0$aip@uqcspe.cs.uq.oz.au>
Source record: 186696

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>My deskicon.rsc file is nearly 150k long, I heard that RSC files had a 64k
>limit. Could this be the reason, and if so how come the desktop can load it
>fine??

Old-format RSC files (those before colour icons were added to the AES)
were limited to 64K total size (lots of 16-bit values in them).

The new format allows extensions at the end of this 64K limit. Colour icons
is one of those extensions. This still means that some RSC components are
limited, but as colour icons can be very large, putting them above the 64K
limit leaves plenty of room for other structures.

To edit them, you'll need something that understands the new format.

Interface, the RSC editor, does. It is a fully-fledged RSC-editor, not just
an icon editor (so you can change all sorts of stuff in existing programs,
such as adding 3D effects to buttons). Interface is a commercial product,
contact gribnif@genie.geis.com for more info.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3235. Re: Booting from Floppy disk with HD connected

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 04:31:19 UTC
From: diehl@io.org
Message-ID: <2rrvun$9at@ionews.io.org>
Source record: 186758

If you are using AHDI or ICD to format the hard drive, then holding down ALTERNATE _after_ the floppy accesses the first time will bypass the hard drive. (i.e. the machine gets turned on, the floppy is accessed; the light comes on. When the light goes off, hold ALTERNATE)

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

3236. Re: Ms-dos disk and ST atari. HELP.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 04:33:27 UTC
From: diehl@io.org
Message-ID: <2rs02n$9d8@ionews.io.org>
Source record: 186754

RE: MS-DOS DISKS IN AN ATARI

Only if the disk is formatted 720k.

_____ ______ _____
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
___________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
__________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

3237. Re: Morphing

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 04:36:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rs07t$auq@uqcspe.cs.uq.oz.au>
Source record: 186697

William.Kent@f100.n30.z47.byte.bbs.no (William Kent) writes:

>Does anybody know of a morphing package that is either PD or Shareware,
>or even a demo of a commercial product?

There is C sourcecode for it, if you've got a compiler. It was available
at the Dr. Dobbs FTP site at one time. Other than that, I don't know.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3238. ICD Support...??

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 05:25:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2rs34o$85h@golem.wcc.govt.nz>
Source record: 186751

ICD Utils....

There has been some references here to later versions on ICD hard drive software, like 6.5.x...

Is this the Pro version or the normal one...

The Latest on GEnie is 6.4.3, and from this it looks like they no longer use GEnie for support...???

So if there are later versions of there normal utils, were do I dnload this from, Please don't state there BBS or Genie, there BBS only runs at 2400 with V.xx modems...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3239. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 05:30:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqAKn1.AvH@cix.compulink.co.uk>
Source record: 186625

In message <2rrc61$6uu@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>
>Two friend of mine bought NVDI. One didn't get a manual, and the both said
>that it was loaded with bugs.

That's a load of nonsense. There are a couple of bugs, but on the whole I
wish everything was as reliable as NVDI.

Ofir ogal@cix.compulink.co.uk

3240. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 05:30:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqAKn7.Aw5@cix.compulink.co.uk>
Source record: 186626
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>
>If you don't have a GEM style interface, how do you run GEM programs?

You don't.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

3241. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 05:30:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqAKnB.Awr@cix.compulink.co.uk>
Source record: 186624
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In message 4114@cix, jbeeghly@u.washington.edu said:
>
>..... today. t seems that I can access my C, D, and E partitions on my
>Falcon, but I can't access my F partition. I called my local Atari-repair
>center about it and thery said that the earily Falcons had a problem
>where, if a partition gets full, the preceding partion's FAT gets screwed up.
>
>
>Does anyone have any suggestions as far as how to recover the material on
>my F partition? Whenever I access the F drive, two cherry bombs appear,
>then a third is added.
>
>If it helps any, all of the files I want are text based....

This is a bug of AHDI 6.03, get AHDI 6.061. The only way I found of
recovering the data is to recreate the first sector and sometimes the FAT
as well. If you use DMirror or ST Mirror then you will have a copy of your
FAT.

Ofir ogal@cix.compulink.co.uk

3242. Re: Morphing

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 05:43:55 UTC
From: Lexicor@world.std.com
Message-ID: <CqAL98.pM@world.std.com>
Source record: 186699

In article <769734241.AA05674@byte.bbs.no>,
William Kent <William.Kent@f100.n30.z47.byte.bbs.no> wrote:
>
>Does anybody know of a morphing package that is either PD or Shareware,
>or even a demo of a commercial product?
>

Lexicor Software will be offering a product known as Metamorphosis 24 very
soon..it is commercial only...the demo should be available sometim soon
a demoed animation of it's effects are in the ftp.std.com site at

/pub/atari/Graphics/Lexicor/Animations/FLC

Cheers

Yat

3243. Re: STZIP Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 06:30:15 UTC
From: stchip@delphi.com
Message-ID: <h08OmyH.stchip@delphi.com>
Source record: 186698

Bill Jones <Bill.Jones@231-370.dswhq.omahug.org> writes:

>BS> From: ceebsm@cscd4c9.caledonia.hw.ac.uk (Barry Scott Munro)
>BS> Funny, I get this bug:
>BS> When extracting and only the FIRST file from a ZIP archive is selected the
>BS> extraction process starts but then returns to the main screen without
>BS> extracting the file!!!!!
>BS> Anyone else got this problem?
>
>Yes - having this problem here with the GEM version of 2.5 as well. The
>ZIPJR.TTP does it just fine, though.

Get rid of your ST Zip 2.5 and get 2.6 it works great no bugs yet, and the
screen redraw has been fixed.

Jon O:}

'Anything worth doing is worth doing in excess'
'I hope you live as long as you want to and want to as long as you live'

3244. Knightmare...

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 06:54:30 UTC
From: er571@cleveland.Freenet.Edu
Message-ID: <2rs8b7$jgt@usenet.INS.CWRU.Edu>
Source record: 186700

Hi All,

Does anyone have a txt file with the solution or hints to the game Knightmare? I'm stuck on the final level, (in the section "target practice) where you ride in a rail car and throw stuff across some bushes to hit the opposite wall. Any help would be greatly appreciated!!!

Rick...
--

"Be careful what you wish for, you might just get it!"

3245. Atari st Slip is it around?

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 07:28:12 UTC
From: becca@garion.it.com.au
Message-ID: <2rsaac$4hi@garion.it.com.au>
Source record: 186752

Hi, Im wanting to know if there is a slip progaram for The Atari st
Any help would be gratefull......:)
Thanks
Becca....

3246. Re: Diamond Back 3?

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 07:50:30 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <769919826.0@mettav.royle>
Source record: 186713

On 19 May 94 at 16:52:21, Bob did truly state.....

BL> We have seen this occur on several Falcons attached to either
BL> Archive Vipers or WangDAT. If this occurs on your Falcon then check
BL> your termination, make sure that the resistors are seated properly
BL> and in good shape, turn on termination power jumpers if your drive
BL> provides them. Then turn the components on in sequence first the tape
BL> drive and then the Falcon. The drive should be recognized normally.
Thanks for your suggestions Bob, I shall take my mini-tower case apart and check my SCSI devices terminations and power them up seperately (currently everything powers up together when I throw the switch on the tower case!)

Spencer

3247. Re: GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 08:02:19 UTC
From: error@stack.urc.tue.nl
Message-ID: <2rscab$28n@tuegate.tue.nl>
Source record: 186755

bmeier@rzu.unizh.ch (Beat Meier) writes:

>Is there an article on the net which explaines the format
>of the file assign.sys ?

Yes there is. But I cannot remember the name (it was something llike
Everything you always wanted to know aabout GDOS but were afraid to
ask)

>I want put the gdos fonts in an subdir fonts but the statement
> path = c:\fonts\
>in assign.sys dosen't work.

It probably does work, but you didn't specify the fonts in the correct
way (BTW, unlike annius says, iot doesn't really matter which GDOS
version you use... I've used several versions of GDOS, including SPeedo
(I still have 4.1) and there are several programs available that can
assist in creating assign.sys files)

>What are the differences if the fonts are in 01p 02p 03p 04p ?

01p is for fonts that are available in any res. 04p is for mono 640x400
res if I remember correclt. You need to fill in the exact filenames of
the fonts you wish to use (except for the path of course).
I haven't seen any GDOS that shows that it is loading fonts (or even
which fonts) so you'll have to check if fonts were loade with a program
known to work with GDOS fonts, like Kandinsky or Everest.

Good luck,

Erlend.

--

3248. Re: Looking for bitmap-manipulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 08:08:34 UTC
From: error@stack.urc.tue.nl
Message-ID: <2rscm2$2cm@tuegate.tue.nl>
Source record: 186756

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>It was none other than -Unknown- that wrote on 18 May 94 that ,
> -> is there a pd prog with wich i can manipulate bitmaps,
> -> e.g. brighten/darken a bitmap-picture for printout?

>Gemview is undoubtedly the best tool for this specifically.
>but AIM is a much more comprehensive image processing tool but quite
>hard to get to grip's with , but not much it can't do if you can !

I saw GIP was on last months ST User coverdisk. GIP stands for Graphivs
Image Processor if I remember correctly. It is also available from PD
suppliers like the ACN. It looked like a nice program from the catalog,
and I expected that it would soon be available on some ftp-site but I
haven't seen it yet. Maybe someone can upload the program.

Erlend.

--

3249. Re: C compiler for Atari STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 08:12:05 UTC
From: error@stack.urc.tue.nl
Message-ID: <2rscsl$2cq@tuegate.tue.nl>
Source record: 186757

jymec@westminster.ac.uk (Kevin King) writes:

>I am looking for a 'C' compiler for my atari STe. The ones I have found
>so far require me to have a hard disk (which I don't have!!). Can anyone point

From many ftp-sites a file with the name hsc140.zoo is available. It's
an archive with the Heat 'n Serve C compiler. It does not compile C++,
but you can use it with just a single floppy drive. it is excellent and
free. I think this is in the FAQ, but I haven't seen Steven post the FAQ
in a while (hmm I remember I volunteered to take over from him some
while ago...)

Erlend.

--

3250. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 09:34:13 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de1ca09@sirius.herts.ac.uk>
Source record: 186775
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Timothy Miller...
|> If you don't have a GEM style interface, how do you run GEM programs?

Thats the whole point, I don't like GEM much, and GEM programs
not much more. I already have single tasking TOS 1.62 in my STE, I can
run GEM stuff with that.
However, if I get a new O/S, I want a new, better interface.
IMHO, GEM just doesn't cut it any more.
Perhaps if they changed the appearance of GEM I might like it
more... Hrm...

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

3251. MiNT - full details please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 09:42:56 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994May24.104256@cs.man.ac.uk>
Source record: 186779

Since reading this newsgroup my eyes have been opened even more to what an atari can do.I have been interested in upgrading the software base for it from the pd and have added new desktops like gemini etc.I heard about MiNT,which I hope if I'm right,is multitasking software for the ataris.If you could send me details on anything on MiNT,such as where I can get hold of good applications that run on it eg. text editors,file viewers,C compiler or MiNT libraries that would run with lattice C or just general information I would be very grateful.

Also if you have come across any software that you have found intersting please could you let me know as I might aswell!

Thanks,Rob Grant

grantr@cs.man.ac.uk

3252. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 09:56:23 UTC
From: roklein@mogli.zdv.Uni-Mainz.DE
Message-ID: <2rsj07$725@bambi.zdv.uni-mainz.de>
Source record: 186765
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <Cq0s6t.Esp@cix.compulink.co.uk>,
Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
: > some kind soul could write ST File Exchange, or summat?

: Well depending on how comapatible SMS2 is with QDOS - there is already at
: least one good ST/PC disk reader for it.

: Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
: source code files on for recompilation. The underlying file system can be
: something else - however FWIK, the QDOS one is pretty poor comapared to
: MINIXFS or even TOSFS.
I assume SMS2 has at least level 2 device drivers, but it"s
more likely to have level 3 device drivers. Level two
means real subdirectories (original QDOS didn't have them) and
level 3 means ability to read PC/ST disks.

Robert/jy

3253. Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 10:20:52 UTC
From: steve-j@teleport.com
Message-ID: <2rske4$5lt@elaine.teleport.com>
Source record: 186683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Following is a message from Bob Brodie posted on GEnie:

Atari ST RoundTable
Category 14, Topic 24
Message 1 Mon May 23, 1994
BOB-BRODIE [Atari Corp.] at 17:51 EDT

Dear Friends,

For some time now, I have felt that I needed to spend more time with my family. I have been presented an opportunity that will not only allow me to work at home two to three days a week, but also includes a significant pay increase. I cannot in good conscience to my family refuse this opportunity. It is with great regret that I have sumbmitted my resignation effective June 3, 1994.

For almost five years now, my job at Atari has had a very high priority in my life. During that time frame, my two sons have begun to turn in to men, and my little girl into a teenager. My sons have been a real handful the past two years in particular, and my being around them has had a very positive effect on them.

Even though there have been, from time to time, other job offers, my preference has been to remain with Atari. I believe in our products, and they are my personal choice as a consumer as well. If my personal circumstances did not require me to be at home more often, I would gladly remain with the company. It's not often that someone has an opportunity to turn their hobby into their job. I am thankful that Atari allowed me to do just that!!

I am grateful for the opportunity to serve Atari, and the Tramiel family. I have enjoyed my time at Atari, and have gained invaluable experience. I wish the company great success with all of it's products!! If fate should bring our paths together again, I would welcome the opportunity to work with Atari again. It has been a privilege to serve you.

My thanks go out to all of you (and there are far too many to mention here!) that have been such a special part of my life. I have made friendships with people via GEnie that I expect to be a part of the rest of my days!!

Sincerely,

Bob Brodie

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |

| or steve-j@teleport.com | written on it." -- Andy Partridge |

3254. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 10:32:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May24.103229.7059@bradford.ac.uk>
Source record: 186443

On 23 May 94 22:03:06 EST, Graham Irvine wrote:
: It was none other than Al Huyghe that wrote on 20 May 94 that ,

: AH> Does anyone know of a falcon icon editor which will allow me to add
: AH> icons to the already existing base?
: AH> All replys welcome.

: ICDRAW (Dr Bobware) Shareware

I can't find this on any FTP's. Does anyone have it?

: T4EDItor Shareware

What filename does this go under? Is it on any FTP sites?

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

3255. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 10:36:07 UTC
From: jk@panix.com
Message-ID: <2rslan$o9j@panix.com>
Source record: 186684

1986 520ST, upgraded to 1 meg., for sale. TOS 1.0 in ROM. No mouse or drive, just the computer and power supply. Chips need reseating. It stopped working a few months ago and I had the chips reseated, which fixed the problem for a while. Now what seems to be the same problem has recurred, so I want to sell it as it to someone who can fix it himself or who needs a power supply and other parts. Best bid gets it.

--
Jim Kalb "Nirgends bleibt sie zurueck, dass wir ihr *ein* mal entroennen
jk@panix.com und sie in stiller Fabrik oelend sich selber gehoert.
Sie ist das Leben,--sie meint es am besten zu koennen,
die mit dem gleichen Entschluss ordnet und schafft und zerstoert."

3256. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 10:39:15 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May24.103915.7979@bradford.ac.uk>
Source record: 186760

On 23 May 1994 09:05:43 GMT, Chris Ridd wrote:

: >I have also noticed that the re-draw rate on the screen is awful,
: >is there any way around this?

: Yes, buy NVDI from System Solutions (50 pounds ish - isn't everything
: for the ST :-). It replaces the builtin VDI (the bit of TOS that draws
: everything on the screen slowly) with a turbo-fast version.

He may also have 256 or truecolour mode set, which reduces speed
drastically. I find 16 colour is the best to use normally, and this is
quite a bit faster.
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

3257. Let 'Em Fly

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 11:20:33 UTC
From: dsime@mcs.dundee.ac.uk
Message-ID: <2rsnu1$93j@dux.dundee.ac.uk>
Source record: 186759

I have just received a PD copy of the utility(?) program Let 'Em Fly.
However the docs are in German and I just can't get it to do anything.
CAn anyone advise me on how to install it, and what it does?
Cheers,
Dave.

--

_TT /|
>====ttt===< | parp! |~ e-mail to:
{_|||_} \| O|
dsime@mcs.dundee.ac.uk
David J. Sime
Perth, Scotland.

3258. ViewTek monitor

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 11:50:58 UTC
From: hridley@axion.bt.co.uk
Message-ID: <2rspn2$lrt@pheidippides.axion.bt.co.uk>
Source record: 186615

I purchased a ViewTek 12" Greyscale monitor last Xmas for use with
my STE and MIDI keyboard.
The monitor is medium resolution but is supplied with software to
emulate high resolution.

The software was missing when I received the monitor and the shop
from where I purchased it has shut down before they could supply the
software.

I am using a PD mono emulator at the moment to simulate high res. and
it's not very good.

Does anybody have any experience of a ViewTek monitor ?

Would the missing software provide better high res.?

Does anybody know of another UK source for ViewTek so that I can maybe
get hold of the software?

Cheers

Harry Ridley

3259. Re: The best & Worst ST games...

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 11:56:07 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994May24.115607.10756@solaris.rz.tu-clausthal.de>
Source record: 186762

Michael James (gaps14@udcf.gla.ac.uk) wrote:
: In <5113@beacon.rain.com> Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian) writes:

: > > Tower Of Babel
: > >
: >Never heard of this one, what's it like?

: Great 3D sf puzzle game!

Has anyone managed to run Tower Of Babel on a F030 ?

Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

3260. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 12:21:22 UTC
From: dave.buss@studorg.uio.no
Message-ID: <2rsrg2$oee@hermod.uio.no>
Source record: 186761

In article <1994May24.104256@cs.man.ac.uk>, grantr@cs.man.ac.uk (Rob Grant) says:
>
>
>Since reading this newsgroup my eyes have been opened even more to what an atari
>can do.I have been interested in upgrading the software base for it from the pd
>and have added new desktops like gemini etc.I heard about MiNT,which I hope if
>I'm right,is multitasking software for the ataris.If you could send me details
>on anything on MiNT,such as where I can get hold of good applications that run
>on it eg. text editors,file viewers,C compiler or MiNT libraries that would run
>with lattice C or just general information I would be very grateful.
>
>Also if you have come across any software that you have found intersting please
>could you let me know as I might aswell!
>
>
>Thanks,Rob Grant
>
>grantr@cs.man.ac.uk

Me, too! Thanks a lot!

Chuck

PS. I'm trying to get along with MacMiNT, with which I don't know if some pre-proceudres are need to make commands
like chmod, or mkdir work-- the permission was denied.

3261. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 12:33:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1801@usdtsg.DaytonOH.NCR.COM>
Source record: 186768

In article <2rrc10$6ur@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
[STuff deleted]

>How do you get it to work at 60hz? I just connected it to my TV, and as with
>all other 50hz demos, the screen did nothing but roll. Is there a different
>version? How can I configure it for 50hz?

I dunno if this will work on the Falcon or not, but it's worth a shot:
get a copy of DCBOOTIT (should be on GEnie, FTP sites, etc). From
what I recall, it will let you boot, making the choice
of resolutions (ST Low and Med), 50 or 60hz, and drive A or B.
Considering the Falcon, I can only guess that the resolutions choice
might be a stumbling block, but it can't hurt to try (dcbootit is
a very small download)...

Let me know if it works or not...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3262. 520 ste for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 12:52:09 UTC
From: osantiag@hemlock.gesd
Message-ID: <2rst9p$jde@cnn.MOTOWN.GE.COM>
Source record: 186763

I am selling my 520 ste 4mb/ 120mb hd system with color monitor and Spectre GCR Macintosh emulator with original
mac roms plus software for both systems for $600 dollars. I am also willing to trade the system for a PC clone
486 33 mhz or above with no monitor and at least 4mb. I will throw in my Mac Plus 2mb /20 mb hd
as part of the trade deal if the system is a 486 dx/2 260mb hd. I live in the Philadelphia area.

Orlando Santiago

osantiago@motown.ge.com

or

st92nxqj@dunx1.ocs.drexel.edu

3263. Re: C compiler

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 12:55:36 UTC
From: richara@westminster.ac.uk
Message-ID: <CqB58o.Cnq@westminster.ac.uk>
Source record: 186764

Michel Forget (mforget@elfhaven.ersys.edmonton.ab.ca) wrote:
: good as Pure C or Lattice C, which require a hard disk). It also has
^^^

Lattice doesn't require a hard disk, but now that I have a hard disk I wouldn't want to use it from floppy again (or anything else for that matter)

I don't know anything about Pure 'C' but I wouldn't fault your analysis of the other systems.

The main one to avoid is GST 'C' which did run from floppy but was real slow, integer only, and generally crap. But I don't think you can buy it any more anyway.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

3264. Re: ViewTek monitor

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 13:01:47 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May24.130147.28118@bradford.ac.uk>
Source record: 186766

On 24 May 1994 11:50:58 GMT, Harry Ridley wrote:
: I purchased a ViewTek 12" Greyscale monitor last Xmas for use with
: my STE and MIDI keyboard.
: The monitor is medium resolution but is supplied with software to
: emulate high resolution.

The best mono-emulator by far has to be SEBRA. It is PD or Shareware (I forget which) and is available by FTP from your usual outlets.

The second best one is called something like 'NDK_MONO.TOS' and installs a mono emulator *into the bootsector* so it doesn't take up any room on your disks. This is PD.

Sorry for being so vague, but I have not used one of these of a while as I am the proud owner of a real hi-res monitor!

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

3265. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 13:19:11 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de1fec3@sirius.herts.ac.uk>
Source record: 186769
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Roland Givan...
|> Well from what I can remeber of the launch of the QL, Sinclair commisioned
|> *two* O/S. QDOS and SMS (note not SMS2).
|>
|> Both worked to a degree and AFAICR SMS was used at the first press
|> conference. However when the machine was released it was QDOS that was
|> installed.
|>
|> Since then SMS has been an independent product.

Fascinating. This would explain a lot...

|> How far does this 'slightly' compatible go?

Check the thread in comp.sys.sinclair, the bloke who followuped
to my article seems to know what hes on about.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

3266. Re: Ms-dos disk and ST atari. HELP.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 14:47:30 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1803@usdtsg.DaytonOH.NCR.COM>
Source record: 186778

In article <2rs02n$9d8@ionews.io.org> diehl@io.org (Eric March) writes:
>RE: MS-DOS DISKS IN AN ATARI
>
> Only if the disk is formatted 720k.

Unless you have a MSTe, TT, or Falcon with a 1.44meg drive...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3267. TOS error #35

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:07:22 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2rt57a$2f9@acmez.gatech.edu>
Source record: 186772

I know this is in the FAQ, but I don't have a copy available. What does this error indicate? I'm getting it when trying to run Works. Thanks!

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3268. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:08:37 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1804@usdtsg.DaytonOH.NCR.COM>
Source record: 186641

In article <41e32de1ca09@sirius.herts.ac.uk> D.Corps@herts.ac.uk (DuncMan) writes:
> However, if I get a new O/S, I want a new, better interface.
>IMHO, GEM just doesn't cut it any more.
> Perhaps if they changed the appearance of GEM I might like it
>more... Hrm...

I believe there is some program (on GEnie or atari.archive) whose
name I can't recall, that is supposed to give GEM a nice 3D look
(well, anyone not on TOS 2.05 anyways). Anyone remember the name?

Then there's Geneva or MultiTOS which'll give you a 3D interface
as well...

Just some thoughts...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3269. Re: Let 'Em Fly

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:11:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqBBJ5.C24@cix.compulink.co.uk>
Source record: 186629

In message <2rsnu1$93j@dux.dundee.ac.uk>, dsime@mcs.dundee.ac.uk said:
>
>I have just received a PD copy of the utility(?) program Let 'Em Fly.
>However the docs are in German and I just can't get it to do anything.
>CAn anyone advise me on how to install it, and what it does?
>Cheers,
> Dave.

Get a copy of the latest issue of St Review, there's a two page feature
about Let 'em Fly. There is also an English version available with docs.
Let me know if you can't find it.

Ofir ogal@cix.compulink.co.uk

3270. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:21:27 UTC
From: <>
Message-ID: <2rt61n$bse@mother.usf.edu>
Source record: 186776
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <41e32de1ca09@sirius.herts.ac.uk> D.Corps@herts.ac.uk (DuncMan) writes:
>+-- This was written in a previous article by Timothy Miller...
>|> If you don't have a GEM style interface, how do you run GEM programs?
>
> Thats the whole point, I don't like GEM much, and GEM programs
>not much more. I already have single tasking TOS 1.62 in my STE, I can
>run GEM stuff with that.
> However, if I get a new O/S, I want a new, better interface.
>IMHO, GEM just doesn't cut it any more.
> Perhaps if they changed the appearance of GEM I might like it
>more... Hrm...
>
> Duncan.
>
What software is there that you would run, besides TOS programs? All the good
software is written for GEM.

3271. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:25:23 UTC
From: <>
Message-ID: <2rt693$bvj@mother.usf.edu>
Source record: 186777

In article <1801@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>In article <2rrc10$6ur@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>[STuff deleted]
>
>>How do you get it to work at 60hz? I just connected it to my TV, and as with
>>all other 50hz demos, the screen did nothing but roll. Is there a different
>>version? How can I configure it for 50hz?
>
>
> I dunno if this will work on the Falcon or not, but it's worth a shot:
>get a copy of DCBOOTIT (should be on GEnie, FTP sites, etc). From
>what I recall, it will let you boot, making the choice
>of resolutions (ST Low and Med), 50 or 60hz, and drive A or B.
>Considering the Falcon, I can only guess that the resolutions choice
>might be a stumbling block, but it can't hurt to try (dcbootit is
>a very small download)...
>
> Let me know if it works or not...
>
The problem is that the program itself sets the video to 50hz. It would be nice if some people made their software configurable.

3272. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:44:24 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqBD20.DsD@cix.compulink.co.uk>
Source record: 186630

>Two friend of mine bought NVDI. One didn't get a manual, and the both said
>that it was loaded with bugs.

They were wrong - NVDI is the most compatible, useful utility I own. What
it can (sometimes) do is show up bad code in other people's programs. But
even that is rare.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3273. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:44:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqBD22.Dsy@cix.compulink.co.uk>
Source record: 186628
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>Thats the whole point, I don't like GEM much, and GEM programs
>not much more. I already have single tasking TOS 1.62 in my STE, I can
>run GEM stuff with that.
>However, if I get a new O/S, I want a new, better interface.
>IMHO, GEM just doesn't cut it any more.
>Perhaps if they changed the appearance of GEM I might like it
>more... Hrm...

As you said, you own a standard 1MB STe. You just won't get the best out of GEM with any of the three standard graphics modes. GEM on a Falcon and SVGA is pretty amazing though - it gives a much better working environment. I use 16 colour mode at a 736*528 resolution (you can get much better with a better monitor) and even my old GEM programs look *much* cooler.

And programs which are written for later versions of the AES (ie the Falcon/MTOS one's) are even nicer. If they use the background, activator and indicator bits in the RSC objects you get a great interface that's very NeXT like (in appearance).

You are stuck with GEM though - there's no way anything else will work on the Atari. Although SMS and Omen are very clever they will be limited to a few anoraks.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3274. Re: Let 'Em Fly

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:44:27 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqBD23.DtJ@cix.compulink.co.uk>
Source record: 186632

>I have just received a PD copy of the utility(?) program Let 'Em Fly.
>However the docs are in German and I just can't get it to do anything.
>CAn anyone advise me on how to install it, and what it does?

Check out Ofir's 'Top Notch' column in the latest issue of Atari ST Review
- you should find your questions answered.

LEF is excellent, and a combination of LEF and WiNX really improves the
interface on any ST(e)/TT/Falcon. For anyone that's interested, LEF is no
longer out of development - it's changed hands and is now being developed
by a couple of guys on cix.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3275. TOS Versions

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:47:08 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1994May24.154708.305@ultb.isc.rit.edu>
Source record: 186782

Can someone tell me what the lastest version of TOS is out right now? I am running an old 1040ST(F) at the moment. Is there a program or someway for me to find out what version of TOS I am running right now? And is it possible to upgrade my system to the lastest version? Thanks.

Theron

3276. Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 15:57:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqBDLD.3wn@westminster.ac.uk>
Source record: 186609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello again

Anyone know what winlupe does?
Please help.

The program I have seen is winlupe 6.50, and is written by Christian
Grunenberg, of LHarc Shell 3.01 fame.

The docs and everything are in German, and sadly, I don't know any
German. B(

Thanx in advance.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3277. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 16:15:01 UTC
From: sforseil@vub.ac.be
Message-ID: <2rt965$932@rc1.vub.ac.be>
Source record: 186605

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: > 8MB for years... 'Twould have been foolish to mention the fact that Unix was
: > developed on DEC machines which had a mere 256K of RAM. Or was it 128K...)

: Less than that I think! I seem to recall hearing 64k of RAM, and some
: tiny amount of disk storage (like 9" floppies); supported four
: concurrent users on that tiny machine.

: 64k isn't enough to boot MiNT, let alone do any work!

Unix ran in 1971 on a PDP-11 machine with 16kb for system and 8kb for
user; 512kb disk space (max 64kb/file). It even ran before on a PDP-7.

++===++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		------------------------------	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 675-61-09	
++===++

3278. TV tuner needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 16:49:53 UTC
From: pirjol@vipmzw.physik.uni-mainz.de
Message-ID: <1994May24.164953@vipmzw.physik.uni-mainz.de>
Source record: 186774

Hello!

I would like to be able to view TV programs on an ATARI monitor (SM146). I remember having seen some time ago (1990) a TV tuner which could be simply attached to the monitor.
However, I was unable to find recently something similar (except for rather expensive
multimedia tuner cards, and even these only for IBM-PCs). Can anybody tell me whether such a thing exists at all and what the price might be like?
Thank you in advance,

Dan Pirjol pirjol@vipmzw.physik.uni-mainz.de

Department of Theoretical Physics
University of Mainz, Germany

3279. Re: Let 'Em Fly

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 17:45:52 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CqBIoG.M7B@cix.compulink.co.uk>
Source record: 186633

```
>interface on any ST(e)/TT/Falcon. For anyone that's interested, LEF is no
>longer out of development - it's changed hands and is now being developed
>by a couple of guys on cix.

Must have missed this Gray, who is working on it?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =
```

3280. Re: ViewTek monitor

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 18:36:43 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CqBL18.KGI@info.bris.ac.uk>
Source record: 186637

In article <1994May24.130147.28118@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

|>
|>On 24 May 1994 11:50:58 GMT, Harry Ridley wrote:
|>: I purchased a ViewTek 12" Greyscale monitor last Xmas for use with
|>: my STE and MIDI keyboard.
|>: The monitor is medium resolution but is supplied with software to
|>: emulate high resolution.
|>
|>The best mono-emulator by far has to be SEBRA. It is PD or Shareware (I
|>forget which) and is available by FTP from your usual outlets.
|>
|>The second best one is called something like 'NDK_MONO.TOS' and installs a
|>mono emulator *into the bootsector* so it doesn't take up any room on your
|>disks. This is PD.
|>
|>Sorry for being so vague, but I have not used one of these of a while as I
|>am the proud owner of a real hi-res monitor!
|>
|>--
I too now have a Hi Res monitor but did investigate using mono-emulators a couple of years ago. I actually PAID 20 quid for the Monulator, which is much better that the PD one (not Sebra, I haven't tried that) I got from pdsoft.lancs.ac.uk. With Monulator you can actually zoom into the screen in the vertical axis, which is neat if you only have an old TV:-) As basically all I do is run Notator SL an it runs in med-res I ended up doing that until I got a hires monitor because of the processor overhead with mono-emulators.

|>
--

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|

Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

3281. Re: Mega STe modem1 port Upgrade.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 18:49:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rti7p$g7n@mailer.fsu.edu>
Source record: 186771

Darren Trutzenbach (Darren.Trutzenbach@f616.n2605.z1.fidonet.org) wrote:
> Does anyone know where i can obtain some sort of internal upgrade/PCB
> to increase my Mega Ste's modem1 port above 19200. i would like to go
> at least to 57600. I have heard of one available in Canada, i cannot
> remeber the name right now, but i would like to check out all that
> is available and see if there are any compatibility problems, before i buy.

> I have plenty of Documentation on how to hack my way around and do the job.
> but i would like something commercial, that is garanteed.

There are at least two offerings you should consider. RSVE is a German homebrew hack (though you might be able to purchase the board premade) described in Utilities/Tosfixes/rsve_1.lzh on atari.archive. Connect and other German telecomm programs directly support RSVE (and Connect is the best, IMHO).

Another is TurboRS. It is a soon-to-be product from Canada. The authors are accessible via email. This product sounds very promising (they plan to have an RSVE emulation mode as well, I think). Here is one author's address:

Kevin Tessner <ktessner@isle.waterloo-rdp.on.ca>

They have a descriptive file they can send you about TurboRS, and their telecomm program Taz. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3282. Re: TOS Versions

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 19:01:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rtiv6$g7n@mailer.fsu.edu>
Source record: 186770

T-Dub/SGP '93 (ter5424@ritvax.isc.rit.edu) wrote:
> Can someone tell me what the lastest version of TOS is out right now? I am
> running an old 1040ST(F) at the moment. Is there a program or someway for me
> to find out what version of TOS I am running right now? And is it possible to
> upgrade my system to the lastest version? Thanks.

I believe the program sysinfo will tell you this, and lots of other
information about your system. It is on atari.archive.umich.edu, in
Utilities/sysinfo.lzh.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3283. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 19:49:38 UTC
From: wright@thepond.EBay.Sun.COM
Message-ID: <2rtloj$qsu@male.EBay.Sun.COM>
Source record: 186767

My son has the following ST hardware/software for sale.
Everything works, and all the original manuals are intact.
He is asking $300 for everything, and since he does not have
another system, parting it out does not make much sense.

If interested, you can contact me at (408) 276-1838, or send me e-mail.

520ST
Atari color monitor
2ea DSDD floppy drives
1ea 20MB hard drive
Star SG10 printer

Micro-C shell (Beckmeyer tools)
Laser-C (Megamax)
ST Professional (VIP)
Word Writter ST (Timeworks)
Supra HD utilities
Write 90
DB master
Calendars & Stationary
Signs & Banners

Hunt for Red October
Leader Board
Hex
Various shareware disks

==========
Bruce Wright SunService
Sr. Manufacturing Engineer A Division of SMCC
Repair Technologies M/S MIL07-121
(408) 276-1838
E-mail: wright@thepond.EBay.Sun.COM

If people concentrated on the really important things in life,
there'd be a shortage of fishing poles.
==========

3284. LHArc 3.01

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 21:00:02 UTC
From: <>
Message-ID: <2rtpsi$e78@mother.usf.edu>
Source record: 186773

I was using LHArc 3.01 and discovered that if there were extra bytes of garbage at the end of the file, the program would tell me that, but not allow me access to the files in the archive. This happened with more than one archive that a !LHARC.TTP was able to decompress just fine. Has anyone else experienced this problem? Is there a new version that fixes this problem?

3285. "Icon juggler" problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 21:00:04 UTC
From: hallvart@ifi.uio.no
Message-ID: <2rtpsk$65g@holmenkollen.ifi.uio.no>
Source record: 186604

I'm currently trying to sort 100s of desktop icons that I've gathered through the net, into different categories, so I can find the ones I'm looking for, quickly.

I have a shareware program called "Icon juggler" which does exactly what I want.
It's very simple, but is great, apart from the problem that it seems to bomb out pretty often :-(
I can't seem to trace WHEN it bombs out, or WHY it happens, but I suspect it has something to do with memory allocation...???
Anyway, the program is by Codehead Technologies and is at version 1.2 (1992).
Is there a newer, improved version around that doesn't bomb all the time, or another similar icon program around?
I guess I also need an "editor" so I can touch-up a few of the icons, and even make my own.
Any suggestions- PD/shareware programs that will do the job?
Which FTP sites?
Thanks.

Hallvard, Oslo, Norway

3286. Re: "Icon juggler" problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 21:26:27 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May24.212627.5674@bradford.ac.uk>
Source record: 186781

On 24 May 1994 23:00:04 +0200, Hallvard Tangeres wrote:

: I have a shareware program called "Icon juggler" which does exactly what I want.
: It's very simple, but is great, apart from the problem that it seems to bomb out pretty
: often :-(
: I can't seem to trace WHEN it bombs out, or WHY it happens, but I suspect it has
something
: to do with memory allocation...???

Up to a few months ago, I used the {slightly illegal} version of TOS 2
which came as an auto folder executable. At the time I noticed that
ICONJUGL would bomb out at seemingly random times WHEN RUNNING UNDER TOS
2! but when I used TOS 1.2 (my native version) it worked just fine.

: I guess I also need an "editor" so I can touch-up a few of the icons, and even make my
own.
: Any suggestions- PD/shareware programs that will do the job?

MAKEICON does the job perfectly. For a more general solution to both
problems, try ORCS - Otto's Resource Construction Set.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

3287. STE + HD for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 21:33:22 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <769815202snz@vissci.demon.co.uk>
Source record: 186791

Hey, here is your chance to own a superb piece of hardware (I need it
to pay back the money I borrowed to buy my Jaguar !)

1 Atari STE (1Mb)
1 200Mb SCSI-2 HD (Conner) (External, cased with PSU)
1 ICD AdPlus + Clock
1 Atari SM124 Mono Monitor

Plus Joystick, Naksha mouse, and software.

All for an amazing 350 UK pounds

I will deliver anywhere in Scotland/Northern England (within reason - I
am in Dundee). I don't want to split it, and I would rather not
mail it anywhere !

Dave.

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

3288. RE: NEW ATARI MACHINE (MA

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 21:35:00 UTC
From: paul.nazaroff@canrem.com
Message-ID: <60.47929.4514.0N19F884@canrem.com>
Source record: 186792

```
RA> > What kind of accelerator is this? I've only heard rumors about a
RA> > TT accelerator card called "CaTTamaran". Has this product ever
RA> > been released? Does it exist at all? Who knows more about it?
RA>
RA>
RA> I coulda sworn someone on GEnie mentioned getting one, so I don't
RA> think it's vaporware. I don't have any more info at the moment,
RA> but if I can track down some messages on GEnie about it, I will
RA> capture them and post them (hope they don't mind :-)

Try sending a message to cybercube.research@canrem.com and requesting
info.

They're the Canadian (maybe North American) distributors of the
CaTTamaran.

-Jake-

---
* MMST 2.98 UnRegistered (A)bort, (R)etry, (P)retend this never happened . . .
```

3289. Re: TOS error #35

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 21:42:19 UTC
From: hjv@phil.ruu.nl
Message-ID: <2rtsbr$t35@chico.staf.phil.ruu.nl>
Source record: 186622

gt1448b@prism.gatech.edu (David Paul Forrai) writes:

>I know this is in the FAQ, but I don't have a copy available.

Hmmm...

>What
>does this error indicate? I'm getting it when trying to run Works.

Too many files open (no more file handles available).

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

3290. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 22:14:17 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2rtu7p$csm@lyra.csx.cam.ac.uk>
Source record: 186620
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

DuncMan <D.Corps@herts.ac.uk> wrote:
>+-- This was written in a previous article by Roland Givan...
>|> Well from what I can remeber of the launch of the QL, Sinclair commisioned
>|> *two* O/S. QDOS and SMS (note not SMS2).

As I understood it:

Sinclair originally asked GST to do an operating system for them. The result seems to have been called 68K/OS and wasn't good enough. QDOS was written by Tony Tebby, in rather less time than most people would like to have when writing operating systems. IMHO he did a surprisingly good job, especially by the time the bugs had been cut down a bit...

Tebby has since written SMS2, and also SMSQ (which is much more of a QDOS clone --- it runs on a card which plugs into the ISA bus of a PC.

I believe 68K/OS was actually released separately, but has long since sunk without trace.

As for 68K/OS being SMS --- don't know. I doubt it, but that's just my opinion.

>|> Both worked to a degree and AFAICR SMS was used at the first press
>|> conference. However when the machine was released it was QDOS that was
>|> installed.
>|>
>|> Since then SMS has been an independent product.
>
> Fascinating. This would explain a lot...
>
>|> How far does this 'slightly' compatible go?
>
> Check the thread in comp.sys.sinclair, the bloke who followuped
>to my article seems to know what hes on about.

As for compatibility between SMS2 and QDOS... Some QDOS programs will run under SMS2. Of the QDOS programs which *won't* run under SMS2, not all of them will run under all version of QDOS either...

Generally speaking, programs written in C will work on either; programs written for the QDOS pointer environment will work on either; other programs will have to be checked on an individual basis.

(I used QDOS here in Cambridge, QDOS and SMSQ at home, but I've only run into SMS2 on a couple of occasions. Maybe if I come across a cheap 2nd-hand ST...)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3291. Re: Caligrapher in ST Review

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 22:50:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ru0be$h6e@golem.wcc.govt.nz>
Source record: 186578

In article <1994May22.225810.12451@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>In <2rjdbj$hu0@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>But... Now we must rely on Papyrus Gold, Tempus Word (when will they finally
>make an english version..?), and That's Write 3. The first and the last exist
>in english version, and are well worth some praise! Especially Papyrus is
>great.
>
>Greetings, Tommi

Tell me what about Signum 3 and Script 3, or have they closed down as well..??

Application Systems that is....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3292. Re: Booting from Floppy disk with HD connec

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 22:53:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ru0hk$h6e@golem.wcc.govt.nz>
Source record: 186616

In article <769734241.AA05673@byte.bbs.no>, Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:
>
>zcgbbac@ucl.ac.uk (Mr Bruce Albert Cotsell) :
>>I have a Gasteiner Hard Drive that I bought a couple of months ago.

>It should be possible to put a program on the boot-sector of a floppy
>disk which would automactically set the deafult boot device (bootdev ,
>[systemvariable] $446) to 0 (zero ,drive A).
>
>I don't know if this would work with a Gasteiner Hard Drive and nor
>do I know about such a program which can install such a boot-sector.
>

Well there is its call DC formater, it has the option to bypass
the hard drive and a few other things can be done as well...

> jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3293. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 22:56:42 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2ru0na$dmj@lyra.csx.cam.ac.uk>
Source record: 186617
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Robert Klein <RoKlein@MzdmzA.ZDV.Uni-Mainz.DE> wrote:
>Roland Givan (rgivan@cix.compulink.co.uk) wrote:
>: >PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
>: > some kind soul could write ST File Exchange, or summat?
>
>: Well depending on how comapatible SMS2 is with QDOS - there is already at
>: least one good ST/PC disk reader for it.
>
>: Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
>: source code files on for recompilation. The underlying file system can be
>: something else - however FWIK, the QDOS one is pretty poor comapared to
>: MINIXFS or even TOSFS.

Yes, the QDOS file system is not one of the worlds best; the reason for
this is that subdirectories were rather hacked on as an afterthought.

>I assume SMS2 has at least level 2 device drivers, but it"s
>more likely to have level 3 device drivers. Level two
>means real subdirectories (original QDOS didn't have them) and
>level 3 means ability to read PC/ST disks.

I'm told that SMS2 originally included the appropriate code but it was
removed after it turned out to be slowing things down for some reason. I
don't know if this has been solved yet.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3294. Re: ICD Support...??

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 23:08:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqBxM7.IAp@cix.compulink.co.uk>
Source record: 186634

>There has been some references here to later versions on ICD hard drive
>software, like 6.5.x...
>Is this the Pro version or the normal one...

The Pro version is at 6.5.1 at least. I haven't heard of a non pro one above
6.0.8 (ish).

Roland.

@CiX

3295. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 23:08:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqBxMB.IBE@cix.compulink.co.uk>
Source record: 186635
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>|> Since then SMS has been an independent product.
>
> Fascinating. This would explain a lot...

If its true ;-) I really must dig out my 10 year old mag collection and
check it sometime.

:-)

Roland.

@CiX

3296. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 23:08:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqBxMF.IC7@cix.compulink.co.uk>
Source record: 186636

>: Anyway so far its much the same, but as the .XDD file has grown from 50K
>: to 80K I suspect its much more developed. Seems to work with Ulrich's NFS
>: as well as 0.3 did.
>
>It's not just 30k "bigger" In this 30k you'll find TCP-Support. That
>means you can now compile and run most TCP/IP Clients. I already

Fine, I knew that the extra 30K was for TCP support - but wasn't sure if
it had been completed.

What worries me is that I just can't get 2 machines running 0.4 to talk
to each other, or even one with 0.3 and one with 0.4. I just can't see what
I'm doing wrong.

There are no (major) problems with 0.3

:-(

Roland.

@CiX

3297. Re: STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 23:27:35 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2ru2h7$c3r@news.dmpe.CSIRO.AU>
Source record: 186638

In article <1615.2DDAA218@business.oau.org> David.Alfonso@p0.f112.n363.z1.oau.org (David Alfonso) writes:

> Here are some new prices/additions for my Atari items:
...
> Calamus 1.09 $ 70 obo

Hi David. If you could get in touch with me via e-mail, I'm interested in this
... reply e-mail to you bounced ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

3298. FREAZE DRIED T INVERTED?

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 23:37:00 UTC
From: brad.schleifer@canrem.com
Message-ID: <60.47932.4514.0N19F8D1@canrem.com>
Source record: 186603

In a message sent 05-18-94 @ 13:44, METROMAN@NETCOM.COM, said:

MM> does anyone know the solution or a good versitile shareware program
MM> that's easy to use? I would prefer to use fzt but will switch if I
MM> have to.

End of METROMAN@NETCOM.COM's quote...

Switch to Teddy Term.. It's about a million times better.. Only if he
would include a way to quote from the buffer it would be the best
terminal ever!! and it have VT-100 which is very useful for Internet
people

---
* MMST 2.99 UnRegistered "From a word to a word. Let me be lead to a word." --Herne

3299. Re: Caligrapher in ST Review

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 23:37:05 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2ru331$s25@news.cs.tu-berlin.de>
Source record: 186648

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Tell me what about Signum 3 and Script 3, or have they closed down as well..??
-
Signum!3 exists & is running fine although it is some kind of old
fashioned imho.

During the Fez.a.Bit (/|\ show here in Berlin) the author of Script
said, he is currently working on Script 3.

greetinx -thommy
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

3300. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1994-05-24 23:51:19 UTC
From: bryanw@rahul.net
Message-ID: <CqBzLJ.ED2@rahul.net>
Source record: 186798
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In <2rske4$5lt@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>Following is a message from Bob Brodie posted on GEnie:
>[....]

I can't believe it. Bob Brodie has been with Atari forever! Now what? No more chats on GEnie to find out what's happening with the Jaguar? Who will fill his shoes?

It's terrible that Brodie has to resign at such a critical time. I guess where Atari is concerned, any time is "critical"..

--
bryanw@rahul.net a2i network

3301. Database

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 00:15:06 UTC
From: <>
Message-ID: <2ru5aa$f81@mother.usf.edu>
Source record: 186601

Anyone know where I can get a cheap or shareware database? Please reply by e-mail if possible. Thanks.

3302. Re: TOS Versions

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 00:22:05 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1805@usdtsg.DaytonOH.NCR.COM>
Source record: 186606

In article <1994May24.154708.305@ultb.isc.rit.edu> ter5424@ritvax.isc.rit.edu writes:
>Can someone tell me what the lastest version of TOS is out right now? I am
>running an old 1040ST(F) at the moment. Is there a program or someway for me
>to find out what version of TOS I am running right now? And is it possible to
>upgrade my system to the lastest version? Thanks.

Well, you would have either TOS 1.0, 1.2, or 1.4. Check the "About"
drop down under the left-most part of the screen (I think it's the Atari
fuji - but I can't tell with Geneva loaded in at the moment). Anyways,
it'll have a copyright date(s). If it says 11/20/85 (my 16th birthday come
to think about it :-) then it is TOS 1.0...

Or get a copy of some kind of "system information" program (which usually
have a name like SYSINFO or something similar). You can snag a couple of
these from atari.archive.umich.edu - they generally will give you your
TOS version among other things...

The latest version of TOS *that is easy to pop into your system* is TOS 1.4.
The latest TOS you CAN put in your system is TOS 2.06 (you need a TEAC board
or something like that to use 2.0x). So yep, it is possible to upgrade
the system... (you might think of getting a memory upgrade as well,
believe me, it's worth it :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3303. Re: Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 00:32:32 UTC
From: Marcel_Sacksen
Message-ID: <2de29d0e@f107.n283.z2.fidonet>
Source record: 186388

```
DB> Anyone know what winlupe does?

It's an "adjustable screen magnifying glass" programm ;-)

Marcel

--- JetMail 0.99beta8
* Origin: -MinMsgs 50 (FidoNet 2:283/107)
SEEN-BY: 2:281/202 283/107 .2
```

3304. Re: [Q] Llamazap and [Q] SVGA on F030

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 01:01:22 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EEZBCGVX@tecnozid.mubo.saar.de>
Source record: 186549

In <Cq3D5y.8nA@cwi.nl> Jaap Henk Hoepman wrote :

>steve-j@teleport.com (Steve Johnson) writes:
>
>>In article <Cq063M.1Cy@cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>>>I'v got two questions some of you might have an answer to
>>>1. I copied Llamazap, and it seems to run, except that it doesn't say anywhere
>>> how to control the program. So I'm stuck in this demo :-(
>>> Which keys should I use? Or does it require a joystick or something?

I think the problem ist that the program needs a special joystick for the
left extended joystick ports. These joysticks should be used at the atari
jaguar.
bye

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

Atari is not dead! It only smells funny! (Rock 'n' Roll)

3305. Bunch of old ST mags if you want them.

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 02:25:25 UTC
From: smirk@bu.edu
Message-ID: <2rucul$dkl@news.bu.edu>
Source record: 186612

I have a bunch of old STart and Antic magazines (mostly from 1986 - 1988) that I'm looking to get rid of. Some Compute! mags too. They're going to go bye bye in about a week. If you want them for whatever reason--doorstop whatever, let me know and we'll arrange for you to get them. All I'd ask you to do is pay shipping or pick them up. If you're just looking for one issue let me know. Cheers.

S K
M I R

3306. Re: TOS Versions

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 02:37:54 UTC
From: hallvart@ifi.uio.no
Message-ID: <2rudm2$n9h@yrsa.ifi.uio.no>
Source record: 186614

In article <1805@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
..... (SNIP)..

> The latest version of TOS *that is easy to pop into your system* is TOS 1.4.
> The latest TOS you CAN put in your system is TOS 2.06 (you need a TEAC board
> or something like that to use 2.0x).

TEC that is (Tos Extension Card) which adds 2,06 and lets you switch between this and the old TOS in the machine, so as to avoid incompatibilities with certain software.

Hallvard, Oslo, Norway

3307. Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 02:52:18 UTC
From: hallvart@ifi.uio.no
Message-ID: <2rueh2$nfr@yrsa.ifi.uio.no>
Source record: 186618

Hi,
What's the lates version of the accessory "Chameleon" which lets you load/unload accessories without re-booting?
Where is it available, if the author has made a newer version.
I think mine is version 1,09 or 1,19 or something with a "9" in it.

Hallvard, Oslo, Norway

3308. Trackers/Sequencers: More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 03:57:47 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1994May25.035747.16504@ultb.isc.rit.edu>
Source record: 186780

Thanks to all that helped me with my earlier question on getting ProTracker. I finally managed to get a working copy of ProTracker ST 2.0s only to realized that as far as I can tell from playing around and reading the docs, that it will not work for me. It reads *.SPL samples, outputs sound through the Replay 4 and doesn't have a high enough frequency. I am running on a 1040ST(F) using a Replay 16 Cartridge and have 16-Bit samples. I like the set-up of the Sequencer built into the Replay 16 Editor, but unfortunately, it is only a 1-Track sequencer. If I could get a sequencer that functions similar to this one and plays sound through a Replay 16 (esp. *.AVR sample files), plus has more than one track (four?), that would be great. Any help would be much appreciated. I tried to get the Octalyse.zip from the umich FTP site; it downloaded and unzipped fine, but when I loaded it, it started to load and then the computer resetted. Perhaps this is due to an older version of TOS (don't know the version, but I had this thing since the summer of 1987) or not enough memory (1 Meg, but I would expect a message telling me I didn't have enough memory). Thanks for any help. BTW, does the Replay 16 Cartridge and software work on the Falcon? Thanks again.

Theron

3309. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 04:17:19 UTC
From: <>
Message-ID: <2rujgf$ga8@mother.usf.edu>
Source record: 186640

In article <CqAKn1.AvH@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2rrc61$6uu@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>
>>Two friend of mine bought NVDI. One didn't get a manual, and the both said
>>that it was loaded with bugs.
>
>That's a load of nonsense. There are a couple of bugs, but on the whole I
>wish everything was as reliable as NVDI.
>
Well, I'm GLAD it's a load of nonsence, but I just said what I was told by
those who have it. Neither one likes it.

3310. Re: WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 06:26:41 UTC
From: petep@info.isbiel.ch
Message-ID: <2rur31$d5@vega.info.isbiel.ch>
Source record: 186797

In article 8059@merlin.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>
> I have a problem recording to my HD using WinRec.
>
> The trouble is, I need to set the walkman to a ridiculously low volume just so
> I don't overload the circuitry in my Falcon - usually the volume has to be set
> to as low as one or even a half (the scale goes up to ten).
>
> I guess the reason is that the walkman is powering the connection (as it would
> need to if headphones were connected) as is the microphone jack on the Falcon,
> as it would need to if a Microphone were connected. So I have twice the power
> that is needed going through the connection.....

well, you have to use a special cable if you like to connect your walkman or
hifi-rack with the falcon. you can do it yourself, it's not very difficult and not
expensive.
All what you need is a cable and two resistance (i used R=220k Ohm):

```
------------- [ R ]--------------
| ----------|=== Line Left
Falcon030 Mic ===|---------------------|
| ----------|=== Line Right
--------------[ R ]--------------
```

i hope you understand this "scheme", it's not easy to "draw" with the news tool...

3311. Compiling Mint109 ....

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 06:43:34 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994May25.064334.124641@zeus.aix.calpoly.edu>
Source record: 186613

Hi all,

I was trying to compile the Mint109 sources but ran into a problem.
I edited the make, and ran make. It did all the .c compiles fine, but when
it started compiling context.s, it had lots of warnings and would ignore all
of the code. The weird thing isthat it would say that it was ignoring
comments as well as perfectly good asm code.

It invokes with "gcc -mshort -o context.o context.s". I am using Gcc
2.5.8, gcc-as 1.38 PL 4, TT, lots o' ram, MTOS. Using the -multitos and
-donly030 flags, and using bison.

Any and all help is really welcome!

-MikeB

3312. PD/Shareware in Norway!

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 07:49:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2de31247@p10.secom.ct.se>
Source record: 186470

If you want your software distributed in this country, please send it on floppies.

Very few Atari users (me included) has FTP access in Norway - in fact - less than 10% of the members of our usergroup have a modem!

I'll happily cover your expenses for sending the software to us.
We can also help with shareware registrations.

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

3313. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 08:01:56 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2rv0lk$4bh@news.cs.tu-berlin.de>
Source record: 186553

Hallvard Tangerï¿½s <hallvart@ifi.uio.no> wrote:
>What's the lates version of the accessory "Chameleon" which lets you
>load/unload accessories without re-booting?

The 1.19 you have is the lastest version i did. There have been plans
to do an even smaler accessory and an auto-folder dispatcher, but i
never finished it since MultiTOS was able to load accessories on the
fly.

Greetings, Karsten

3314. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 08:17:09 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqCMxq.EGz@westminster.ac.uk>
Source record: 186619

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
: Hi,
: What's the lates version of the accessory "Chameleon" which lets you
: load/unload accessories without re-booting?
: Where is it available, if the author has made a newer version.
: I think mine is version 1,09 or 1,19 or something with a "9" in
: it.

As far as I know, Chamelion version 1.19 is the latest....if anyone
knows any different, then please tell me too.

For people who want it, it can be found in :
micros.hensa.ac.uk

under:
micros/atari/tos/n/n101

Danny.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

3315. Re: Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 08:29:47 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2rv29rlNN1l5@tarsky.uni-muenster.de>
Source record: 186741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqBDLD.3wn@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
|> Hello again
|>
|> Anyone know what winlupe does?
|> Please help.
|>
|> The program I have seen is winlupe 6.50, and is written by Christian
|> Grunenberg, of LHarc Shell 3.01 fame.
|>
|> The docs and everything are in German, and sadly, I don't know any
|> German. B(
|>
It is a sort of magnifying glass in a window, that is what the name says :)

Regards,
Ulrich

3316. Re: TOS error #35

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 08:59:50 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.769856390@acp5>
Source record: 186642

gt1448b@prism.gatech.edu (David Paul Forrai) writes:

>I know this is in the FAQ, but I don't have a copy available. What
>does this error indicate? I'm getting it when trying to run Works.

This means the program file is corrupted.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3317. NEW: EVEREST 3.3

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 09:02:00 UTC
From: Christian_Dalichow@ki.maus.de
Message-ID: <199405251102.a64290@ki.maus.de>
Source record: 186424

Hi there,

our gateway was dead for a few weeks, so I'm not sure you've got this message
outside the mausnet. So once again:

-
All I want to say is: Everest 3.3 is out!

Everest is this nice and easy ASCII-texteditor, full GEM-compatible, runs on
every ATARI (ST or better) with all resolutions/graphiccards and with every
known TOS, MAG!X, Multitos etc.

Everest is Shareware, its not a demoversion and the fee is only 20 DM or 15
US$, payable in every currency (UK-user please read EVEREST.DOC).

I don't know how you can get it, because I cannot upload Everest on a FTP-
Server. But I will ask someone to do it. So please have a look for it.

Or:
If you are rich enough to call Germany dial your international access-code,
followed by 49 4322 6501. In this mailbox you surely find Everest... :-)))

The archivename should be: EVER_E33.TOS

But whats new? Here we go:

Version 3.3 30-4-1994
-Search and replace improved (faster and less bugs).
-Option to disable the auto-reverse direction in the search/replace dialogs, much requested.
-'Whole word' option added to the search/replace dialogs.
-Better menu structure in the 'Block' and 'Search' menus.
-New 'Replace selection' and 'Select word' menu options.
-'Compose' now works correctly in any mode with Everest.
-The cursor column position is maintained after a 'Delete line'.
-Line feeds within abbreviations now possible. 1000 lines max.
-ST-Guide support implemented.
-'vst_unload_fonts' system call implemented to avoid some problems with AMC-GDOS.
-It's now possible to click on the text to select dialog options.

For questions, problems or whatever contact me. UK-user please read the EVEREST.DOC...

so long, Christian

Christian_Dalichow@ki.maus.de

3318. EVEREST 3.3: bug fixed!

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 09:07:00 UTC
From: Christian_Dalichow@ki.maus.de
Message-ID: <199405251107.a64291@ki.maus.de>
Source record: 186421

Hi there.

In this new Everest 3.3 from 30.4.94 is a little bug:

-Line feeds within abbreviations now possible. 1000 lines max.

Here you get problems by using abbreviations like "test" and "tested".

But a corrected version is on the way.

We have changed the archivename:

old version 3.3: EVER_E33.TOS
new version 3.3: EVER_33E.TOS

:-)

Anyway...

If you have any problems with Everest, contact me! We will answer every message, even if you are not reg. user.

Also we are interested to know the countries Everest is well known. So please
write a message, if you are not living in the USA, Canada, The Netherlands,
Scandinavia, France, Austria, UK, Switzerland and of course Germany...

so long, Christian

Christian_Dalichow@ki.maus.de

3319. Re: FSP for MiNT now available

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 09:35:11 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2rv64f$3sb@aiscube.AIS-Dortmund.DE>
Source record: 186701

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >: Anyway so far its much the same, but as the .XDD file has grown from 50K
: >: to 80K I suspect its much more developed. Seems to work with Ulrich's NFS
: >: as well as 0.3 did.
: >
: >It's not just 30k "bigger" In this 30k you'll find TCP-Support. That
: >means you can now compile and run most TCP/IP Clients. I already

: Fine, I knew that the extra 30K was for TCP support - but wasn't sure if
: it had been completed.

: What worries me is that I just can't get 2 machines running 0.4 to talk
: to each other, or even one with 0.3 and one with 0.4. I just can't see what
: I'm doing wrong.

Configuring TCP/IP is often a little bit confusing. It sounds to me, as if
there is no problem with the software, it's just a question of configuration.
So here are some points to check:

- Do your machines have a hostname and an IP-Address ? (must be different
four every machine)

- Did you start the Loopback-Net(s) ? (Nameserver ?!?!)

- Did you start the SLIP or PLIP connections ?

- Check your routing !

- You have the tools ifconfig and route. USE THEM !

- most important: RTFM !

There is a detailed description of how to set up a SLIP Connection
in README.SLIP. In release's >=0.4 you also should find a FAQ, in which
Kay answers a lot of questions.

Good Luck Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

3320. DSP-Programming - Equalizer

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 09:38:34 UTC
From: petep@info.isbiel.ch
Message-ID: <2rv6aq$4e1@vega.info.isbiel.ch>
Source record: 186623

i would like to design an equalizer for the falcon030. i found motorolas dge.asm example. unfortunately it's not documented enough. that means i have no idea, how to apply it, how i can change the volume for each of the 10-bands, ...

could someone give me a hint, where i can find some good informations, or even an example?

thanks
patrick

3321. Problem with GEM.CNF

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 10:08:09 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2rv829$gus@chive.csv.warwick.ac.uk>
Source record: 186790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Last night I wanted to change the path for GNULIB in my GEM.CNF file,
but when I rebooted, Multitos crashed just as it was setting up
my desktop.

I tried Mint 1.10 and 1.04, and it still crashed, even when it was the
only program I booted with. I deleted the line that I had changed,
and it still crashed !!

I went back to the original mint.cnf and gem.cnf I got on the Multitos disk,
and it worked OK. I managed to my mint.cnf file back to normal, and part of
my gem.cnf,but then it started crashing again.

Can anyone explain why

```
setenv PATH=.,C:\,C:\BIN,C:\LANG\GNU\BIN,C:\TOOLS\ARCHIVE,C:\MULTITOS\TW14W12
setenv ACCPATH=C:\
setenv ACCEXT=ACC,ACX
setenv GEMEXT=PRG,APP,GTP,ACC
setenv TOSEXT=TOS,TTP
setenv SHSHOW=C:\MULTITOS\VIEWER.APP
setenv SHPRINT=C:\MULTITOS\LPR.APP
setenv TOSRUN=C:\MULTITOS\TW14W12\RUNTOS.PRG
```

works as a GEM.CNF file, as does

```
setenv TMP=C:\TMP
```

but not

```
setenv PATH=.,C:\,C:\BIN,C:\LANG\GNU\BIN,C:\TOOLS\ARCHIVE,C:\MULTITOS\TW14W12
setenv ACCPATH=C:\
setenv ACCEXT=ACC,ACX
setenv GEMEXT=PRG,APP,GTP,ACC
setenv TOSEXT=TOS,TTP
setenv SHSHOW=C:\MULTITOS\VIEWER.APP
setenv SHPRINT=C:\MULTITOS\LPR.APP
setenv TOSRUN=C:\MULTITOS\TW14W12\RUNTOS.PRG
setenv TMP=C:\TMP
```

or infact anything longer than the first example, even though my original
gem.cnf is much longer.

I'd really appreciate some ideas here, as this problem is driving me _nuts_ !!

Thanks,

Paul

3322. Re: Let 'Em Fly

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 10:15:27 UTC
From: thuebler@news.htwm.de
Message-ID: <5T3OB6KM@news.HTWM.DE>
Source record: 186796

David Sime (dsime@mcs.dundee.ac.uk) wrote:
> I have just received a PD copy of the utility(?) program Let 'Em Fly.
> However the docs are in German and I just can't get it to do anything.
> CAn anyone advise me on how to install it, and what it does?
> Cheers,
> Dave.

Just put the .PRG into your AUTO folder and reboot.
It allows (most) GEM applications to use flying dialog boxes.
Click left on a dialogs background, so you should be able to move it.
Let 'em Fly also enables some short keys in dialogs.
Just try ...
Bye ... Huebs.

+---+
			Torsten Huebler email:
			Hochschule fuer Technik thuebler@htwm.de
/	\ und Wirtschaft Mittweida
+---+

3323. Re: Wanted: Atari User Groups

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 10:44:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2de33a3e@p10.secom.ct.se>
Source record: 186468

SS> Can someone please e-mail me a list of Atari ST user groups in Europe
SS> (or at least the address/phone and contact for your local group)?
SS> Thanks!

Here's our:

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

3324. MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 10:47:17 UTC
From: bp@sxb.bsf.alcatel.fr
Message-ID: <358@lacerta.sxb.bsf.alcatel.fr>
Source record: 186703

ATTENTION ALL FAST MONEY MAKING SKEPTICS!
PLEASE READ AND ANALYZE THE FOLLOWING AND DETERMINE IF
$5 IS WORTH KNOWING IF THIS IS REALLY POSSIBLE!!!!!

Dear Friends,

My name is Dave Rhodes. In September 1988 my car was
reposessed and the bill collectors were hounding me like you wouldn't
believe. I was laid off and my unemployment checks had run out. The
only escape I had from the pressure of failure was my computer and my
modem. I longed to turn my advocation into my vocation.
This January 1989 my family and I went on a ten day cruise to
the tropics. I bought a Lincoln Town Car for CASH in Feburary 1989.

I am currently building a home on the West Coast of Florida, with a
private pool, boat slip, and a beautiful view of the bay from my
breakfast room table and patio. I will never have to work again.
Today I am rich! I have earned over $400,000.00 (Four Hundred
Thousand Dollars) to date and will become a millionaire within 4 or 5
months. Anyone can do the same. This money making program works
perfectly every time, 100% of the time. I have NEVER failed to earn
$50,000.00 or more whenever I wanted. Best of all you never have to
leave home except to go to your mailbox or post office.

In October 1988, I received a letter in the mail telling me
how I could earn $50,000 dollars or more whenever I wanted. I was
naturally very skeptical and threw the letter on the desk next to my
computer. It's funny though, when you are desperate, backed into a
corner, your mind does crazy things. I spent a frustating day looking
through the want ads for a job with a future. The pickings were
sparse at best. That night I tried to unwind by booting up my
computer and calling several bulletin boards. I read several of the
message posts and than glanced at the letter next to the computer. All
at once it came to me, I now had the key to my dreams.
I realized that with the power of the computer I could
expand and enhance this money making formula into the most
unbelievable cash flow generator that has ever been created. I
substituted the computer bulletin boards in place of the post office
and electronically did by computer what others were doing 100% by
mail. Now only a few letters are mailed manually. Most of the hard
work is speedily downloaded to other bulletin boards throughout the
world. If you believe that someday you deserve that lucky break that
you have waited for all your life, simply follow the easy instructions
below. Your dreams will come true.

Sincerely yours,
Dave Rhodes

INSTRUCTIONS

Follow these instructions EXACTLY, and in 20 to 60 days you will have received well over $50,000.00 cash, all yours. This program has remained successful because of the HONESTY and INTEGRETY of the participants. Please continue its success by carefully ADHERING TO THE INSTRUCTIONS.

Welcome to the world of Mail Order! This little business is a little different than most mail order houses. Your product is not solid and tangible, but rather a service. You are in the business of developing Mailing lists. Many large corporations are happy to pay big bucks for quality lists.
(The money made from the mailing lists are secondary to the income which is made from people like yourself requesting that they be included in that list.)

1) IMMEDIATELY mail $1.00 to the first 5 (five) names listed below starting at number 1 through number 5. Send CASH only please (total investment $5.00). Enclose a note with each letter stating: "Please add my name to your mailing list." For other countries the equvielent amount may be sent, e.g. in Hong Kong Send HK$10 as this is the lowest denomination note.
(This is a legitimate service that you are requesting and you are paying $1.00 for this service).

2) REMOVE the name that appears number 1 on the list. Move the other 9 names up one position. (Number 2 will become number 1 and number 3 will become number 2, etc.)

Place your name, address and zip code in the number 10 position.

3) Post the new letter with your name in the number 10 position into 10 (Ten) separate bulletin boards in the message base or to the file section. Call the file, MAKE.MONEY.FAST.

4) Within 60 days you will receive over $50,000.00 in CASH. Keep a copy of this file for yourself so that you can use it again and again whenever you need money. As soon as you mail out these letters you are automatically in the mail order business and people are sending you $1.00 to be placed on your mailing list. This list can than be rented to a list broker that can be found in the Yellow Pages for additional income on a regular basis. The list will become more valuable as it grows in size. This is a service. This is perfectly legal. If you have any doubts, refer to Title 18, Sec. 1302 & 1341 of the postal lottery laws.

NOTE: Make sure you retain EVERY Name and Address sent to you, either on computer or hard copy, but do not discard the names and notes they send you. This is PROOF that you are truely providing a service and should the IRS or some other Government Agency question

you, you can provide them with this proof!

Remember as each post is downloaded and the instructions carefully followed, five members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the number five position you will be receiving thousands of dollars in cash!

1) Kok-Wah Liew
P.O.Box 6752
East Lansing, MI 48826
USA

2) Jason Mathews
16696 Parklane
Livonia, MI 48154
USA

3) Kiel C. Wilson
45 N.Belvedere #202
Memphis, TN 38104
USA

4) Filiberto Farini
Calle Saa y Sodiro #118
Edificio Daniel Cadena
Quito, Equador
SUD AMERICA

5) Sanna Nivalainen
Saariniemenkatu GA 8
00530 Helsinki
Findland

6) Stanley Marrder
2016 Elmen St.
Houston, Texas 77019
USA

7) Joe Wargo
338 N.W.35th St.
Corvallis, OR 97330
USA

8) Robert A. Decker
307 S. Division #4
Ann Arbor, MI 48104-2203
USA

9) Niven Reddy
2 Amman Circle
Sanaa

Verulam, 4340
SOUTH AFRICA

10) Bruno Palagi
14, rue des Alouettes
67380 Lingolsheim
FRANCE

The following letters were written by participating members in this program.

To Whom It May Concern:

About six months ago I received the enclosed post in letter form. I ignored it. I received about five more of the same letter within the next two weeks. I ignored them also. Of course, I was tempted to follow through and dreamed of making thousands, but I was convinced it was just another gimmick and could not possibly work. I was wrong! About three weeks later I saw this same letter posted on a local bulletin board in Montreal. I liked the idea of giving it a try with my computer. I didn't expect much because I figured, if other people were as skeptical as I, they wouldn't be too quick to part with Five Dollars. But, I buy lottery tickets weekly in my province and have nothing to show for it but ticket stubs. This week I decided to look at this as my weekly lottery purchase. I addressed the envelopes and mailed out one dollar in each as directed. Two weeks went by and I didn't recieve anything in the mail. The fourth week rolled around and I couldn't believe what happened! I can't say I received $50,000, but it was definitely well over $35,000! For the first time in ten years, I got out of debt. It was great. Of course, it didn't take me long to go through my earnings so I am using this excellent money opportunity once again. Follow the instructions and get ready to enjoy.

Please send a copy of this letter along with the enclosed letter so together we can convince people who are skeptical that it really works!
Good Luck,
Charles Kust
St Agathe Que.

Another letter:

I tried a similar program in which the cost was $5.00 per response. In that one the return was about 3%. Since I did not have a modem I sent out letters regular mail. I created a few mailing labels and printed out all of the labels on pressure sensitive tape. The first mailing that

I used the $1.00 dollar per reponse approach I started to get return mail in just over one week! I sent out 200 letters instead of 100 that is required if you use the mail instead of the bulletion boards. Additionally, I included as many friends, relatives, classmates, that I could think of in order to encourage their participation if they happened to recognize my name, so my percentage of gain was higher. I am trying again with 500 letters to see if I surpass the $141,000 of the last time. You just won't believe it until you try.

Best Wishes,
Mark Garner
Dallas Texas

additional notes:

This system works equally well if mailed out manually. Mind you it takes more effort to hand address the envelopes and the cost goes up proportionately to cover the postage and envelopes. You must also photo copy the instructions, cross out the name in number one position, write in your name in the number ten slot and change the rest of the numbers accordingly. (It might be neater to use white out or paste over the names.) In order to achieve the same results you must send out the $1.00 dollar to the first five names and then send out another 100 letters with copies of the program enclosed. It has been suggested not to put a return address on the outside of the envelope in order to encourage the recipient to open it. The return will approximate that then received from the posts listed on the bulletin boards.

Hello, my name is Steve Prester. As you may have noticed I'm the tenth name on this list, so I do not have a rags-to-riches story to tell here. However, I did make a phone call to the 2nd name on this list, Ernest Goyette. Did he have a rags to riches story to tell? Not exactly, but then I found out that he did not follow the instructions precisely. You see, Ernest lost faith in the program before he had finished following instructions. He only uploaded this file on one BBS, which happens to be operated by Darryl McGinnis, the 3rd name on this list. Ernest told me that he has received $92.00 to date (1/6/90). I realize this is far from the $50,000.00 promised at the first of this file, yet one must keep two things in mind:

1. $92.00 is almost 10 times his initial investment, and it only took about an hour of his time (there's nothing to lose).

2. This program works mathematically on an exponential scale. In other words, for every one BBS that this file is uploaded onto, it should spread to at least ten other BBSs and possibly a whole lot more. So, if Ernest had uploaded his file on all ten BBSs, he should have at least gotten a hundred-fold of what he has, which would be $9200.00. Not bad for a few hours work and a $6.25 investment (including postage).
Finally, I would like to exhort those who become involved in this program to maintain its integrity by being honest. It is the only way that it can possibly pay off. In other words, be sure to enter your name at the bottom of the list and not in one of the top five positions (actually this would be robbing yourself since it is while your name is in the lower positions that it gets multiplied exponentially over hundreds of BBSs). And, of course, send your $1.00 off to the first five names. As I write this I have not made a penny (that's because I have not uploaded this yet), but I thought you might like to hear from someone at the bottom of the list, instead of someone claiming rags-to-riches. I hope such is true, and I'm sure it will be if we all stick with it. The potential is definitely here!

P.S. Call me if you get rich.

Well, now I'm #10! I knew a guy from school
who told me about one he did like this one. I did
not believe him at first, but last time I saw him
he had already made over $2000.00 in only 2 months.

If everyone does it honestly it'll definitly work!
So I'm going to be honest and do it too!

How can you lose by spending only $5.00
I'm getting married soon and could really
use a few extra dollars!!!!
Pass it on and make it work!!!!!

"JOE"

3325. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:29:28 UTC
From: djs@jet.uk
Message-ID: <1994May25.112928.9595@jet.uk>
Source record: 186783
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <CqAKn7.Aw5@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>
>>If you don't have a GEM style interface, how do you run GEM programs?

>You don't.
I think that it was a rhetorical question...
And this thread is cross-posted too much. If I knew how to redirect
followups, I would :-)
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3326. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:36:08 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994May25.123608@cs.man.ac.uk>
Source record: 186611
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Wow..Lots of email messages..Thankyou all very much I know quite a bit about MiNT now.
One contradiction did come out though.Some of you said that only tos programs ran under
MiNT not any GEM applications that used windows,menus etc and other said both.Which is it?

Again thank you all for your letters

3327. MiNT vs Mag!x

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:39:28 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994May25.123928@cs.man.ac.uk>
Source record: 186643
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

After hearing all about MiNT which sounds very good,had anybody used the Mag!x commericial multitasking system which has just been released in the UK (System Solutions).I read a review in ST review magazine and they seemed to adore it.If you have used Mag!x what are your (possibley unbiased) views on it? Can you now not live without it and does it work with protext v5 ?

Thanks, Robin Grant.

grantr@cs.man.ac.uk

3328. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:44:09 UTC
From: djs@jet.uk
Message-ID: <1994May25.114409.13629@jet.uk>
Source record: 186784

In <2rrc61$6uu@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>Two friend of mine bought NVDI. One didn't get a manual, and the both said
>that it was loaded with bugs.
Really? Most people I know that have Ataris swear by NVDI. It is *essential*
if you have a Falcon. Maybe your friends had old versions? Maybe they
had some other weird program that clashed with NVDI? You have to be careful
of the ordering of NVDI and other programs in the AUTO folder, but I would
be stuffed without it.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3329. Re: Neodesk Upgrades

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:46:46 UTC
From: djs@jet.uk
Message-ID: <1994May25.114646.14311@jet.uk>
Source record: 186785

In <1994May23.124538.4081@sco.com> donaldp@scowpat (Donald Page) writes:

>NORMAN S L (cc103@city.ac.uk) wrote:
>: I have downloaded the Neodesk 3.02 to 3.03 upgrade from atari archive.
>: Reading in the Text file this version is only recommended for USA versions
>: of Neodesk, Anybody know where I can get an upgrade for the UK version?

>I'm fairly sure that I got mine from GST. They are contactable
>via email as user@gst-soft.demon.co.uk...
GST do not support NeoDesk anymore, try Compo UK instead.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3330. LHArc 3.01

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:48:26 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769894260.AA05697@byte.bbs.no>
Source record: 186706

>I was using LHArc 3.01 and discovered that if there were extra bytes o
>garbage at the end of the file, the program would tell me that, but no

If you download files with Xmodem or Ymodem you will get some extra
bytes at the end (Xmodem files must are dividable by 128 and Ymodem
by 1024), but this should not be a problem (anyway, if the Xmodem or
Ymodem protocol is smart and fills up this extra space with CTRL-Z's
as it should there are programs to strip off these extra bytes).

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

3331. MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:48:30 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769894260.AA05698@byte.bbs.no>
Source record: 186707

>They were wrong - NVDI is the most compatible, useful utility I own. W
>it can (sometimes) do is show up bad code in other people's programs.

I some of my programs the cursor disappers with NVDI, very irritating,
and I use only legal VT-52 calls to turn it on/off. The problem is not
there with QuickST3 (I find QuickST3 more compatible on my MEGA STE).

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

3332. QUESTION: Using an PC hard-disk with a 520 ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:50:04 UTC
From: gl@comlab.ox.ac.uk
Message-ID: <1994May25.115004.15832@msc2.comlab.ox.ac.uk>
Source record: 186794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

Is it possible to use an IBM PC IDE-type hard disk with an ATARI 520 STF ?
I ask this question because I have the opportunity to get a (relatively small)
PC hard-disk, and it would be a good way to "upgrade" my 520ST!
Is the HD-connector at the back of my 520ST a special one ? And, if it works,
how to declare this hard-disk?

Thanks for any information.

Gael

--
~~~~~~
Gael Lambin (gl@prg.ox.ac.uk OR lambin@iie.cnam.fr)
MSc in Computation student at the Oxford University Computing Laboratory (UK)
also student at the Institut d'Informatique d'Entreprise (Evry,FRANCE)
~~~~~~

3333. Re: WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 11:50:45 UTC
From: djs@jet.uk
Message-ID: <1994May25.115045.15250@jet.uk>
Source record: 186786

In <8059@merlin.ukc.ac.uk> nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>I have a problem recording to my HD using WinRec.

>The trouble is, I need to set the walkman to a ridiculously low volume just so
>I don't overload the circuitry in my Falcon - usually the volume has to be set
>to as low as one or even a half (the scale goes up to ten).

>I guess the reason is that the walkman is powering the connection (as it would
>need to if headphones were connected) as is the microphone jack on the Falcon,
>as it would need to if a Microphone were connected. So I have twice the power
>that is needed going through the connection.....
Eh? Most non-pro microphones don't need power, and I don't believe that the
Falcon provides it. The headphone socket on your Walkman will output at too
high a level for a mic-level input. You need an attenuator, or get your
Falcon modified for line-level input. The headphone output level is likely to
be close enough to line-level.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3334. Re: Graphics in ASM.

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 12:03:49 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CqCxID.83r@newcastle.ac.uk>
Source record: 186793

In article <Pine.3.89.9405222102.B4933-0100000@unix>, slh100@tower.york.ac.uk (Shawn Hargreaves) writes:
>Does anyone have any assembler code for drawing filled polygons/triangles
>and lines on to the screen (ideally doing clipping if they are off the
>edge)? I am working on a game (in 16 color low resolution) and the VDI
>routines are way too slow.
>
>Shawn Hargreaves "God is real, unless declared as integer."

ST-World (RIP) carried a series of article called 'advanced graphics', written by the guy who wrote Magic Fly, and this had Assembler routines to do everything from scrolling through sprites, right up to 3d polygons, all using custom routines in assembler....the articles are well worth reading as the source code is there to.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3335. lets get rid of "make money fast" posts

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 12:40:56 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1994May25.084056.1@vaxr.sscl.uwo.ca>
Source record: 186787

Well the make.money.fast post is back! As was suggested by several people last time this shit appeared...reply to the guy and include SEVERAL copies of his original post...perhaps his sysop will shut him down and we will be spared this potentially destructive drivel. Remember, stuff like chain letters and this kind of crap can really cause problems for YOUR sysop...show this guy we don't want it here!

--
T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

3336. Re: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 12:57:27 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqCzwy.Av1@westminster.ac.uk>
Source record: 186588

#Bruno PALAGI (bp@sxb.bsf.alcatel.fr) wrote:

: ATTENTION ALL FAST MONEY MAKING SKEPTICS!
: PLEASE READ AND ANALYZE THE FOLLOWING AND DETERMINE IF
: $5 IS WORTH KNOWING IF THIS IS REALLY POSSIBLE!!!!!

[Body of CHAIN LETTER deleted.....]

Please KEEP THIS OFF THE NET. One of these came on the net a few months ago, and we definitely do not need to see these kinds of things.

Why clutter up the net with stuff we are tired of seeing in the "real" world?

Be critical, and read the text properly....and see who makes the money. As far as I can remember, Name number 1 was the name I saw at number 1 last time. Not that I was thinking of doing this...I am not so stupid, just wanted to see how these things convince people.

STAY AWAY.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3337. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:07:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.47940.4514.0N19FA2D@canrem.com>
Source record: 186716

-> >... the TT030 accelerator ...
-> >
-> >What kind of accelerator is this? I've only heard rumors about a >TT
-> accelerator card called "CaTTamaran". Has this product ever >been
-> released? Does it exist at all? Who knows more about it?
->
-> I coulda sworn someone on GEnie mentioned getting one, so I don't
-> think it's vaporware. I don't have any more info at the moment, but
-> if I can track down some messages on GEnie about it, I will capture
-> them and post them (hope they don't mind :-)

Cybercube Research Ltd. developed and produces the CyReL CaTTamaran
TT030 Accelerator which can boost the performance of the TT up to 150%!

Here a few more details about the CyReL CaTTamaran:

= small board for internal installation in a TT030
(must be one of the newer motherboards _without_ the CPU
daughterboard for a quick and easy installation)

= most TT users will get away with NO soldering at all

= you do not need costly caches or a new CPU. The CaTTamaran
will accelerate your existing system.

= performance: CPU goes up to 150%, FPU up to 160%, RAM accesses
will be sped up to 180% and ROM accesses to 140%
(measured with GEM-Bench)
Speedometer index: 839% faster than an ordinary ST

= cost: SRP US $99

Look out for the press releases and the CyReL Electro ADs to be uploaded
on various ftp sites in a week or so, or check your favourite Atari
magazine for advertisements.

If you have any additional questions, please let me know.

Ralf.

3338. Looking for the author of Speedometer

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:11:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.47941.4514.0N19FA2E@canrem.com>
Source record: 186717

Hi,

does someone know where to reach or contact Silvio Iaccarino,
who wrote Speedometer back in 1991? We would like to convert this
german speed indexing program into an english version.

Ralf.

3339. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:16:15 UTC
From: avg@cwi.nl
Message-ID: <CqD0v4.BDE@cwi.nl>
Source record: 186789

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

```
>Hi,
>What's the lates version of the accessory "Chameleon" which lets you
>load/unload accessories without re-booting?
>Where is it available, if the author has made a newer version.
>I think mine is version 1,09 or 1,19 or something with a "9" in
>it.

1,09 or 1,19 or sth with a "9" in it

...reducing...

sth with a "9" in it

(hm, that's not very specific)
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
```

3340. Re: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:40:10 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405252032.AA00139@montp.cirad.fr>
Source record: 186592

CEO file contents:
Ok, let's bomb this guy away ! We're really fed up with this stuff.

BTW, this guy is french, and this crap is ILLEGAL here. Has anyone ever heard of PROSECUTIONS following junk postings on the net. Perhaps this could scare these people away !

Well, I suppose he could always hire those GREEN CARD lawyers and buy himself some SKINNY DIP while in prison... :)

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

3341. Re: Looking for bitmap-manipulator

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:47:22 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <2rvkta$p5n@nyheter.chalmers.se>
Source record: 186595

In article <2rscm2$2cm@tuegate.tue.nl>,
Erlend Nagel <error@stack.urc.tue.nl> wrote:
>Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>>It was none other than -Unknown- that wrote on 18 May 94 that ,
>> -> is there a pd prog with wich i can manipulate bitmaps,
>> -> e.g. brighten/darken a bitmap-picture for printout?
>
>>Gemview is undoubtedly the best tool for this specifically.
>>but AIM is a much more comprehensive image processing tool but quite
>>hard to get to grip's with , but not much it can't do if you can !
>
>I saw GIP was on last months ST User coverdisk. GIP stands for Graphivs
>Image Processor if I remember correctly. It is also available from PD
>suppliers like the ACN. It looked like a nice program from the catalog,
>and I expected that it would soon be available on some ftp-site but I
>haven't seen it yet. Maybe someone can upload the program.

Or you could ask me for a beta version of mgif 4.4. ;-)

Mgif has a good selection of image processing functions (no one has
asked for anything new so far...) and is mostly very quick.
AIM is probably more powerful, but it has been a while since I looked
at it. I don't think it handles colour half as well as mgif 4.4.
GIP looks very basic from what I've seen in the magazines, but I've
not actually tried it.

The new mgif uses GEM menus/dialogs and runs under MultiTOS, so it's
much easier to use than before.

So far it's only possible to load JPEG/GIF/Targa/PPM/PI? and save
as GIF/Targa/PPM, but I will add (X)IMG save/load as well before the
release.

--
As always, if anyone would like to try out the latest beta version,
mail me. You don't have to hunt for bugs all the time, just let me
know what you think etc.
If you've got an earlier beta of 4.4, don't hesitate to ask for a
newer one, but I'd sure like some comments on the old one too. ;-)
--

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3342. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:47:48 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May25.134748.5927@t.hfb.se>
Source record: 186596

In article 13629@jet.uk, djs@jet.uk (David Stevenson) writes:
>In <2rrc61$6uu@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>
>>Two friend of mine bought NVDI. One didn't get a manual, and the both said
>>that it was loaded with bugs.
>Really? Most people I know that have Ataris swear by NVDI. It is *essential*
>if you have a Falcon. Maybe your friends had old versions? Maybe they
>had some other weird program that clashed with NVDI? You have to be careful
>of the ordering of NVDI and other programs in the AUTO folder, but I would
>be stuffed without it.

NVDI v2.50 doesn't handle Setscreen (XBIOS #5) correct on the Falcon030.

/
/ Daniel

3343. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:53:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1807@usdtsg.DaytonOH.NCR.COM>
Source record: 186607

In article <2rueh2$nfr@yrsa.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangers) writes:
>
>What's the lates version of the accessory "Chameleon" which lets you
>load/unload accessories without re-booting?
>Where is it available, if the author has made a newer version.
>I think mine is version 1,09 or 1,19 or something with a "9" in it

I think I have the same version (dunno if it was ever)
updated...

One thing I did notice is that if you try using it with MiNT loaded
in, things seem to crash for me :-O

Whenever Geneva finally becomes MiNT-friendly, then it won't matter,
because I can load and unload ACCessories on the fly under Geneva
anyways...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3344. Re: WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 13:56:33 UTC
From: nj1@ukc.ac.uk
Message-ID: <8114@merlin.ukc.ac.uk>
Source record: 186799

In article <2rur31$d5@vega.info.isbiel.ch> petep@info.isbiel.ch writes:
>
> ------------ [R]-------------
> | ----------|=== Line Left
>Falcon030 Mic ===|--------------------|
> | ----------|=== Line Right
> -------------[R]-------------
>
>i hope you understand this "scheme", it's not easy to "draw" with the news tool...
>

I know how you feel, drawing in ASCII is not easy!!!!

Thanks for the info, I'll pull the cable apart and solder a couple of resistors
in along the signal wires.. More dodgy soldering :-)

Thanks again,

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

3345. Re: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 14:04:28 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2rvltc$64j@ccpnws.in2p3.fr>
Source record: 186800

> : ATTENTION ALL FAST MONEY MAKING SKEPTICS!
> : PLEASE READ AND ANALYZE THE FOLLOWING AND DETERMINE IF
> : $5 IS WORTH KNOWING IF THIS IS REALLY POSSIBLE!!!!!

This guy lives in France, so when I will be back next week-end (I am in Germany right now), I will give him a little phone call (I guess I will not be "politically correct !).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

3346. Re: WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 14:50:03 UTC
From: jhh@cwi.nl
Message-ID: <CqD57F.Dq3@cwi.nl>
Source record: 186610

djs@jet.uk (David Stevenson) writes:

>In <8059@merlin.ukc.ac.uk> nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>>I have a problem recording to my HD using WinRec.

>>The trouble is, I need to set the walkman to a ridiculously low volume just so
>>I don't overload the circuitry in my Falcon - usually the volume has to be set
>>to as low as one or even a half (the scale goes up to ten).

>>I guess the reason is that the walkman is powering the connection (as it would
>>need to if headphones were connected) as is the microphone jack on the Falcon,
>>as it would need to if a Microphone were connected. So I have twice the power
>>that is needed going through the connection.....
>Eh? Most non-pro microphones don't need power, and I don't believe that the
>Falcon provides it. The headphone socket on your Walkman will output at too
>high a level for a mic-level input. You need an attenuator, or get your
>Falcon modified for line-level input. The headphone output level is likely to
>be close enough to line-level.

Well, actually my Falcon does provide 9V phantom power on the microphone input
socket (as measured a few weeks ago). It would have been nice though if Atari
had mentioned that somewhere in the standard docs you get with the Falcon.

--

Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

3347. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 15:02:51 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rvpar$jqf@charm.magnus.acs.ohio-state.edu>
Source record: 186608

Two things you can try for 50 Hz on your falcon. The first is FalconSX
the desk accessory. I believe it has a 50hz option.
The second is adjust your TV set or monitor. I successfully adjusted one
of my 1224s that I've had to work with either 50 or 60 Hz. Now that was nice!
One thing though just a personal thought. The original 1224's that everyone
likes to taut as so wonderful is IMHO the absolute worst 1224 to use on a
Falcon.

Dan Ackerman
ackerman.29@osu.edu

3348. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 15:33:07 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rvr3j$jv9@charm.magnus.acs.ohio-state.edu>
Source record: 186621

Almost everything you would want that is MiNT specific can be found at
atari.archive.umich.edu under the atari/Mint folder.

Dan Ackerman
ackerman.29@osu.edu

3349. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 15:35:49 UTC
From: <>
Message-ID: <2rvr8l$jjt@mother.usf.edu>
Source record: 186631

In article <1994May25.114409.13629@jet.uk> djs@jet.uk (David Stevenson) writes:
>In <2rrc61$6uu@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>
>>Two friend of mine bought NVDI. One didn't get a manual, and the both said
>>that it was loaded with bugs.
>Really? Most people I know that have Ataris swear by NVDI. It is *essential*
>if you have a Falcon. Maybe your friends had old versions? Maybe they
>had some other weird program that clashed with NVDI? You have to be careful
>of the ordering of NVDI and other programs in the AUTO folder, but I would
>be stuffed without it.
>--
>David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

One bought it a while back for his STe. The other JUST got it for his TT.

Right now, I'm using Warp 9 on my Falcon. After I went through hell trying to figure out what order I should put things in the AUTO folder (Warp 9 is VERY sensitive to that and you can't put it first like they say you should) to get every thing to work right, I was able to get speedup in all the display modes except truecolor (which it doesn't support). It only speeds up text, not VDI drawing, which is a disappointment, but since text is used very heavily, it speeds up just about everything. In mono modes, there is a 10-fold speed increase for text, while in 256 color modes, the speedup is marginal, and 16 color modes are still too slow for my taste.

I've been wanting to get NVDI, but it's so expensive, I'm not sure I want to shell out the money.

3350. FALCON WP's & DTP

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 15:38:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rvree$ope@dux.dundee.ac.uk>
Source record: 186627

Can anyne tell me where (and what) I can get in the way of DPR and WP programmes via FTP.

I may get Atari Works eventually but at the moment commercial stuff is off the menu,

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3351. ICD caches and Frontier Was: PhotoChrome 4 HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 16:06:11 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <2rvt1j$pjs@nyheter.chalmers.se>
Source record: 186639

In article <2rkin7$316@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>In article <2rertg$nv5@news.ysu.edu>, ab164@yfn.ysu.edu (tom lamparty) writes:
>>
>>HEY, it worked for me! I have a 4-meg 1040STe w/TOS 2.06 running
>>Warp9. OH Yea ICD adscsi+ w/ both read and write caches OFF. Why?
>>Because Frontier (Elite2) doesn't like the caches on! Could that
>>be why some people have trouble running it off the HD?
>
>Well its works on my STE and a Friends and a Mega ST with Read caches
>on...!!!

I have to disable my ICD caches too, every time I want to play Frontier. Two days ago, however, after the latest hunt/terminate session on the disk (I have a 340Mb Quantum SCSI on order now) it refused to run whatever I did! :-(

Some tracing with MonST showed that, although Frontier loads and relocates nicely, it uses fixed addresses for some things. Those addresses were right in the middle of WINX:ed GEM, BlowUP030, caches etc. Needless to say, that was not very likely to work.

Well, how come it worked before then?

After some thought I remembered that I'd removed the TOSWIN.ACC file from the stuff that gets loaded when there is no MiNT (Why it was ever among those files in the first place is beyond me...). I returned TOSWIN.ACC to its original place and, guess what? Frontier ran without a hitch!

If Frontier runs OK for you, don't change your setup and be glad nothing terrible has happened....

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3352. Re: Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 16:22:42 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2rvu0i$438@unicorn.ccc.nottingham.ac.uk>
Source record: 186407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqBDLD.3wn@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:

> Anyone know what winlupe does?

A Magnifying utility in a GEM window. Handy for Art/Drawing zooms where you need the full toolkit but don't normally get it for example.

> The docs and everything are in German, and sadly, I don't know any
> German. B(

The ubiquitous Joe Connor (jconnor@cix.clink.co.uk) translated it I believe, and runs a UK registration scheme. Check out the ST Club PD catalogue.

Sam

3353. Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 17:24:32 UTC
From: sys1@exnet.com
Message-ID: <CqDCCy.52p@exnet.com>
Source record: 186704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hello all.

I need (Ha! *want*) a good DTP to do the company news letter, occaisional promotional material and proofs for the adverts we run. The two main contenders seem to be Calamus and DA's Layout.

The main concern of the boss is that the program should understand text and produce good quality and consistant output (We use TeX and LaTex for internal documants---on the grounds that it is a very clever program)

My interest is to produce stuff that he will accept, be able to get films from and which I can use for the fun of it too.

I have a Falcon 030, 141 MBHD, and we have not yet decided on a printer.

Any ideas anyone?

xavier

3354. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 17:57:02 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s03he$kiv@charm.magnus.acs.ohio-state.edu>
Source record: 186644
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

re. Recovering partitions. I use KnifeST it's great. One problem though you have to have the partition recognized by the system to use it. So if you get it recognized at boot then you should be able to fix it.

Dan Ackerman
ackerman.29@osu.edu

3355. Re: TV tuner needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 18:03:03 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s03sn$kjf@charm.magnus.acs.ohio-state.edu>
Source record: 186645

I saw a newsbyte in a recent ST USER about a digitizer out of Germany that allowed you to also run VIDEO in a window with SOUND. I can't remember the name right now. Anyone else see this?

Dan Ackerman
ackerman.29@osu.edu

3356. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 18:03:52 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405251724.AA06048@ilmen.lanl.gov>
Source record: 186646

In article 6ur@mother.usf.edu, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>How do you get it to work at 60hz? I just connected it to my TV, and as with
>all other 50hz demos, the screen did nothing but roll. Is there a different
>version? How can I configure it for 50hz?

Isn't there a PD utility called CHANGEHZ.PRG or something? I have to use that
to allow Populous II to run on the Falcon, otherwise it says 'PAL Systems Only.'

-Hutch- @ Fair Dinkum Tech

3357. Re: "Icon juggler" problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 18:06:13 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s042l$kjo@charm.magnus.acs.ohio-state.edu>
Source record: 186647

There is also a program called iconmanger floating around the net.

Dan

3358. For Sale: Magnavox color monitor/tv for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 18:50:25 UTC
From: tipi@vivaldi.acc.Virginia.EDU
Message-ID: <CqDGC1.Lwr@murdoch.acc.Virginia.EDU>
Source record: 186709

(pardon the double-spacing:my ancient CPM laptop is fussy)

Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

Better than Atari; 13" (vs. 12), sharper pic, better made,

use with IBM-comp's, Amiga, and composite-video machines

(Atari 8-bit, C=64, VCR, laserdisc player) as well.

640x240, analog & ttl-rgb, & composite-video & green-screen.

* Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

* FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$200 or best offer. Call (804)295-9995 or

send email to tipi@vivaldi.acc.virginia.edu

3359. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 19:00:52 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May25.190052.27051@bradford.ac.uk>
Source record: 186735

On 25 May 1994 04:52:18 +0200, Hallvard Tangeres wrote:

: What's the lates version of the accessory "Chameleon" which lets you
: load/unload accessories without re-booting?
: I think mine is version 1,09 or 1,19 or something with a "9" in

I think this is the only version around. Is there a bug you have found? I
think it is perfect in every way.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.brad.ac.uk ==

3360. SMS2

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 20:33:36 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <769932258.AA05703@byte.bbs.no>
Source record: 186708

Does anybody out there have any hands-on experience with the new ST OS SMS2?

After reading the articel in the latest issue of STF about the SMS2, which almost said that it would convert my ST to a cross between an Indy and an AS/400, I got interested. But I find it hard to believe what the articel said.

I also feel that the statement about the ST with SMS to being comparable to a 66Mhz CPU, rather unintresting. Since it did not say anything about what type of application and what type of OS was running on the 66Mhz CPU.

So could anyone comment on this new OS? Wheter or not is really does speed up the ST 8.25 times? And what kind of software that is available for it? Does anyone know if anything by GNU is running on it? Or POV?

I would realy like to render pic's 8.25 times faster..:-)

One other thing if those specs are correct, it would seem logical that fitting such a unit to a TT (or even better a Medusa) would give you a Cray at home :-)

/--------------------------\
Internet: | william@oslonett.no (or) |
| william.kent@byte.bbs.no |
\--------------------------/

-- ReadMail ST

3361. Re: GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 20:42:09 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s0d71$l9f@charm.magnus.acs.ohio-state.edu>
Source record: 186705

You could also switch to Font GDOS. I personally never had any problems with it. If you use it, you get some handy .cpxs and .accs that will make your assign.sys for you. You can also specify a folder for your fonts to be in.

Dan Ackerman
ackerman.29@osu.edu

3362. uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 21:10:12 UTC
From: dmh1@ukc.ac.uk
Message-ID: <8122@merlin.ukc.ac.uk>
Source record: 186712

Does anyone know anything about the UNIX windows program uw.prg?
I've downloaded it onto my machine and have got all the bits for
the UNIX end but dunno how to run it. I have tried from the auto
folder and running the startgem.prg supplied but it comes up with
2 bombs.

it is just a dodgy unarchived file or what?

Cheers

Davie

--

3363. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 22:07:39 UTC
From: <>
Message-ID: <2s0i7b$ldf@mother.usf.edu>
Source record: 186726

In article <9405251724.AA06048@ilmen.lanl.gov> hutch@ilmen.lanl.gov (John Hutchinson) writes:
>In article 6ur@mother.usf.edu, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>>How do you get it to work at 60hz? I just connected it to my TV, and as with
>>all other 50hz demos, the screen did nothing but roll. Is there a different
>>version? How can I configure it for 50hz?
>
>Isn't there a PD utility called CHANGEHZ.PRG or something? I have to use that
>to allow Populous II to run on the Falcon, otherwise it says 'PAL Systems Only.'
>
>-Hutch- @ Fair Dinkum Tech
>

How do I get this program to make the 50hz program run in 60hz? It's the demo that sets the computer to 50hz once it's run. It would be nice if there were a TSR that would force the system back to a certain sync rate.

3364. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 22:30:32 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2s0ji8$hes@nasim.sta.sub.org>
Source record: 186723

Timothy Miller (millert@undergrad.ec.usf.edu.) wrote:
> Two friend of mine bought NVDI. One didn't get a manual, and the both said
> that it was loaded with bugs.

I'd be happy (or not) if one of your friends could exactly describe
only *one* bug in NVDI.

Interested in your answer,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3365. MiNT-Net 0.4 Problems (was re MiNT FSP now available)

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 22:58:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqDrsy.CCq@cix.compulink.co.uk>
Source record: 186721

>Configuring TCP/IP is often a little bit confusing. It sounds to me, as if

>- Check your routing !
>- You have the tools ifconfig and route. USE THEM !

Any hints on how to use 'ifconfig' and 'route' to trace non connections?

Well this is what my main machine does to bring up MiNT-Net:

(loads patched MiNT 1.10, all the .XFS and .XDD drivers and spawns ksh shell)

```
u:/bin/ifconfig sl0 addr 100.0.0.1 dstaddr 100.0.0.2 mtu 4096 up
u:/bin/route add 100.0.0.2 sl0
u:/bin/ifconfig lo0 addr 127.0.0.1 up
u:/bin/route add 127.0.0.0 lo0
u:/bin/ifconfig
u:/bin/route
u:/bin/portmap
u:/usr/etc/inetd
u:/bin/mountd
u:/bin/nfsd
```

This file is unchanged from my (working) 0.3 configuration.

On the other machine the file is much the same, but obviously sets up a route the other way. (100.0.0.2 to 100.0.0.1). Note: this network is *not* connected to the rest of the internet, so the ip addresses aren't meaningful.

>There is a detailed description of how to set up a SLIP Connection

This is what I based my above config file on. I'll have another good read of it though.

>In release's >=0.4 you also should find a FAQ, in which Kay answers
>a lot of questions.

Well - if you note whose name is at the top of that FAQ - you will see I've already asked those questions - and acted on them ;-)

<fx frustrated sigh> Yes, I know it must be my configuration - Kay wouldn't have put out non working software. However its not as though this is the first time I've tried to bring up a working MiNT-Net. I *had* 0.3 working fine (well mostly), but a straight newfile/oldfile replacement upgrade, and suddenly my machines don't want to know. They talk to themselves okay, but just can't see each other.

Roland.

@CiX

3366. ST software in Oz

Newsgroup: comp.sys.atari.st
Date: 1994-05-25 23:15:38 UTC
From: u943336@student.canberra.edu.au
Message-ID: <1994May25.231538.14043@csc.canberra.edu.au>
Source record: 186597

-Greg McBurney
-e-mail :-u943336@student.canberra.edu.au

3367. Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 00:15:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2s0pme$2hi@golem.wcc.govt.nz>
Source record: 186714

After reading the post about Bob leaving, well IMHO I think he was made
redundant or was aked to leave, there was no need for that position,
for a company that just sells games consols..

Plus Atari have droped out of a lot of shows, you only need a communication
manager when you have some things to communicate..

Plus I don't think Atari has much money to play with these days....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3368. ST software WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 00:19:05 UTC
From: u943336@student.canberra.edu.au
Message-ID: <1994May26.001905.16779@csc.canberra.edu.au>
Source record: 186738

I am desperately seeking new software for my 1040 ST. Software (and
hardware) seems to be extremely rare here in Canberra. I would appreciate
anyone willing to sell me second-hand software or provide the address of
any reputable mail order companies (preferably in Australia).
Than you in advance
-Greg McBurney
-e-mail :-u943336@student.canberra.edu.au

3369. Re: GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 00:22:31 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <2s0q47$4rl@Tut.MsState.Edu>
Source record: 186730

On 25 May 1994 20:42:09 GMT, Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:
> You could also switch to Font GDOS. I personally never had any problems
>with it. If you use it, you get some handy .cpxs and .accs that will make your
>assign.sys for you. You can also specify a folder for your fonts to be in.

> Dan Ackerman
> ackerman.29@osu.edu
Where can iI get Font GDOS?
I've never heard of it.

Thanks,
Thomas

E-mail: ted2@Isis.MsState.edu
S-mail: P.O.Box 4734
: Miss State, MS 39762

3370. Stfm Computer

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 01:54:48 UTC
From: etat@delphi.com
Message-ID: <xO1NGuQ.etat@delphi.com>
Source record: 186423

I am looking for a cheep 1040STFM (RF module on computer). In good condition only...in the 60-75 dollar bracket. If you have one you want to sell leave me an E-Mail.

3371. Re: Mega STe modem1 port Upgrade.

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:19:50 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <e0d_9405270401@nisc.fidonet.org>
Source record: 186503

```
B> In a message of 24 May 94 18:49:29, Boyd@gauss.Math.Fsu.Edu wrote:
B> Another is TurboRS. It is a soon-to-be product from Canada. The authors
B> are accessible via email. This product sounds very promising (they plan
B> to have an RSVE emulation mode as well, I think). Here is one author's
B> address:

Yes that was the one TurboRS, i spoke via Email to the author on the BBS in
Canada, he seemed very helpfull indeed, and it is currently available.
Thanks for the info.

+=-----================================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@n616.f2605.z1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----================================================================-----=+
```

3372. Re: 1040ste for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:24:53 UTC
From: wonderstuff@delphi.com
Message-ID: <52wMGaV.wonderstuff@delphi.com>
Source record: 186649

jason i am interested and i would be willing to buy your computer for 200$ if this is too little i completely understand. I am going to school in california near los angeles and that is why i am lloking to buy. Thats also why i cant spend much. thanks alot gene (stuff)

3373. Re: FOR SALE: 1040 ST, etc.

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:32:01 UTC
From: wonderstuff@delphi.com
Message-ID: <50wP2SR.wonderstuff@delphi.com>
Source record: 186724

i will pay 200 dollars for your computer maybe 300 write back if intrested
e mail please im never here in usenet thanks. gene

3374. Re: 1040 STe / Spectre GCR system FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:35:39 UTC
From: wonderstuff@delphi.com
Message-ID: <x25su8T.wonderstuff@delphi.com>
Source record: 186535

A friend of mine may be very interseted in this hes lloking to buy so
please write me back e mail at delphi im never in usenet. he may
be willing to pay the listed price. sincerely gene

3375. Re: HARDWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:37:25 UTC
From: wonderstuff@delphi.com
Message-ID: <xUxNOSd.wonderstuff@delphi.com>
Source record: 186540

ill pay 100 for the comp. and 100 for a color monitor thanks. gene

3376. Re: Atari 520ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:39:49 UTC
From: wonderstuff@delphi.com
Message-ID: <xW5tm6V.wonderstuff@delphi.com>
Source record: 186536

please let me know what you want for your computer e mail thanks alot
gene

3377. Re: FOR SALE/TRADE CHEAP! ST,

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:45:19 UTC
From: wonderstuff@delphi.com
Message-ID: <52ys2cX.wonderstuff@delphi.com>
Source record: 186543

I
am very interseted in you offers and maybe even all of them if they are not
sold please let me know (even if theyre not) will pay what you have asked
my name is gene and i would really appreciate it thanks and let me know
if the system is working or if there are problems thanks alot. gene

3378. Re: FOR SALE: Old 1040ST and misc.

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:47:23 UTC
From: wonderstuff@delphi.com
Message-ID: <xW6tW+T.wonderstuff@delphi.com>
Source record: 186537

e mail and i am willing to pay what you ask thank you gene

3379. Re: For Sale atari st with 5 meg

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:49:38 UTC
From: wonderstuff@delphi.com
Message-ID: <xW7MOCS.wonderstuff@delphi.com>
Source record: 186538

How much are you asking and what compnents (hardware) write email
gene

3380. MEGA ST4 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:51:42 UTC
From: bensmith@teleport.com
Message-ID: <2s16ce$n0n@kelly.teleport.com>
Source record: 186650

For Sale:

Mega ST2 upgraded to 4 Megs. TOS 1.2. Built in DSDD 3.5" Floppy: $350
+ UPS Shipping + COD Charges. UPS only, unless you wan't to come pick
it up. I'm in Portland, Oregon. Reply in E-Mail.

Ben

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3381. Re: For Sale...

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:53:33 UTC
From: wonderstuff@delphi.com
Message-ID: <x27s+0V.wonderstuff@delphi.com>
Source record: 186539

Hi, i am very interseted in your offer and am willing to pay what you
ask for please let me know if its not sold e mail pleaseeeeeeee thanks alot
gene

3382. Re: SC1224, Toadfile 85 HD, USR modem

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:55:23 UTC
From: wonderstuff@delphi.com
Message-ID: <x07PWsb.wonderstuff@delphi.com>
Source record: 186534

pleaseeee let me know if the hard drive is still for sale e mail
thanks gene.

3383. Re: ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 03:58:40 UTC
From: wonderstuff@delphi.com
Message-ID: <508uOQQ.wonderstuff@delphi.com>
Source record: 186541

how much? i am interested gene please email

3384. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 04:37:07 UTC
From: <>
Message-ID: <2s191j$na7@mother.usf.edu>
Source record: 186702
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <CqDCCy.52p@exnet.com> sys1@exnet.com (Xavier Gallagher) writes:
>
>Hello all.
>
>I need (Ha! *want*) a good DTP to do the company news letter, occaisional
>promotional material and proofs for the adverts we run. The two main
>contenders seem to be Calamus and DA's Layout.
>
>The main concern of the boss is that the program should understand text
>and produce good quality and consistant output (We use TeX and LaTex
>for internal documants---on the grounds that it is a very clever program)
>
>My interest is to produce stuff that he will accept, be able to get films
>from and which I can use for the fun of it too.
>
>I have a Falcon 030, 141 MBHD, and we have not yet decided on a printer.
>
>Any ideas anyone?
>
>xavier

I don't know anything about DA's Layout, although I'd be interested in hearing
about it.

I can, however, highly recommend Calamus SL. We produce everything from
simple flyers to full color brochures to an Atari magazine with the greatest
of ease using Calamus SL. Its output is of the highest quality, the imaging
is very sophistocated and powerful, and if you want consistency, you got it
because Calamus can measure in units of 10^-7 meters and can zoom in to
999999% so you can line things up perfectly. There are printer drivers for
just about everything and the results are superb.

The HP Laserjet 4 seems to me to be a very nice printer.

3385. Reains[D[D[D FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 05:43:04 UTC
From: Chuck.Zwicky@flight.org
Message-ID: <b8b_9405260535@flight.org>
Source record: 186722

I am selling the following:

AKAI PEQ-6: 6 channels of 7 band, programmable EQ with MIDI.
Single rack space. $325

CASIO FZ-20m rack-mount SAMPLER. 16 bit. Analog filters.
SCSI interface. 8 outputs. Built in graphical editing.
Huge library. $1100

CASIO VZ-8m. 64 oscillator synth module (with some of my best patches) single
rack space. Keyboard/Guitar/Wind controller modes. $250

EMG 81 Humbucking guitar PICKUPS. 1 pair w/controls. $100

E-mu Proformance-1+ piano/organ/bass/vibes module with
enhanced fidelity output modification. $300

Fostex 460 MULTITRACK CASSETTE WITH 8ch MIXER.
Mixer features parametric EQ, mic preamp w/phantom power
on each channel. List price was $2795, sell for $850

Fostex 2016 16ch or dual 8ch MIXER. Rack mount (2 spaces).
New, still in box. $300

KAWAI K-5m additive synth module w/100s of patches. $450

Ovation Preacher solid body electric GUITAR. Mahogany/Gold.$400

POWER AMP. Dual mono construction. Channels matched component
by component to within 0.1% tolerance.
Ideal for studio monitoring. 130 w/ch. $400

SUPRA 2400 baud MODEM. Mint. Box, docs, etc $30

The prices are somewhat negotiable.
Please leave mail or call Chuck @ (612) 872-6698 (voice).
Thanks for reading!

Fidonet: Chuck Zwicky 1:282/47
Internet: Chuck.Zwicky@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

3386. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 06:50:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2s1gsh$fsg@uqcspe.cs.uq.oz.au>
Source record: 186566

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>After reading the post about Bob leaving, well IMHO I think he was made
>redundant or was aked to leave, there was no need for that position,
>for a company that just sells games consols..

What rubbish. All companies need PR people, no matter what they sell.

The question is whether-and-if-so-when someone will fill Brodie's position.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3387. 2 questions : Mac disks and SIMMs

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 07:55:05 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405261441.AA00101@montp.cirad.fr>
Source record: 186594

CEO file contents:
Hi all,

Two questions for the price of one. Perhaps I should have posted them
separately, but... Here we go :

A) Is there a way to read Macintosh disks and files (simple plain vanilla
ASCII) other than getting Spectre ? and BTW what is Aladin ?

B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a
520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get
2.5Mb ? (they are about 20$ each)

These should be easy ones for you guys :)

Thanx,
Nick

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@CIRAD.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

3388. Re: Let 'Em Fly

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 09:59:07 UTC
From: dsime@mcs.dundee.ac.uk
Message-ID: <2s1rtb$ce9@dux.dundee.ac.uk>
Source record: 186710

Many thanks to all you who replied. I now have a copy of ST Review which answers all my questions.
Cheers..
Dave.

_TT /|
>====ttt===< | parp! |~ e-mail to:
{_|||_} \| O|
dsime@mcs.dundee.ac.uk
David J. Sime
Perth, Scotland.

3389. Re: TOS error #35

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 10:16:00 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2s1st0INN1kgi@rs1.rrz.Uni-Koeln.DE>
Source record: 186471

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:

[about the meaning of a "TOS error #35" alert box upon launching
a program]

: Too many files open (no more file handles available).

While it is true that the value -35 (note the minus) is defined
to mean that no more file handles are available, this doesn't
seem very related to the TOS error #35 alert box. I have no
explanation for the number, but from experience I know that this
alert box pops up if the *.PRG file is not a GEMDOS executable.
The most common reasons are (1) corrupted files (GEMDOS header
or relocation table trashed) or (2) files with a .PRG extension
that are no programs. You can check this by saving some text with
a .PRG (or .TOS, .TTP, .APP) extension and then double clicking
it.
Btw, for this reason I think it's not the best idea to distribute
TOS specific readme files with names like readme.tos. They cannot
be viewed by simply double clicking them -- all you view is the
"TOS error #35" alert box...

Greetinx, Jan

--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3390. STOSFAC

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 11:17:18 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CqEq11.Dwo@midge.bath.ac.uk>
Source record: 186718

```
--------------------------------------------------------------------------------

****** ****** ****** ****** ****** **** ******
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** **
***** ** ** ** ***** ****** ******** ** **
** ** ** ** ** ** ** ** ** **
** ** ** ** ** ** ** ** ** ***
***** ** ****** ***** ** ** ** ********
****
--------------------------------------------------------------------------------

STOS FAQ v0.8

Generated by: STOS Mailing List - stos@bath.ac.uk

Enquiries: Should be sent to Les Greenhalgh - Email address in Authors section.

Authors: mbitdc9235@newi.ac.uk - a.k.a MUG U.K(tm)/Mike Mee
c9251129@zeus.hu.ac.uk - a.k.a ()rm of Digitallis/Jon Lewis
Mark.Montreuil_DGNM@banyan.dgim.doc.ca - a.k.a Mark Montreuil !
ma2lgj@midge.bath.ack.uk - a.k.a Les Greenhalgh
ae@minster.york.ac.uk - a.k.a Andrei Ellman

This FAQ will hopefully answer all the questions you have on the programming
language, STOS. If you wish to add any new sections to this FAQ, please
send an example outline to the above Email address.

Abbreviations used.
-------------------

STU - ST User (more commonly known as ST User)
STF - ST Format (more commonly known as ST Doormat)
STR - ST Review

BTW - By the way
sp? - Spelling confirmation required ! We maybe coders, but there is no
guarantee wee kan spel !

[ ] - Comments from a mailing list member - usually Andrei !

Contents
--------

Section: Areas covered:

1 What is STOS ?

2 Where do I get hold of it ?
```

3 What is it like to program ?

4 What extras are available to compliment it ?

5 Can I *really* write commercial quality games with it ?

6 Are there any books available ?

7 What are extensions, and where do I get them from

8 Recommended programs - commercial & shareware

9 Miscellaneous section

---

1. What is STOS ?

Written by Francois Lionet and Constantin Sotiroupolous (Spelling please?)

Published by Mandarin/Europress Software

STOS is the forerunner to the Amiga version, AMOS, AMOS Pro etc..
And its a great shame that STOS hasn't been supported by Mandarin since they released AMOS Pro because there are a lot of people who use their language and get frustrated because they can't call for help!

Mark Montreuil came up with this definition ......

STOS (for ST Operating System) is a programming language based on BASIC (Beginner's All-purpose Symbolic Instruction Code), that makes creating sound, graphics and movement on the Atari 16/32 bit line of computers as painless as possible. STOS has commands that handle input/output, animation, music, logic and program execution in an easy to understand way. A STOS programmer can spend more time on actual game design than on the "fiddly bits".

Many things that were not considered possible, such as changing screen resolutions in the middle of a program or writing Arcade-type games in a BASIC language, are a reality with STOS. Hundreds of quality games, demoes, utilities and educational packages have already been written in STOS.

STOS is a full-featured software development tool. Using STOS, art screens created in specialized paint packages, like Degas, Neo or Crack Art, can be easily used to create basic game graphics. STOS has built-in Sprite, Music, Map, Font and Sound effects generators. You can write some code, and, at a keypress, call up any of the added utilities (called accessories) to work on added features. You can even write your own accesssories, to use at any time.

Machine-code routines can be called from within STOS, and new commands (called extensions), can be written to enhance STOS's functionality. Some extensions that are currently available include 3D, the Missing Link and Misty (see Extensions for further information).

All in all, STOS is the perfect tool to bring your game ideas to reality without having to trudge through reams of machine code!

Cheers Mark for the few above lines on STOS. Anyone else fancy adding more to it ??

---

2. Where do I get hold of it ?

Has been given away with magazine cover disks, ST Format and ST User (I need a list of which ones!). The problem with the versions given away with the magazines is that they were no manuals, however ST Doormat, oops, ST Format will sell you the complete STOS kit. That includes the following:

STOS, STOS Compiler, STOS Maestro (with sampler?)

for around the 60 quid mark. Not sure about this at the moment, until I dig out one of my magazines and have a read.

Also most mail-order firms should stock a copy of STOS. Try to haggle and get some decent prices. Don't buy the Interpreter without buying the Compiler !

Apparently every ST sold in Britain comes free with a copy of STOS with the manual thrown in. Any more information on *exactly* you get would be appreciated. If you have the spare money and you want an extra development machine, then it maybe worth getting hold of one ?

()rm has suggested that you look at bargain buckets in computer shops or check out the odd car-boot sale. But that is ()rms sense of humour !!

---

3. What is it like to program ?

()rm says .....

STOS is BASIC, but a powerful version of BASIC. It has built in sprite handling routines, music commands, sound effects and numerous other routines, functions and commands which can be very useful.

At first glance STOS looks horrible, but after a few weeks of programming it, you will wonder how you ever lived life without it (OK, not the truth, but it IS good for something!)

As STOS is based on BASIC, it is very easy to program, in fact, I'd go so far as saying STOS is the easiest BASIC to write anything in. Everything can be set up very easily, for example, you want to play a sample yeah? Get the sample player extension, whack it in the STOS folder and then re-boot.

(Or for those lucky hard-drive owners, unlike ()rm, copy all the extensions into your STOS folder and leave them there !!)

Now play your sample with the command SAMPLAY.. No need to load routines into a memory bank, peek and poke a few numbers and call it. This is one of the nice things about STOS, its upgradeability..

Pity that the language hasn't been given a major rehaul with all these new functions BUILT IN.

Andrei has this to say on the matter ....

When STOS was designed, it was made to make writing games easy. The programmer would think mostly on the WHAT, rather than the HOW. In other words, it was supposed to make you able tp program games without having to think about how tyour ST works. For example, sprites could easily be displayed, moved, and animated with ease. Unfortunately STOS sprites tended to be a bit slow, but The Missing Link extension replaces STOS sprites with Bobs. Bobs are a bit more tricky to implement (you have to move and animate and erase them yourself), but they are much faster than STOS sprites. There is a similar story for other aspects of the language.

STOS is a BASIC that uses line-numbers. This tends to be messy and often encourages programmers to write "Sphaghetti code" (There are gotos running all over the place). It would have been better if STOS had no line numbers, but would call procedures by their names, and have one command per line which was indented appropriately.

---

4. What extras are available to compliment it ?

STOS Compiler - Actually makes your programs faster (HAHAH!)

STOS Maestro - Sample playback routines for STOS (and sampling hardware depending on which version you buy).

STOS 3D - Add 3D commands to your games. Only drawback is that all the objects have to be loaded from disk each time they are required.

STOS Tracker - Playback tracker tunes, albiet a bit slowley..

Andrei has added this as well .....

I have heard about a program written in STOS which adds proper procedures to STOS and gets rid of line numbers. I believe that this compiles the new type of code into STOS. This was originally listed in a STOS club newsletter, and Goomans have a copy on disk. Does anyone have experience using it?

---

5. Can I *really* write commercial quality games with it ?

Commercial Games

Check out:

Bullet Train (revamped version was released in France a few years ago)
Bumpy
Cartoon Capers (also came with a dual-joystick extension)
Cool Croc Twins
Gilberts Day Out
Prehistorik
Skate Tribe
(We think there's a few more..)

Educational programs

All Fun School programs (also have full STOS source on disk)

Henrietta Series by Lander (also with full STOS source on disk)

Loads of other educational programs by other firms. Some names would be appreciated.

Commercial quality shareware/public domain games

There are also a few examples of top quality shareware games written with STOS. So grab a hold of your favourite PD library and ask for the following:

Grandad & The Quest For The Holey Vest by Ian Scott.
The Glass Buttock of Tharg by Ian Scott.
Grandad II - The Search for Sandwiches by Ian Scott.

Ozone by Nick xxxx (can't remember his surname!) - was turned down by Ocean at the last minute because they found out it was written in STOS.

Pyscho Pig, Sim Pig, Colour Clash, Fatemaster by AnimalSoft.

Plop by ()rm - apparently the freebie you get when you register is better!

Bio Hazard by Les Greenhalgh (full review coming soon!)

Most of the stuff by Andrei (some feature STE 8 player options) of which he himself recommends the following: Linecrash, Mazewar ST, Video Games v0.5 Pacmen, Alienation (currently undergoing a re-write) ?

[Hopefully, after my HND is over and I manage to get hold of a modem, I will do proper reviews of ALL the STOS stuff I have got. The definitive review will be posted in parts as soon as I have the time ! - MUG U.K]

---

6. Are there any books available ?

As far as I know there is the one by Stephen Hill, which was published by Sigma Press. Its title is Games Makers Manual. It teaches you a seperate game style within a chapter, and for the more advanced, gives you the lowdown on writing extensions. Does anyone know if Sigma released an accompanying disk with all the routines typed out ? If not, anyone fancy knocking up a disk since the book has not exactly been supported by Sigma ?

There is a STOS guide published by a PD library, but whether its any good is another matter all together. It is 30 quid and contains some 400 pages of STOS related stuff. Takes you from the complete beginning and shows you how to write arcade, strategy and educational programs. Anyone out there know how good it is ?

Disk Magazines/Newsletters

Not exactly books, but disk magazines are in abundance. Some contain partial STOS sections, whilst there are (or in some cases, were) others which are STOS related and nothing else is mentioned.

Check out:

STOS Bits 1 (now dead - forerunner to HP Source)

HP Source 1,2 (now dead)

STOSSER Disk Magazine (still going - now on issue 11 ?)

ST Programmer (I've only seen one issue!)

Ledgers (had an occasional STOS section)

Maggie (in amongst the swear words was the occasional STOS column)

Anyone know of any other magazines ? Please send in details of whether the magazine is going or not.

Also required is a compilation of what was printed in ST Abuser, ST Doormat and ST Review regards STOS, along with a similar listing of useful routines and articles from STOS Newsletter. Unless, there is already one available.

According to Andrei, New Atari User (still alive?) had a STOS column in the 16-bit suppliment ? Also there is the Atari Magazine, a French mag which also has a STOS column or mentions it occasionally !

There is an online-help program for use with The Missing Link. This handy reference guide will give you the keyword and appropriate parameters for each Missing Link command. Just like Windows Help files on a PC !!

---

7. What are extensions, and where do I get them from ?

Extensions are a way of further expanding STOS. All the following are extensions, Compiler, Maestro, 3D and Tracker (Released in the P.D.)

There are numerous extensions in the public domain. The favourites being MISTY and MISSING LINK, both been written by a group called Top Notch. They add commands which SHOULD have been in STOS from the start.

Les Green (ma2lgj@midge.bath.ac.uk) is in the middle of adding some superb sprite routines to his own extension. It also allows STE hardware screens to be used etc. More details when it is released.

Andrei has sent me the following exhaustive list of extensions available for STOS. It was in two parts, one by Andrei and the other by Les Greenhalgh. I will use Les' version as it lists the FTP sites where most of them can be found. Take it away Les ....

The consise guide to Stos extensions.
By L.J.Greenhalgh

Terminology

a.a = atari archive umich edu in either language or progamming folders
s.w = Shareware
cr = Shareware version is crippled
pd = Public Domain and freely available
GI = Goodman International PD Library
STF = was on an ST Format cover disc

Misty extension by Top Notch Software (sw STF)
Can be found: a.a in both Stosers.zip and Misty.lzh files
Miscellaneous graphics commands including an improved screencopy which can
use any of the STs bitplanes, instead of 4 at a time in STOS.
Excellent stuff.

Missing Link extension Top notch Software (sw cr STF)
Can be found: a.a in Link1.lzh - Link3.lzh
about 50 new gfx commands including replacement sprite commands and
commands for dealing with maps and multiple palettes on screen.
A must have.

Extra extension by Martin Cubbit (pd)
Can be found: a.a extra.zip
loads of miscellaneous commands including cookie reading commands, mirror
and blur sections of screen , paste strings in opaque mode, format text,
detect tos version etc.
Brilliant

Stars extension by Lee Upcroft (pd STF)
Can be found: a.a stossers.zip
Commands for drawing 3D and 2D starfields, very quick.
Excellent.

Blitter extension by Asa Burrows (sw STF)
Can be found: a.a in their uploads folder in blitter.zip
Commands for using the blitter in MegaSTEs, MEGASTs, STEs, Falcons?
Seems a bit slow.

MIDI extension by Asa Burrows (pd STF)
Can be found STF , GI
Commands for using the STs MIDI port.
Never used it.

Stos Vidi extension (c)
Commands for interfacing with the Rombo VIDI digitiser.
Never used it.

Stos Maestro (c)
Commands for playing samples through Stos, excellent although better
performance can be obtained from the Missing Link's Digiplay command.
[AE - I think that TML does not emulate STOS Maestro's reverse playing
abilities]

Stos Pac/Squasher ? (c)
Commands for packing/unpacking all types of memory bank not just pictures.
Never used it. Depacking ability surpassed by Missing Link. TML supports

packers that can pack tighter than STOS Squasher (eg. Pack Ice).
Unbelievably buggy - read docs with Mega Depacker for more information.

STOS Sticks (c) [AE 26-4] Is that Twinstix?
Commands for reading both joy stick ports. Unnecessary, use TML equivalent.

Control Extension by Les Greenhalgh (pd)
Can be found: a.a in uploads directory in blitter.zip
Includes commands for reading a parallel port joystick adaptor, a switch construct for STOS, a super fast add command and other miscellaneous stuff.

Quick Extension by ? (sw?)
Can be found: Stossers disczine
Commands for super fast horizontal scrolling, rasters, stars.
Seems good.

STOS TOME by Aaron Fothergill (c)
Can be found: GI
Commands for drawing maps, irrelevent now the Missing Link exists.

STOS 3D by Voodoo Software (c)
Commands for manipulating 3D objects, unusable unless you have a hard-drive and 1 meg. Too limited, no commands for rotating around current heading and no commands for representing horizons, ground, etc. Very large files. Objects cannot be stored in banks, but have to be loaded with purpose made extension commands.

Other forms of extensions that you know about would be appreciated in this list. As ()rm recently suggested, all those who are in the process of writing an extension, put your heads together and come up with one mother of an extension !!

There are other ways of improving STOS without having to use extensions. These take the form of machine code routines which you pass some variables and call them. A few of them have been taken from the same list as compiled by Les and Andrei.

Some Machine language routines used with STOS

BITCOPY
This is what I believe to be a routine that is similar to Misty's SKOPY command. Top Notch used this in their demos before they wrote MISTY which now makes BITCOPY obsolete.

BORDER
Top and Bottom border overscan in STOS. STOS runs just as normal, except when you use the mouse/joystick/keyboard, the overscan dies. The top of the screen starts as 'physic', and continues as normal as if the screen was greater than 32K in size. Works on STFMs and STEs.
Found on a disk of the Cunning Demo.

OVERSTOS
Full screen overscan. Can only display a static picture. I think this has

problems on STEs. Found on a disk of the Cunning Demo.

RASTER By Neil STewart of Flair
Routine that changes the value of only one colour on the screen. This was later implemented in Son of TML's RASTER command. Can be found on one of the disks from the Cunning Demos by ACO & Flair.

STOS-SPEAK by ?
A patched version of the original SPEAK.PRG - allows you to use speech inside your programs by sending a string of characters to the program.

SPECTRUM (I am not sure of the exact name)
Displays spectrum 512 colour pictures. Very limited as you can only exit from display by pressing space. Shareware (was once on a STF coverdisk. If you register for 15 pounds (A rip-off), you get a version that can display the pictures in a window. I have not got the registered version. This was advertised in ST Format in 1992)

STOS_512 By ?
Routine that splits the screen into several palettes of 512 colours.
This was later implememnted in TML's PALSPLIT command.

TRACKER
An improved mod player. Found on a disk of the Cunning Demo. ()rm is hopefully going to working on an interface to allow the use of the Ninja Replayer routine from within STOS. More news when he has finished failing his degree !

If anyone fancies adding to the above list, then please do. You know where to send any additional information. Apparently larger lists exist of extensions for STOS, but these can be found in STOSSER magazine. If someone can upload or Email a copy of the latest list, I can add them to the above list.

---

8. Recommended programs - commercial & shareware

A *DECENT* art package. Recommended commerical ones are:

Crackart (recommended by ()rm)
Dpaint ST (recommended by: MUG U.K(tm))
NeoChrome Master v2.28 (recommended by: MUG U.K(tm))

A *DECENT* tracker editor. Try not to rip off someone elses work !

Sample-based ones ......

ProTracker 2 by Wizzcat/Deltaforce
Octalyser by ?? (STE only, but has option for 8 channels of music)

Soundchip-based ones

Megatizer by Sector One.
SID Editor by Animal Mine (improved version of Tri-Sound, with SID Emulation)
XLR8 Editor by Sentry

(all the above have the ability to assign 1 channel to play samples)

Without plugging my own stuff too much, if you can find copies of my 'Makin Sweet Music Disks Vols 1-3', they all contained ripped music from games and demos. Each folder on the disk contained the 68000, GFA and STOS replay routines ! If I can get a tune playing in 68000 or GFA, then I don't see why I can't knock up a STOS front-end.

()rms music player program has all the necessary information on screen for setting up and calling the myriads of music available in the ST music-scene.

A STOS Patch program (enables your compiled code to work on ST, TT & Mega STE and even the Falcon !!!)

Currently it is STOS FIX v3.0 by ?? and it is only available from Goodman Enterprises ! Charging for a program which fixes your STOS code and leaves a bloody advert for Goodman on the front of your code .... Monopolistic practicies anyone ? Anyone fancy making a new version without the large Goodmans advert ? Or is that enticing piracy ??

---

9. Miscellaneous Section

"What versions of STOS have come out?"
"What is the History of STOS?"

Both questions answered by Andrei.

STOS 1 was only released in France in early 1988 (published by Jawx).

STOS 2.3 Was released in the UK By Mandarin in November/October 1988

STOS 2.4 Is a patch to remove some bugs in STOS 2.3 and make it work with the compiler (1989)

STOS 2.5 Is a patch to make STOS run on the STE (1989)

STOS 2.6 is a patch to make STOS run on STEs with TOS 1.62 (1990)
If your version of STOS is below 2.6, You must update it immediately, especially the compiler. You will then be able to make programs that run on TOS 1.62

STOS 2.7 (compiler only). Makes programs that use the STOS tracker extension compile. I am not sure whether or not it is nescesary or not if you are not using the tracker extension.

I once remember hearing in 1990 that Francois Lionet was writing a version of STOS called STOS PRO (or STOS PLUS). For some reason, this was abandoned. Francois did have to leave programming to do his military service. I am not sure if he is back yet (not as far as I know as AMOS Pro is waiting to be upgraded to AGA chipset - MUG U.K)

Also, FALCOS was being developed (STOS for the Falcon). Apparently, this project was stopped due to a disagreement between Atari and the developers.

"How to make it not look like STOS!" - Andrei answers a few more questions.

- Try and avoid the 'appear' command (unless the appear you are using is fast).

This tends to give the game away. STOS 'appear' does not let you press a key to speed things up.

- Get rid of the F-key window first.

There is nothing more "Written in STOS" than seeing the F-Key window when you have just loaded a game. Alter this within the compiler settings.

- Change the font.

The Lo-Rez font also gives it away. I personally use the font of the Atari 8-Bit computers.

- Change the mouse pointer - almost as ugly as the AMOS Professional one !

- Different type of cursor - everyone recognises that thick ugly cursor !

- Avoid using the SHOOT and BOOM and BELL commands unless nescesary. Replace them with sound effects from a piece of hacked music ! Try the following:

Count Zero - Killing Game Show (20 SFX)
Mad Max - Numerous pieces have Sound FX embedded
David Whittaker - His fast music may be awful, but most have SFX

- Replace the STOS keyboard click or get rid of it completely. There is a poke to use the standard ST keyboard click from STOS, but I don't remember it. [Details would be nice !!]

- Different windows and File selectors (not sure about the new Windows extension).

You may want to mention that it was written in STOS directly on the title screen, or say this in the documentation. The idea is that as well as letting people know it was written in STOS, it can give the WOW effect if it is good.

Shrinking the size of your compiled code by MUG U.K

Well, this section is fairly easy to do. Follow these simple rules.

If you have ANY other packer not listed here, BIN IT! It is either incompatible with the Falcon, or has a pack ratio similar to that of the original versions of the Jek Packer - ie. rubbish !

Packers - The Definitive List

Speed Packer v3.0 - definitely the best. AUTO Depack program as well
as Self-extracting archives !

Atomic v3.5/v3.6 - second best. Apparently does not work on the Falcon
but I will release some source code that might allow
you to make your own program headers for data file
packed versions of Atomik files.

ICE v2.40 - Stalwart and much used packer. Still used after all
these years. Compatible with the Falcon but it
cannot match the above two for output size.

Anyone recommend any others ?

Depacker Programs

I can heartily recommend the following programs for converting your old packer
formats back into STOS code so you can patch them and repack them to work on
newer machines. Try....

Multi Depack v1.5 (or the leaked preview versions of 2.0/3.0) - I wrote this!
Mega Depacker v2.12 (by Mike Watson)
Naughty Depacker
New Depack (new name for Mega Depacker)

If the program will not depack with any of the above, then there must be
a reason why it won't let you unpack it !!

Well this is the end of the STOS FAQ, designed and written by members of the
STOS Mailing List (stos@bath.ac.uk).

Anyone is welcome and indeed, encouraged to send in alterations and additions
to this FAQ.

We hope you found it useful. Any Public Domain library is allowed to
distribute this FAQ, but please do not distribute any versions lower than
v1.0 as they are pre-release and probably quite embarrassingly small in size.
Also do not forget to credit that this FAQ was generated by members of the
STOS Mailing List.

3391. Re: ST Format issue 59

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 11:31:46 UTC
From: rab2@ukc.ac.uk
Message-ID: <6710@raven.ukc.ac.uk>
Source record: 186719

I subscribe to STF, STR and ST Applications and have nearly every issue of the first 2. STF peaked about a year or so ago and is becoming steadily worse in my opinion - don't think I'll be resubbing. STR is definitely the best - almost a worthy successor to ST World, and STA is fairly interesting, but maybe a bit too technical for my liking.

ST User has never been very good and is currently no better than a comic. I only buy it when there's something good on the disk (i.e. NOT Noisetracker!!!!) or a review of something I'm interested in - the more opinions the better, what with prices being so high in this game.

I sometimes wonder if it's worth spending, er, 12 quid a month on mags when I could be saving up to buy a Falcon, but then how would I find out about anything? I'm not exactly surrounded by Atari dealers!

That'll do for now,

Richard.

3392. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 11:35:37 UTC
From: rab2@ukc.ac.uk
Message-ID: <6711@raven.ukc.ac.uk>
Source record: 186720

I think there was an article in The Edge about the *possiblity* of there being Jaguar and 3DO cards for the PC - this might be the source of the rumour. Seems pretty pointless to me.

Richard.

3393. FALCON DSP FAX?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:30:55 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2s24pv$j1f@dux.dundee.ac.uk>
Source record: 186729

I understand a FAX system may be availbel for connection to the DSP port
on the falcon. Is this true?

Cheers

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3394. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:34:41 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.769955681@apanix.apana.org.au>
Source record: 186582

millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>Two friend of mine bought NVDI. One didn't get a manual, and the both said
>that it was loaded with bugs.

Hmm. Not that your message is much of a commentary, really, but NVDI is a
great product, the manual is concise but not lacking in detail (even the
english version), and it is as close to bugfree as anything I have
ever used.

Coincidentally, it's also faster than any other accelerator I've used, and
is the only one that works properly under MiNT/MTos (AFAIK).

(just to balance things out 8)

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3395. Re: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:37:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1808@usdtsg.DaytonOH.NCR.COM>
Source record: 186585

In article <358@lacerta.sxb.bsf.alcatel.fr> bp@sxb.bsf.alcatel.fr writes:
>
>ATTENTION ALL FAST MONEY MAKING SKEPTICS!
>PLEASE READ AND ANALYZE THE FOLLOWING AND DETERMINE IF
>$5 IS WORTH KNOWING IF THIS IS REALLY POSSIBLE!!!!!

Geez, what is this, weasel month on the internet? Sheesh, between
the Green-card hosers, the thigh cream geniuses, and this apparent
PYRAMID SCHEME that's being mass-posted, I'm almost getting to the
point of ditching the computer and becoming a monk...

Well, maybe not THAT bad ;-)

Standard warning for folks - this "get-rich-quick/get-rich-the-easy-way"
are *often* scams, so watch your money folks...

Send all flames to the nearest ice cream shop (mmm, soft ice cream)...

...back to reality (?)...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3396. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:40:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1809@usdtsg.DaytonOH.NCR.COM>
Source record: 186450
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994May25.112928.9595@jet.uk> djs@jet.uk (David Stevenson) writes:
>In <CqAKn7.Aw5@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>>
>>>If you don't have a GEM style interface, how do you run GEM programs?
>
>>You don't.
>I think that it was a rhetorical question...
>And this thread is cross-posted too much. If I knew how to redirect
>followups, I would :-)

I think when you do a (F)ollowup message to someone (like I'm doing
here) there should be a choice in the header called "Followup-To:" -
just stick the name of the group(s) you want the followup to go
to there, and it should route everything that way for you.

I generally use "alt.flames" as the followup group for my
responses to the net weasels that seem to be appearing of late :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3397. Re: TOS Versions

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:43:40 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <CqEu0t.M4H@mach1.wlu.ca>
Source record: 186715

You're probably running TOS 1.02, if you have an STf (most likely, that is).

Jeff Blair

3398. Re: lets get rid of "make money fast" posts

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:48:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1810@usdtsg.DaytonOH.NCR.COM>
Source record: 186727

In article <1994May25.084056.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca (John Richardson) writes:
>Well the make.money.fast post is back! As was suggested by several people last
>time this shit appeared...reply to the guy and include SEVERAL copies of his
>original post...perhaps his sysop will shut him down and we will be spared this
>potentially destructive drivel. Remember, stuff like chain letters and this
>kind of crap can really cause problems for YOUR sysop...show this guy we don't
>want it here!

I think you can get email sent to his system administrator by emailing
either "postmaster" or "root" at his/her location.

Besides, unless I am brain-dead (haven't had a quorum on that yet ;-)
I believe Pyramid schemes are kinda ILLEGAL in the U.S., and probably
other countries as well. Folks posting this junk run the risk of
1) getting their logons blasted and 2) maybe a "hello" from
a federal agency perhaps? Who knows?

Oh well, back to the in-topic flame-baiting of the internet ;-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3399. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:51:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1811@usdtsg.DaytonOH.NCR.COM>
Source record: 186728

In article <2rvr3j$jv9@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>
> Almost everything you would want that is MiNT specific can be found at
>atari.archive.umich.edu under the atari/Mint folder.

And other useful, related stuff in the atari/Gnustuff folder...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3400. Re: FALCON DSP FAX?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:55:54 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2s268q$6q@bognor.barclays.co.uk>
Source record: 186742

In article <2s24pv$j1f@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|>
|> I understand a FAX system may be availbel for connection to the DSP pIain.Laskey

3401. PD/SHareware Wordprocessors

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 12:59:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2s26ff$j1f@dux.dundee.ac.uk>
Source record: 186732

Are there any which have built in text justification etc?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3402. SCANNERS

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 13:01:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2s26jr$j1f@dux.dundee.ac.uk>
Source record: 186740

What good scanner and software are available for the falcon?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3403. Re: For Sale...

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 13:26:13 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqEvzp.M9A@cix.compulink.co.uk>
Source record: 186734

>Hi, i am very interseted in your offer and am willing to pay what you
>ask for please let me know if its not sold e mail pleaseeeeeeee thanks alot

Err. I like, think this guy wants a cheap Atari. I'm not sure - maybe
another ten messages will make my mind up.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3404. Re: "Icon juggler" problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 13:45:59 UTC
From: error@stack.urc.tue.nl
Message-ID: <2s296n$jhk@tuegate.tue.nl>
Source record: 186725

hallvart@ifi.uio.no (Hallvard Tangers) writes:

>I can't seem to trace WHEN it bombs out, or WHY it happens, but I suspect it has something
>to do with memory allocation...???

One thing that might bomb (but does not always) the program is Icons
that have a slightly non-standard size. SO anything that is not 32*32 in
size. Some icons that came with teradesk are bigger than that as are the
icons available for 7Up.

Erlend.
--

3405. Re: SCANNERS

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 13:49:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2s29e4$6q@bognor.barclays.co.uk>
Source record: 186747

In article <2s26jr$j1f@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> What good scanner and software are available for the falcon?
Mail ssolutions@cixIain.Laskey

3406. Re: Atari st Slip is it around?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 14:11:21 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <769961481snz@gw6hva.demon.co.uk>
Source record: 186559

In article <2rsaac$4hi@garion.it.com.au>
becca@garion.it.com.au "Becca Mackness" writes:

> Hi, Im wanting to know if there is a slip progaram for The Atari st
> Any help would be gratefull......:)

Do you mean as in "serial line internet protocol" - if so, take a look
in ucsd.edu in /pub/hamradio/tcpip for the PE1CHL archives, this'll
support SLIP stuff. I use it extensively to run TCP/IP facils over
Ham-radio.

Cheers, Martin.

--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

3407. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 14:13:48 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2s2aqs$107@lyra.csx.cam.ac.uk>
Source record: 186746

William Kent <William.Kent@f100.n30.z47.byte.bbs.no> wrote:
>Does anybody out there have any hands-on experience with the new ST OS
>SMS2?

Yup.

>After reading the articel in the latest issue of STF about the SMS2,
>which almost said that it would convert my ST to a cross between an
>Indy and an AS/400,

Not a chance! The reviewer clearly didn't have a clue what they were talking about. Some of the SMS2 publicity that I've seen claims that SMS2 turns 'a games machine into a workstation'. This is hype of the first order, especially when not everyone seems to use the same definition of a 'workstation'.

>I got interested. But I find it hard to believe what the articel said.

Is this the one which claimed SMS2 is a variant of Unix? (It's not, you know.)

>I also feel that the statement about the ST with SMS to being
>comparable to a 66Mhz CPU, rather unintresting.

Untrue would be a better description.

>Since it did not
>say anything about what type of application and what type of OS was
>running on the 66Mhz CPU.
>
>So could anyone comment on this new OS? Wheter or not is really does
>speed up the ST 8.25 times? And what kind of software that is available
>for it?

Quite a bit of software written for QDOS (Sinclair's operating system from way back) will work; SMS2 supplies many of the extra bits that QDOS users have to buy separately, in fact.

>Does anyone know if anything by GNU is running on it? Or POV?

There are ports of Bison, Flex, gzip to QDOS and these *should* work under SMS2 as well, without any changes. But I didn't test them. There's also a port of MicroEMACS 3.11 to QDOS which works well under SMS2.

The 'c68' C compiler as used under QDOS works under SMS2 as well. This is quite convenient when porting GNU or other Unix programs.

>I would realy like to render pic's 8.25 times faster..:-)

Rendering complex (or even simple) images is pretty much independent of the operating system you use, so no gain there.

>One other thing if those specs are correct, it would seem logical that >fitting such a unit to a TT (or even better a Medusa) would give you a >Cray at home :-)

Sorry to disappoint...

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3408. Re: uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 14:30:37 UTC
From: hallvart@ifi.uio.no
Message-ID: <2s2bqd$9b5@kolsaas.ifi.uio.no>
Source record: 186449

In article <8122@merlin.ukc.ac.uk>, dmh1@ukc.ac.uk (D.M.Hoare) writes:
>
> Does anyone know anything about the UNIX windows program uw.prg?
> I've downloaded it onto my machine and have got all the bits for
> the UNIX end but dunno how to run it. I have tried from the auto
> folder and running the startgem.prg supplied but it comes up with
> 2 bombs.
>
> it is just a dodgy unarchived file or what?
> Cheers

> Davie

Same thing happens to me, and I don't know how to use it either. I was hoping to use it with my UNIX system at the university via modem, so I can use several windows with different tasks running at the same time (with Xwindows).
My system is a 520STE with 2MB RAM and TOS 2.06.

Hallvard, Oslo, Norway

3409. ST Hard Drive System (160MB)

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 14:49:14 UTC
From: er9s@Virginia.EDU
Message-ID: <1994May26.144914.6894@Virginia.EDU>
Source record: 186551

I have two 80MB drives in a case and power supply that's seen VERY LITTLE use. There's an ICD Advantage host adapter and cabling. The hard drives are full with all kinds of stuff. Asking $250.00

Also have about 5 more case & power supplies available. Great for expanding with hard drives. $25.00 each, you pay shipping. Still in boxes and plastic, never opened.

3410. Re: ST Hard Drive System (160MB)

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 14:52:59 UTC
From: er9s@Virginia.EDU
Message-ID: <1994May26.145259.7014@Virginia.EDU>
Source record: 186552

Ooops! Forgot the phone number. 804-973-5351 ext 261

3411. Re: lets get rid of "make money fast" posts

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 15:05:06 UTC
From: <>
Message-ID: <2s2dr2$qkk@mother.usf.edu>
Source record: 186750

Funny thing is, these Pyramid scams actually do work if one gets enough saps under him just like himself to play the same game. Of course, theoretically, at some point, you would run out of saps.... but considering the people who put Clinton in office, perhaps not. :)

3412. want to trade for st hardware: nonworking Tandy 600, nw vcrs

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 15:08:21 UTC
From: nicole@seas.smu.edu
Message-ID: <1994May26.150821.11897@seas.smu.edu>
Source record: 186731

I have a Tandy 600 that came back from loan not working: the apparently undamaged screen just shows some lines. I also have an old sears beta vcr and a montgomery wards vhs vcr, neither of which works.

I hope an st afficionado tech person might have something to trade that would improve my 1040stf, tos1.0 or my 520 tos1.0 such as memory upgrade parts, drives, higher tos, a faxmodem (I'm using a promotional 1200 baud that came free with StarText, so almost anything is a step up)

Thanks

3413. SLIP on Atari 1040 ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 15:11:27 UTC
From: qiwen@rbg.informatik.th-darmstadt.de
Message-ID: <2s2e6v$fis@rs18.hrz.th-darmstadt.de>
Source record: 186515

Hi !

Is there any SLIP (Seriell Communication IP) for Atari 1040 ?
I have got a "net" which does not have any documentation.

Can I use it to mount a drive from a PC (Linux running there) ?

Thanks for your Help !

Alexander Dong
qiwen@rbg.informatik.th-darmstadt.de

3414. Calligrapher Upgrade ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 15:31:29 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2s2fch$cqc@dunlop.cs.strath.ac.uk>
Source record: 186733

I got the copy of Calligrapher on the cover disk of ST Review like a lot
of others and was wondering whether anyone who bought the upgrade to
Calligrapher Pro could comment on it ?

ie: Is it worth ?

Any interesting other abilities over Calligrapher ?

What are the fonts you get with it ?

Also is the Curved text module any good ?

I know these questions might be a bit general but I'm looking for opinions.

Respond in whatever way you like ;-)

Thanks......

Ronnie
---
rgibson@uk.ac.strath.cs

3415. What doesn't MiNT get?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 15:55:53 UTC
From: dave.buss@studorg.uio.no
Message-ID: <2s2gq9$buk@hermod.uio.no>
Source record: 186739

Hi, everybody,

I'm no ??nix user, but a Mac one. Havin got a MacMiNT package on my HD, I find myself getting more and more attracted to play with it. However, a question just got me-- to what extend does MiNT do any good? Besides a develop environment. If one can't go further into something like graphic draw, or windows, menues,.. and if the os isn't close enough to any others like UNIX, why should I start to hang around it in the first place.

Any commends, please?

Chuck

3416. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 16:00:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2s2h34$56@bognor.barclays.co.uk>
Source record: 186744

I don't know why everyones going so mad about it. Outside the US, hardly anyone has even heard of him. I know that on more than one occassion he embarrassed Atari by saIain.Laskey

3417. Re: What doesn't MiNT get?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 16:07:15 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2s2hfj$56@bognor.barclays.co.uk>
Source record: 186745

Good questions! MiNT is a straight replacement for the Atari ST OS. It adds several features though such as proper multitasking as well as other useful system eIain.Laskey

3418. Re: 2 questions : Mac disks and SIMMs

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 16:23:50 UTC
From: lordthan@news.delphi.com
Message-ID: <2s2iem$1j7@news.delphi.com>
Source record: 186560

Bales_N@CIRAD.fr writes:
>A) Is there a way to read Macintosh disks and files (simple plain vanilla
> ASCII) other than getting Spectre ? and BTW what is Aladin ?

Most Macs can read/write PC format disks, which are much easier to read
in an ST.

-Steve

3419. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 16:25:22 UTC
From: lordthan@news.delphi.com
Message-ID: <2s2ihi$1lu@news.delphi.com>
Source record: 186736

rab2@ukc.ac.uk (R.A.Barnett) writes:
>I think there was an article in The Edge about the *possiblity* of there
>being Jaguar and 3DO cards for the PC - this might be the source of the
>rumour. Seems pretty pointless to me.

It's quite possible. There's a card for the Macintosh that allows the Mac
to behave like a CD-I machine, so Jaguar and 3DO cards for the PC aren't
that unlikely.

-Steve

3420. Kudos to the Atari Sale Board

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 16:38:39 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2s2jaf$s7p@usenet.INS.CWRU.Edu>
Source record: 186737

While browsing the other usenet for sale boards, I noticed that
there were complaints about people ripping other people off, and everyone
demanding money before shipment, etc.
I've bought and sold quite a few things on this net. I've had not the
slightest problem with anyone, and have 'met' the nicest people.
Perhaps this is indicative of the togetherness of the Atari community
. . . or perhaps I am just lucky.

Kudos!

3421. ATARI ST FTP LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 17:31:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <2s2mcv$btm@kolsaas.ifi.uio.no>
Source record: 186542

This is an update of my FTP list for the Atari ST series computers, if you know of any other sites that aren't on the list, or you have suggestions for improvement etc. contact me on: hallvart@ifi.uio.no

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

CZECH REPUBLIC:
---
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
---
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:

```
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
-------
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)....../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .......... /micros/atari/

SWITZERLAND:
------------
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)......./mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)
```

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
---
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 26-May-1994

This file may by all means be reproduced and distributed freely, but only with all data intact.

3422. E-mail address of UK companies

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 17:47:17 UTC
From: ceebsm@cscd4c15.caledonia.hw.ac.uk
Message-ID: <CqF82u.1ps@cee.hw.ac.uk>
Source record: 186580

Can anyone let me know the e-mail addresses, if available, for the
following UK companies:

Compo - sure you've heard of them
Analogic - the hardware sales company

Thanks in advance of any advice

--

Barry S. Munro

ceebsm@clust.hw.ac.uk

3423. Re: Kudos to the Atari Sale Board

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 18:03:17 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s2o95$jho@mailer.fsu.edu>
Source record: 186743

Sanjay Parker (sxp17@po.CWRU.Edu) wrote:
>
> While browsing the other usenet for sale boards, I noticed that
> there were complaints about people ripping other people off, and everyone
> demanding money before shipment, etc.
> I've bought and sold quite a few things on this net. I've had not the
> slightest problem with anyone, and have 'met' the nicest people.
> Perhaps this is indicative of the togetherness of the Atari community
> . . . or perhaps I am just lucky.

I agree. I have been buying and selling stuff (mostly in c.s.a.st) for
years over the net, and have never been ripped off. I think this may have
been true in general for the net in past years, but the massive influx of
new and relatively inexperienced users has brought in some bad apples.
Growing pains, I guess.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3424. GDOS driver for HP DJ 500

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 18:31:20 UTC
From: jmconnel@oregon.uoregon.edu
Message-ID: <jmconnel-260594112652@john-mcconnell.uoregon.edu>
Source record: 186404

Anyone know of where ftp, pd, or commercial I could obtain a GDOS driver
for my new HP DJ500?

~John

```
*****************************************************************************
* "The C language is a tokenization process in which the code that *
* expands the tokens got lost." - Steve Rimmer *
* *
* JMCONNEL@OREGON.UOREGON.EDU *
*****************************************************************************
```

3425. Re: GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 18:50:16 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s2r18$pvd@charm.magnus.acs.ohio-state.edu>
Source record: 186749

I believe it is on a.a.u.e under the name of fgdos, or something along those lines. Atari released it back near the begining of Atari Explorer Online. It's a big file, and has a review from someone who didn't like it tacked on. I never encountered their problems though. I will double check for it's file name and repost it here.

Dan Ackerman
ackerman.29@osu.edu

3426. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 18:53:09 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s2r6l$pvm@charm.magnus.acs.ohio-state.edu>
Source record: 186748

>How do I get this program to make the 50hz program run in 60hz? It's the demo
>that sets the computer to 50hz once it's run. It would be nice if there were
>a TSR that would force the system back to a certain sync rate.

Try FalconSX or NVRAM, they have a NTSC/PAL switch.

Dan

3427. Re: GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 19:27:02 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s2t66$q62@charm.magnus.acs.ohio-state.edu>
Source record: 186554

> I believe it is on a.a.u.e under the name of fgdos, or something along

It on atari.archive.umich.edu under atari/Printing/fontgdos.lzh.

It's a 450k file.

Dan Ackerman
ackerman.29@osu.edu

3428. Re: SLIP on Atari 1040 ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 19:33:35 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s2tif$q78@charm.magnus.acs.ohio-state.edu>
Source record: 186413

>Is there any SLIP (Seriell Communication IP) for Atari 1040 ?

Several variations. Check in the TCPIP.FAQ, a new version will be out
soon. I just need to check the format on my Atari first.

>I have got a "net" which does not have any documentation.
>Can I use it to mount a drive from a PC (Linux running there) ?

Where did you get "net" from? There are several different networking
options for your Atari. If you want to actually mount a drive from an DOS
machine you would want to use MIKNET (It is available for both platforms). If
you want to link up with a Linux machine you are probably going to want MiNT
NET and NFS. This will require you to do a recompiling of the MiNT kernal.
There is also a version of Linux being ported to the Atari, but unless I'm
mistaken it is only for the 030 machines.

>Thanks for your Help !

Your welcome.

>Alexander Dong
>qiwen@rbg.informatik.th-darmstadt.de

Dan Ackerman
ackerman.29@osu.edu

3429. Re: What doesn't MiNT get?

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 19:36:47 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s2tof$q7i@charm.magnus.acs.ohio-state.edu>
Source record: 186422

I believe that some users of MacMiNT have used it as an option instead of MacX. It does give the Mac user access to all the GNU utilities as well such as GCC etc.

Dan Ackerman
ackerman.29@osu.edu

3430. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 20:14:09 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1814@usdtsg.DaytonOH.NCR.COM>
Source record: 186589

In article <2s0pme$2hi@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>After reading the post about Bob leaving, well IMHO I think he was made
>redundant or was aked to leave, there was no need for that position,
>for a company that just sells games consols..

I heard that he had accepted a job at a NeXT-step supporting
company, so I dunno? Well, his last official RTC on GEnie is
Friday, so you might want to drop by and ask him yourself and see
what he says...

>Plus Atari have droped out of a lot of shows, you only need a communication
>manager when you have some things to communicate..

Going by that logic, Atari doesn't need a marketing dept or
managerial dept either ;-)

>Plus I don't think Atari has much money to play with these days....

They have to sell Jags, make enough profit, feed it back into
Jag production, etc and hope sales continue to climb in order to
keep a good cash flow going. If they stumble on any of this
process, it'll be tricky...

Oh well, the end of yet another era in the Atari arena...

::holding onto my MegaSTe for dear life::

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3431. Civilization Bugs + Info (Atari-ST)

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 20:22:06 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <1994May26.202206.4853@newsserver.rrzn.uni-hannover.de>
Source record: 186581
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

Some time ago, I started a thread about the bugs in the ST version of
civilisation. I have now got round to compiling a list of them.
As there are three (?) versions of Civilization, I have mentioned who has
spotted the bug because some bugs exist in only some versions.
Someone mentioned that they had started a discussion about the bugs in
Civilization on Genie. It would be nice if they could post the results of this
discussion here.
If you are one of the people mentioned below, and some of the information is
incorrect, then mail me telling me the correct information. It would also
be great to associate the bugs with each version.
If you have spotted any bugs that are not on the list, mention them.

KNOWN BUGS:

ae-a@minster.york.ac.uk (could someone tell me which version I appear to have)
+ Playing with floppy disks: When trading technology during negotiations and
you have the animations turned on, the computer crashes.
+ Floppy disk: Sometimes, the disks seem to take forever to read. If you swap
disks while this is happening, the game continues.
+ The main game window goes black when you have a resolution. To restore the
map, move the map cursor, or press 'c'
+ For some strange reason, the keyboard sometimes stops working (The game
plays as normal otherwise). This is annoying because you need the keyboard
to save the game (ie. select which drive). Has anyone else seen this, and is
there a fix for it?
+ I don't know if this is a bug or an intended feature. When you capture
technology from a city you have just conquered, you have to re-invent it.

doucet@laas.fr
+ Disk reading forever caused by two things.
+ Advisory, search never ends. Avoid by turning the instant advice off.
+ When a catastrophic event will appear. The search may be long, but it will
end.
+ Black playing area for revolution
+ Has heard of powergraph bomming, but never seen it himself.
+ Civil disorder after revolution, city display, colours change and game
crashes. (Has got patch to fix it). [Note, I think that this is the patch
that doesn't work on the latest version]

dackerma@magnus.acs.ohio-state.edu
+ (In early versions only) Game crashes when you reach the end. Cure:
Duplicate file SLAM.BBM to SLAM.LBM (or vice versa) and keep both copies.
+ Animation of colony on Alpha centauri: garbage on bottom of screen.
+ Sometimes renames files or at least forgets them in the middle of play.

+ Hard drive once went offline

unrzd6@cd4680fs.rrze.uni-erlangen.de
+ Animation of colony on Alpha centauri: garbage on bottom of screen.
+ Civil disorder after revolution, city display, colours change and game crashes.

D.Oakley-SE1@cs.bham.ac.uk
+ Changing government to republic when one tribe used to be American. Crashes in city display when civil disorder.

cf580@city.ac.uk (Has version 3)
+ Crashing on entry to city due to too much corruption (more corruption than trade)
+ Powergraph overloads and crashes.
+ Screen corruption fixed in version 3 when reaching Alpha Centauri and faces of fallen enemies.

How to play Civilization on a Falcon:
slyster@outb.wimsey.bc.ca
+ Copy files by yerself, do not use install.prg
+ Use Backwards or Falcon SX (8Mhz and ST style bus)

How to play Civilization with the ram, instead of the floppy, On ramdisk (REQUIRES 2.5 Megs or more):
ae-a@minster.york.ac.uk
+ Use a ramdisk instead of floppy (If memory = 2.5Meg, Use maxidisk version 2 or above. 1530K ramdisk. Use pack-ice, Atomik 3.5 or speedpacker 3 to reduce the size of the file GAME.PRG)

Patches and improving gameplay.

dackerma@magnus.acs.ohio-state.edu
+ Has heard of a Pirate version with bug fixes.

slyster@outb.wimsey.bc.ca
+ Heard of hint that Microprose had fixes.

doucet@laas.fr
+ Has got patch to fix crashing during anarchy.

cf580@city.ac.uk
+ Mentions that Civilization on ST is up to version 3 (corruption on Alpha Centauri and faces of fallen leaders fixed)
+ A patch exists to fix negative trade bug, but does not work on version 3.
+ Heard that someone hacked IBM version to include two harder levels. Why doesn't someone do that on the ST.

The June edition of ST format told how you can swap civilizations. Do this if yo are becoming too good. Buld a civilization, and swap with another less powerful civilization. The trick involves editing the save game file.

Andrei Ellman.

PS. How many copies has Civilization sold on the ST? Is there going to be a Civilization II? If not, what is Sid Meier up to?

3432. Populous II easter-eggs

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 20:26:24 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <1994May26.202624.5019@newsserver.rrzn.uni-hannover.de>
Source record: 186586
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

I remember from some source that Populous II has loads of
hidden features (apparently, one is a rain of frogs). Does anyone
have a list of them, and how to access them (I have the Atari ST version)

Andrei.

PS. Does anyone know if the ST version has a music file anywhere, and how
do I listen to it.

3433. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 20:29:37 UTC
From: nj1@ukc.ac.uk
Message-ID: <8138@merlin.ukc.ac.uk>
Source record: 186579

In article <Up-EEXBECCO@tecnozid.mubo.saar.de> b_kirsch@tecnozid.mubo.saar.de (Bernhard Kirsch) writes:
>In <2rofp9$q6r@scapa.cs.ualberta.ca> Stuart David A wrote :
>>(up to 199) to my deskicon file!! The file is ICDRAW14.ZIP for those that
>>are curious.
>
>I am!
>Where can i get this editor?
>FTP-Server?

I would like to know where I can get this from too.....

If it isn't available anywhere, would some kind soul like to upload it....

Please??? :-)

Neil.
--
- -
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####
- -

3434. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 21:34:20 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <2s34ks$7eq@u.cc.utah.edu>
Source record: 186428

In article <6711@raven.ukc.ac.uk>, R.A.Barnett <rab2@ukc.ac.uk> wrote:
>
>I think there was an article in The Edge about the *possiblity* of there
>being Jaguar and 3DO cards for the PC - this might be the source of the
>rumour. Seems pretty pointless to me.
>
>Richard.

I don't know anything about a 3DO PC card, but the Jaguar PC card is no
rumor. Sigma Designs of Fremont, California is going to build it. It
doesn't seem pointless to me if it's going to increase the Jaguar
userbase. It can't hurt anyway.

--
\ Eric Jolley \ Mail me at: \
\ Film Studies Major, U. of U. \ Eric.Jolley@m.cc.utah.edu \
\ For PGP 2.3a Public Key, \ or \
\ finger ewj8218@u.cc.utah.edu \ en351@cleveland.freenet.edu \

3435. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 22:49:59 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqFM3C.BDI@cix.compulink.co.uk>
Source record: 186555

>So could anyone comment on this new OS? Wheter or not is really does
>speed up the ST 8.25 times? And what kind of software that is available

Its fairly safe to assume that SMS2 will *not* increase the performance of
your machine by 825%

>I would realy like to render pic's 8.25 times faster..:-)

And unfortunately your pictures won't render 8.25 times faster.

However SMS2 is a much more efficient OS than MTOS or even TOS, and
the machine will feel faster.

:-)

Roland.

@CiX

3436. Re: Calligrapher etc..

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 23:29:25 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994May26.232925.4742@abo.fi>
Source record: 186599

In <2ru0be$h6e@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:

> Tell me what about Signum 3 and Script 3, or have they closed down as well..??

No, not at all closed down - fortunately!

Signum! 3 might well be one of the greatest software ever made for Atari computers. Pity it doesn't (as far as I know..) exist in English.
What comes to Script 3.5.. I love that program, and it's easy to translate it with RSC editor and some patience. Version 3.5 even supports Speedo fonts, and is able to do all kinds of nice things.. Script just isn't any so-called "pro" word processor; it's fairly simple compared to Signum or Papyrus - but very nice, if one doesn't need all the whistles and bells.

P.S - does anybody know, what is going on at GST, SoftLogik, and Compo..? Are GST going to upgrade the Timeworks DTP (Speedo support, etc) as they planned? Is there going to be Page Stream 3 for Atari? What's happening to Chroma Studio 24..??? Has Atari Works been updated since 1.2xxx version - and has the black page problem been fixed yet..?

Please, facts - if somebody knows - not fiction ;-) ! There are more than enough rumours, but little real information floating around.

Thanks..!
Tommi.

3437. Re: GDOS and ASSIGN.SYS

Newsgroup: comp.sys.atari.st
Date: 1994-05-26 23:48:21 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CqFouM.Dwr@news.cis.umn.edu>
Source record: 186374

In article <2s0q47$4rl@tut.msstate.edu>,
Thomas E. Dodd <ted2@Isis.MsState.Edu> wrote:
>On 25 May 1994 20:42:09 GMT, Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu)
wrote:
>> You could also switch to Font GDOS. I personally never had any problems
>>with it. If you use it, you get some handy .cpxs and .accs that will make your
>>assign.sys for you. You can also specify a folder for your fonts to be in.
>
>> Dan Ackerman
>> ackerman.29@osu.edu
>Where can iI get Font GDOS?
>I've never heard of it.
>

I found it at UMICH. I forget the directory though.

Joe

3438. Re: WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 00:32:10 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EE2BCFUQ@tecnozid.mubo.saar.de>
Source record: 186441

In <Cq9v57.LFG@nrtpa22.bnr.ca> Brian Grier Perpk wrote :

>In article <8059@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>|>
>|> The trouble is, I need to set the walkman to a ridiculously low volume just so
>|> I don't overload the circuitry in my Falcon - usually the volume has to be set
>|> to as low as one or even a half (the scale goes up to ten).
>|>
>A microphone input is designed to recognize a VERY LOW POWERED signal
>and amplify it to a useable level. The outputs from your stereo are
>amplified and can destroy the inputs to your Falcon. If you can use
>an audio source with LINE outputs that should work just fine.
>
Sorry, this is WRONG!.
A LINE-output is comparable with a walkman's headphone-output, so both
make the same problems! The falcon only has micro-inputs, so you have to
solder one 56kOhm-resistor in the left cannel and one in the right to
connect a LINE-output or a middle-loud headphones-output.

You can read this in the MJUZAKK 1.2-documentation
(ftp.uni-erlangen.de...) also.

Bye

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

Atari is not dead! It only smells funny! (Rock 'n' Roll)

3439. MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 00:54:14 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.770000054@txfs1.hfb.se>
Source record: 186557

Just snapped this up from the MiNT mailing list...

==========

Date: Thu, 26 May 1994 17:01:03 -0700
From: ersmith@netcom.com (Eric R. Smith)
Message-Id: <199405270001.RAA23053@netcom.com>
To: mint@terminator.rs.itd.umich.edu, reschke@GOEDEL.UNI-MUENSTER.DE
Subject: Re: MiNT 1.11

Yes, Atari will allow binary distribution of MiNT 1.11 (I just checked).
I don't know exactly what the wording of the license will be (we
still have to work that out), nor do I know when we will have time to
do up a version; it probably won't be for several weeks.

Eric

==========

Sounds pretty good to me!

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

3440. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 01:49:41 UTC
From: <>
Message-ID: <2s3jjl$ol@mother.usf.edu>
Source record: 186375

In article <2s2r6l$pvm@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>>How do I get this program to make the 50hz program run in 60hz? It's the demo
>>that sets the computer to 50hz once it's run. It would be nice if there were
>>a TSR that would force the system back to a certain sync rate.
>
> Try FalconSX or NVRAM, they have a NTSC/PAL switch.
>
> Dan

And these programs will force the machine to STAY at 60hz even if the application tries to change that? This is a demo we're talking about... I do not have access to the menu bar. The demo is going to the hardware and setting the resolution and sync rate. The only solution would be for the developers to make the program check what sync rate the machine started with, rather than assuming that everyone uses 50hz TV's.

3441. Re: Trackers/Sequencers: More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 01:52:05 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2s3jo5$lkg@news.dmpe.CSIRO.AU>
Source record: 186399

>appreciated. I tried to get the Octalyse.zip from the umich FTP site; it
>downloaded and unzipped fine, but when I loaded it, it started to load and then
>the computer resetted. Perhaps this is due to an older version of TOS (don't
>know the version, but I had this thing since the summer of 1987) or not enough
>memory (1 Meg, but I would expect a message telling me I didn't have enough
>memory). Thanks for any help. BTW, does the Replay 16 Cartridge and software
>work on the Falcon? Thanks again.

As for your first problem, it sounds as though you have a ST, not a STe. The
Octalyser (New version coming real soon!) runs only on STe's and Falcons.

As for using Replay 16, why would you want to on a Falcon!? Just get Clarity
or whatever the sampling software is and use that ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

3442. Re: MEGA ST4 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 01:57:13 UTC
From: etat@delphi.com
Message-ID: <pi2tGUh.etat@delphi.com>
Source record: 186556

Shucks Ben, I thought you would just ship me that computer for the software I sent ya! Hahahaha! Take Care.

_earl

3443. EMAIL ADDRESS FOR MIGRAPH

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:11:29 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.17.000C3162@noddy.forestry.tas.gov.au>
Source record: 186574

Does anyone have an email address for Migraph, USA suppliers of Golden Image Scanners.
Thanks in advance.
Peter Hopson
Tasmania, Australia.

3444. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:11:43 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2s3ksv$a2p@csugrad.cs.vt.edu>
Source record: 186562

Robert Krenn (d93rkr@t.hfb.se) wrote:
: Just snapped this up from the MiNT mailing list...

: ==

: Date: Thu, 26 May 1994 17:01:03 -0700
: From: ersmith@netcom.com (Eric R. Smith)
: Message-Id: <199405270001.RAA23053@netcom.com>
: To: mint@terminator.rs.itd.umich.edu, reschke@GOEDEL.UNI-MUENSTER.DE
: Subject: Re: MiNT 1.11

: Yes, Atari will allow binary distribution of MiNT 1.11 (I just checked).
: I don't know exactly what the wording of the license will be (we
: still have to work that out), nor do I know when we will have time to
: do up a version; it probably won't be for several weeks.

: Sounds pretty good to me!

Sounds good to me too! When this becomes available, will someone
PLEASE post where one can get it (atari.archive, wuarchive, BBSs, etc).
Thanks you!!!!

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3445. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:12:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqFvHK.Jp9@cix.compulink.co.uk>
Source record: 186569

In message <2rvr8l$jjt@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>
>One bought it a while back for his STe. The other JUST got it for his TT.
>
>Right now, I'm using Warp 9 on my Falcon. After I went through hell trying to
>figure out what order I should put things in the AUTO folder (Warp 9 is VERY
>sensitive to that and you can't put it first like they say you should) to get
>every thing to work right, I was able to get speedup in all the display modes
>except truecolor (which it doesn't support). It only speeds up text, not VDI
>drawing, which is a disappointment, but since text is used very heavily, it
>speeds up just about everything. In mono modes, there is a 10-fold speed
>increase for text, while in 256 color modes, the speedup is marginal, and 16
>color modes are still too slow for my taste.
>
>I've been wanting to get NVDI, but it's so expensive, I'm not sure I want to
>shell out the money.

NVDI is _much_ faster in colour modes and of course works at all screen
resolutions with ScreenBlaster, Speedo, MultiTOS, Geneva, MiNT...

Ofir ogal@cix.compulink.co.uk

3446. Cost of SLM 804 Toner/Drum in UK, suppliers?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:14:28 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.18.000C3E22@noddy.forestry.tas.gov.au>
Source record: 186575

I need a replacement drum for a recently purchased (2nd hand) SLM804, the cost in Australia is $369 & $139 for the toner, seems pretty rich to me, just wondering what the cost might be in the U.K or U.S.A and if the cost saving is significant if someone could recommend a supplier who ships o/s.
Thanks in advance.

Peter Hopson
Tasmania, Australia.

3447. Let 'Em Fly

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:24:21 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqFw0L.K22@cix.compulink.co.uk>
Source record: 186570

Recently I mentioned that Let 'Em Fly had changed hands development-wise.
This is true. However, I misunderstood something that Darryl said on cix
and his partner in LEF development has mailed me to correct this. He's
asked me to mail the following, due to problems with his reader:-

>Post: Let 'em Fly is being developed by Ken Hollis (khollis@bitsink.gbdata.com)
>and Darryl Piper (drpiper@cix.compulink.co.uk)
>
>Let 'em Fly will be released some time in June or July of this year. If
>anyone wants extra information, please write to Ken Hollis. If you want to
>receive Let 'em Fly via e-mail, please write to either of us.
>
>-- Ken

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3448. Re: lets get rid of "make money fast" posts

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:40:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqFwrI.KJA@cix.compulink.co.uk>
Source record: 186571

```
In message <2s2dr2$qkk@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>
>Funny thing is, these Pyramid scams actually do work if one gets enough saps
>under him just like himself to play the same game. Of course, theoretically,
>at some point, you would run out of saps.... but considering the people who
>put Clinton in office, perhaps not. :)

Or the people who put Bush in office before him.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

3449. Re: E-mail address of UK companies

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:40:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqFwrK.KJx@cix.compulink.co.uk>
Source record: 186572

```
In message <CqF82u.1ps@cee.hw.ac.uk>, ceebsm@cscd4c15.caledonia.hw.ac.uk said:
>
>Can anyone let me know the e-mail addresses, if available, for the
>following UK companies:
>
>Compo - sure you've heard of them

compo@cix.compulink.co.uk

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

3450. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:51:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M09yOORagPc@semprini.waterloo-rdp.on.ca>
Source record: 186517

In <9405181439.AA05120@ilmen.lanl.gov>, John Hutchinson writes:
> In article AA00132@montp.cirad.fr, Bales_N@CIRAD.fr () writes:
> [...]
> >
> >I know that this stuff about a new machine is probably rubbish, but I
> >just thought some of you guys could be interested or give your opinion.
>
>
> Hey, no problem, Nick. As far fetched as it was, it was still interesting.
>
> Keep those (international) rumors coming! Heck, who knows? Someday one of
> them might actually come true. :)

Ok, how's this... I just made it up, though I _am_ going to a
multimedia show in Toronto on Saturday, so maybe I'm not really lying!

Atari Hawk/AXP
- 300Mhz Alpha AXP CPU, with 1M cache
- 16M RAM minimum, expandible to 256M
- base system with 340M Fast SCSI-II disk, 2.88M floppy
- 3x speed SCSI-II CD-ROM
- graphics up to 1280x1024x256, 1152x912x16-bit, or 800x600x24-bit
(2M VRAM accelarated video)
- Jaguar audio/visual support chips (for extra texture-mapping muscle
and CD-quality sound)
- $2500 US with 15" Sony Trinitron monitor

Actually, it'd make much more sense for Atari to use a cheap PowerPC or
SPARC chip; both have their roots (sort of) in the Motorola 68k series
(well, PowerPC has more in common with IBM's POWER architecture, but
that's another story).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3451. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 02:54:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.CApjD_hgzPY@semprini.waterloo-rdp.on.ca>
Source record: 186518

In <2rec8p$mqm@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> Want more rumour material? Well, I think if you look carefully through old
> Brodie transcripts, you'll find him mentioning the PowerPC & Atari.

Where did that rumour about Atari "looking at Pentium chips" come from?
Did Brodie actually say something (stupid) like that, or is it from
someone's wishful (ha!) thinking?

(Yes, I want something approaching reasonable floating point performance
for all that raytracing, and I don't want to cook my lunch on the
chip...)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3452. Re: OCR - Upload

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 03:00:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.c4&HQoYHyFU@semprini.waterloo-rdp.on.ca>
Source record: 186519

In <2reeja$nf3@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> aclauss@rbg.informatik.th-darmstadt.de (alexander clauss) writes:
>
> >OCR 1.25 is an Optical Character Recognition program for
> >all ATARI ST/STE/TT/Falcon.
>
> >* Userinterface (RSC) in German, English and French.
> >* DOCs in German and English.
> >* OCR 1.25 is Freeware!
>
>
> Check it out people - this is a superb piece of software.
>
> The user interface is very slick. In just a couple of minutes of use,
> I had converted a random piece of scanned text into ASCII. The package
> gets better as you use it - it learns fonts.

Seconded! VERY nice software, a truly impressive accomplishment! Now
all I need is a scanner and a whole bunch of documents I need to convert
to text... ;-)

(And this is coming from someone who works with systems that do
handwriting recognition for courtesy amounts on cheques at a mere 500
documents/minute...)
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3453. Re: RIP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 03:04:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VPGoQ4JZzbk@semprini.waterloo-rdp.on.ca>
Source record: 186520

In <1l5orob4@mk.maus.ruhr.de>, Martin Bartsch writes:
> Hi,
>
> is there any Terminal-Program out for the Atari which can emulate RIP-Script?
> RIP stands for Remote Image Protocol. It is supported on the Major BBS.

I administer a support BBS running "The Major BBS" at work... the
software is _hell_ to set up and configure. I can't say enough bad
things about "The Major BBS".

Sorry for venting my spleen instead of helping... it's been one of
those weeks.

AFAIK, there is no Atari RIPterm. The only thing approaching it is
"Instant Graphics and Sound", aka IGS.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3454. SoundLab 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 03:13:36 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1994May27.031336.18533@ultb.isc.rit.edu>
Source record: 186548

I have just been introduced to SoundLab 1.1. Unfortunately, it does not support 16-Bit samples which I have been using since getting my Replay 16. SoundLab 2.0 will supposedly support 16-Bit samples. Has it been released yet to PD or is it still under development? Would any registered users have any info on it (I am not a registered user... yet). Thanks.

Theron

3455. Re: uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 03:52:35 UTC
From: steveg@cseic.saic.com
Message-ID: <24797071@MVB.SAIC.COM>
Source record: 186547

I've used it with no problem. A couple things may be throwing you off.

(1) I think it only runs with monochrome monitors

(2) There are two different executables in the release I had, one was
a UW server to be run on an ST, the other was the client. Don't have
my ST anymore and I forget the .PRG names, but try both. You want the
client.

(3) To get multiple windows you need to start the server on the Unix box

Keep at it, it should work. First thing I did when I go my PeeCee with
Windoze was to locate a version of UW (using it now).

--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

3456. Re: uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 06:19:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s43d8$4ut@mailer.fsu.edu>
Source record: 186512

D.M.Hoare (dmh1@ukc.ac.uk) wrote:
>
> Does anyone know anything about the UNIX windows program uw.prg?
> I've downloaded it onto my machine and have got all the bits for
> the UNIX end but dunno how to run it. I have tried from the auto
> folder and running the startgem.prg supplied but it comes up with
> 2 bombs.
>
> it is just a dodgy unarchived file or what?

The ST end of Unix Windows is a GEM program (probably mono only), and should be run from the desktop. Note that there is also a UNIX end needed. I have two different UW distributions, and they both work fairly well (they each have minor bugs, but they are still quite useful).

It is used in the following way:

1. Run uw.prg, or whatever the executable is called
2. Dial up your UNIX host. At this point, UW acts just like any another terminal program.
3. Start up the UNIX end of the program on the UNIX machine.
4. At this point, you will be able to open more windows on the ST, either by clicking the pertinent button, or by running a special program on the UNIX end (included with the UNIX sources).

It is quite cool, though I wish someone would clean some of the bugs out of it. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3457. Re: Populous II easter-eggs

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 06:29:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s440l$4ut@mailer.fsu.edu>
Source record: 186504
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

Andrei Ellman (2Y0) (ae-a@minster.york.ac.uk) wrote:
>
> I remember from some source that Populous II has loads of
> hidden features (apparently, one is a rain of frogs). Does anyone
> have a list of them, and how to access them (I have the Atari ST version)

I would be very interested in this as well. Also, are there any valid
entries for the "secret code" text box in the configuration dialog? This
sounds neat, but I have never seen any of the codes posted.

Other pop2 players: Note that there are lists of all world names for both
Populous games on atari.archive.umich.edu.

> PS. Does anyone know if the ST version has a music file anywhere, and how
> do I listen to it.

I don't think the ST version has music capabilities. My 1mb version doesn't,
at least.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3458. a.a.u.e. Sounds

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 06:32:37 UTC
From: dunham@src.honeywell.com
Message-ID: <2s4465$ggt@moon.src.honeywell.com>
Source record: 186564

I downloaded a bunch of sounds from a.a.u.e, all labeled "*.snd.z". But
when I try to Unpack on the Unix system, it says they aren't packed.
If I try to play the sounds on my ST, they're all noise.

Am I missing something? Or are they all corrupt?

Scott dunham_scott@htc.honeywell.com

3459. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 06:44:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2s44so$de@golem.wcc.govt.nz>
Source record: 186410

In article <2rv0lk$4bh@news.cs.tu-berlin.de>, ki@cs.tu-berlin.de (Karsten Isakovic) writes:
>Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>>What's the lates version of the accessory "Chameleon" which lets you
>>load/unload accessories without re-booting?
>
>The 1.19 you have is the lastest version i did. There have been plans
>to do an even smaler accessory and an auto-folder dispatcher, but i
>never finished it since MultiTOS was able to load accessories on the
>fly.
>
>Greetings, Karsten

Karsten, most people just don't use the Slow buged MultiTOS, most Atari users only have 1 meg...

There is no use for a Multitasking Home Computer at all, for one thing my brain does not Multitask very well..

Mind you that depends if you are a Schizo, there brains multitask very well..:-)

Food for thought....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3460. GEM Mail List

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 07:21:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqG9s0.66G@cix.compulink.co.uk>
Source record: 186591

Hello GEM developer,

IMPORTANT ANNOUNCEMENT FOLLOWS

The GEM user interface has recently matured into a generally non-modal, multi-tasking environment. Thanks to many developers such as 2B (Mag!X), Gribnif (Geneva) and authors of many excellent GEM programs (mainly in Germany, but also in the US, UK and other countries) we now have a very nice environment to work with.

One of the main problems for users, which have been exprssed to me by many users is the lack of standards, or that there are too many standards. It seems the German programmers have got their keyboard shortcuts sorted, but some of their standards contradict the Atari Style Guide as published in the Atari Compendium and the developer docs from Atari.

Since Atari do not seem to be getting invloved in this area, it's about time that some communication started between developers across the globe. The Atari market is too small for too many systems. Both Geneva and Mag!X should maintain a high degree of compatibility, and authors of programs should do as much as possible to keep to the standards.

The problem is now to agree on a standard interface, and the first topic I would like to discuss is the issue of keyboard shortcuts. I have laid out a proposal for a standard and have discussed it at length on CIX - the UK main BBS for ST users/programmers. My proposal is a PROPOSAL, I do not wish to dictate my ideas. I just want a standard to work to.

I invite you alnog with many other developers to take part in this discussion. If we reach agreement, I will personally make sure that the standard is published in several ST magazines, placed on FTP sites and is also available in a printed form at a minimal cost to cover printing cost.

Yat Siu of Lexicor has been kind enough to allow use of his system to start a mail list for this purpose. I have to stress here that Lexicor do not have any 'special' interest in this discussion, although I am sure Yat will want to express his opinions just like everyone else. I urge everyone to put competition aside and to join the mail list. Once we got the keyboard shortcuts standardised we can look at universal implementation of the VA_START protocol, a FAX protocol, adding

menu items to programs (Windows style), enhanced GEM Clipboard
and anything else we think is useful.

The mail list is ready for use, once there are enough people
subscribed I will post my keyboard shortcuts proposal and
discussion can start. I already have incorporated some
ammendments suggested by Wilfried Behne (Mag!X, NVDI).

==========
To join send mail to majordomo@world.std.com

With the content:

subscribe gem-list <email address>

To send a message to the mail list use the following address:

gem-list@world.std.com
==========

I look forward to your suggestions.

Ofir Gal

Ofir ogal@cix.compulink.co.uk

3461. Re: a.a.u.e. Sounds

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 07:26:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s47am$7q2@mailer.fsu.edu>
Source record: 186546

Scott Dunham (dunham@src.honeywell.com) wrote:
> I downloaded a bunch of sounds from a.a.u.e, all labeled "*.snd.z". But
> when I try to Unpack on the Unix system, it says they aren't packed.
> If I try to play the sounds on my ST, they're all noise.
>
> Am I missing something? Or are they all corrupt?

The lower case "z" indicates the use of GNU Zip. The newer convention is to
use "gz" as the extension for such files. Ask your sysadmin to install
gunzip for you (if it is not there already). Do be sure to buy him/her
a Twinkie.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3462. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 07:26:35 UTC
From: roklein@wilbur.zdv.Uni-Mainz.DE
Message-ID: <2s47bb$r4p@bambi.zdv.uni-mainz.de>
Source record: 186577
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <2rtu7p$csm@lyra.csx.cam.ac.uk>, Richard Kettlewell (rjk1002@hermes.cam.ac.uk) wrote:

: Sinclair originally asked GST to do an operating system for them. The
: result seems to have been called 68K/OS and wasn't good enough. QDOS was
: written by Tony Tebby, in rather less time than most people would like to
: have when writing operating systems. IMHO he did a surprisingly good job,
: especially by the time the bugs had been cut down a bit...

: I believe 68K/OS was actually released separately, but has long since
: sunk without trace.

: As for 68K/OS being SMS --- don't know. I doubt it, but that's just my
: opinion.

I've heard that 68K/OS is some sort of CP/M.

Robert/jy

3463. Atari ST Emulator for IBM PC ????

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 07:33:30 UTC
From: holgi@sdm.atlas.de
Message-ID: <2s47oa$9kh@pink.atlas.de>
Source record: 186505

Hi, Ataris!

Is there an Atari ST Emulator for PC? If so: Where?
How about MIDI abilities (with Soundblster or 'real'
MIDI interface)?

Holger

3464. Re: uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 08:23:57 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May27.082357.5292@bradford.ac.uk>
Source record: 186550

On Wed, 25 May 94 21:10:12 GMT, D.M.Hoare wrote:

: Does anyone know anything about the UNIX windows program uw.prg?
: I've downloaded it onto my machine and have got all the bits for
: the UNIX end but dunno how to run it. I have tried from the auto
: folder and running the startgem.prg supplied but it comes up with
: 2 bombs.

I found it to be a very dodgy program as well. I have tried to use it with
my UNIX connection.

But in your case the problems are:
1) Startgem should not be run from the desktop
2) UW Should not be run from the AUTO folder

In fact it should be the other way round!

Whilst you are testing the program, forget Startgem completely, and just
double-click on the UW.PRG icon from the desktop.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger -m sptaylor@muser.brad.ac.uk ==

3465. Re: MiNT-Net 0.4 Problems (was re MiNT FSP now available)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 09:02:00 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2s4cu8INNloc@tarsky.uni-muenster.de>
Source record: 186576

In article <CqDrsy.CCq@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:

```
|> (loads patched MiNT 1.10, all the .XFS and .XDD drivers and spawns ksh shell)
|>
|> u:/bin/ifconfig sl0 addr 100.0.0.1 dstaddr 100.0.0.2 mtu 4096 up
|> u:/bin/route add 100.0.0.2 sl0
|> u:/bin/ifconfig lo0 addr 127.0.0.1 up
|> u:/bin/route add 127.0.0.0 lo0
|> u:/bin/ifconfig
|> u:/bin/route
|> u:/bin/portmap
|> u:/usr/etc/inetd
|> u:/bin/mountd
|> u:/bin/nfsd
|>
|> This file is unchanged from my (working) 0.3 configuration.
|>
|> On the other machine the file is much the same, but obviously sets up a
|> route the other way. (100.0.0.2 to 100.0.0.1). Note: this network is *not*
|> connected to the rest of the internet, so the ip addresses aren't meaningful.
|>
```

You might want to try to leave out the lines with the loopback device, and add instead the lines

```
ifconfig lo0 addr 100.0.0.1 up
route add 100.0.0.1 lo0
```

to be able to access your own computer with its own address. There was a bug in mint-net 0.30, where the loopback address was handled incorrectly. That was fixed in 0.31 and newer.

Ulrich

3466. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 11:00:16 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2s4js0$n6c@canopus.cc.umanitoba.ca>
Source record: 186469
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
======================================================================
SOFTWARE
======================================================================
Battle Of Britain.............$ 20.00
Starglider 2..................$ 12.00
Advanced Destroyer Simulator...$ 15.00
Firezone......................$ 10.00
Sherman M4....................$ 10.00
World Snooker.................$ 10.00
Zany Golf.....................$ 8.00 (no docs?)
The Pawn......................$ 10.00
TV Sports Football............$ 10.00
10th Frame Bowling............$ 10.00

Michtron BBS..................$ 5.00 (classic bbs software, no box&docs)
Degas Elite...................$ 8.00 (no box or docs)
DC Utilities v2.0d (latest)....$ 7.00
DC Shower v1.0e (latest).......$ 7.00

======================================================================
MAGAZINES
======================================================================
Atari Interface Magazine (AIM):
3/91, 10/91 thru 4/93
--- 13 issues total.....$8+shipping

ST Applications (British):
1/93, 3/93
--- 2 issues total......$4+shipping

Atari Explorer:
4/89, Spring 90, 1/91 thru 2/93
--- 13 issues total.....$10+shipping

STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$40+shipping

All above magazines: $50+shipping!!!!!!
```

```
=============================================================================
MISCELLANEOUS
=============================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=============================================================================
```

3467. Re: Atari ST Emulator for IBM PC ????

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 11:22:08 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2s4l50$4sj@bognor.barclays.co.uk>
Source record: 186475

In article <2s47oa$9kh@pink.atlas.de>, holgi@sdm.atlas.de (Holger Bothmer) writes:
|> Hi, Ataris!
|>
|> Is there an Atari ST Emulator for PC? If soIain.Laskey

3468. New stuff on HENSA/micros

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 11:23:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqGKz7.I7t@westminster.ac.uk>
Source record: 186507

```
Below is a list of new software at HENSA, for the Atari, since the last posting

Log into micros.hensa.ac.uk

Enjoy!!
Danny
D.Bhabuta@cent1.lancs.ac.uk; pddanny@micros.hensa.ac.uk; vctec@wmin.ac.uk

ATARI NEWS OF THE DAY Updated 27/05/94 @ 1205

Newsletters
-----------
Latest releases:-

atari-tos Volume 06 Issue 001 19/05/94
atari-mint Volume 01 Issue 000 00/00/92

Back copies can be found in the directory "tos/news" or "mint/news". See the
file "00readme" in the directory for details of how to subscribe.

Digests
-------
tos/m/m026 Info-Atari16 digest e-mail newsletters
Updated weekly

tos/m/m572 comp.sys.atari.st technical discussion digests
Latest updates on.... 05/02/92

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
n145 26/05/94 ---- LFED 2.0 LineF emulator, communication between FPU & CPU
n147 26/05/94 S--- WINCOL 1.3 CPX to alter the look of your windows

n122 26/05/94 ---- OCR 1.25 Optical Character Recognition Software
n135 26/05/94 ---- WINLUPE 6.50 Magnifies part of the screen in a window
n141 26/05/94 S--- KANDINSKY 1.70e Vector Drawing/CAD package...major upgrade
n142 26/05/94 ---- ICONIFY SERVER Iconify your windows under SingleTOS
n143 26/05/94 ---- ICFS CPX 1.13 A cpx module to control ICFS settings
n144 26/05/94 S--- GSZRZ 4.70 File transfer prog..to use with any comms prog

n137 25/05/94 S--- SELECTRIC 1.10e Replacement file selector full of features
n138 25/05/94 S--- EGALE 1.26e Compare your files with this powerful utility
```

n139 25/05/94 S--- EVEREST 3.3e Ultra fast, feature packed, text editor
n140 25/05/94 S--- TWO-IN-ONE 1.06e Shell to use with loads of archivers

n131 24/05/94 ---- TURBOASS 1.76 Turbo Assembler for your Atari
n128 24/05/94 ---- WINX 2.2 Enhance your GEM. Get more windows on screen.
n129 24/05/94 S--- SOS_TOS Tos 2.06 fixes.
n130 24/05/94 ---- Shell Buffer 1.3 Cure the corrupted newdesk.inf file problem
n132 24/05/94 S--- PINHEAD 2.1 Load all your programs faster than before
n133 24/05/94 ---- LED PANEL 2.5 Have Ldrive access indicators on your desktop
n134 24/05/94 ---- LET EM FLY 1.20 Flying Dialogues, Keyboard Shortcuts, etc
n136 24/05/94 ---- MOVIE PLAYER 1.00 Play FLI/FLC files on the Atari. FUN Stuff

n121 23/05/94 S--- TERA DESKTOP 1.38 A replacement desktop for your ST
n122 23/05/94 ---- OCR 1.25 Optical Character Recognition software
n123 23/05/94 S--- REVENGE DOCUMENT DISPLAYER 3.20 Very fast text viewer
n124 23/05/94 S--- SILKMOUSE 3.2 Smooth mouse accelerator, with other features
n125 23/05/94 ---- ST-ZIP 2.4 STARTUP DELAY PATCH ...Title says it all
n126 23/05/94 ---- HD & MEM-FREE CPX MODULE shows free memory and disk space
n098 23/05/94 ---- ST ZIP 2.6 Basically, a bug fixed v2.5...Excellent!!!
n127 23/05/94 ---- GEMRAM 1.6 Relocate GEM to RAM...to use with WINX, etc

n118 16/05/94 ---- NSQ Demo A nifty little program to play your .snd files
n119 16/05/94 S--- ST TOOLS 1.93 A disk manager....allows optimising
n120 16/05/94 ---- N_ALTHLP Save your screen to a PI?/IMG file using ALT-HLP

n115 12/05/94 S--- SUPER BOOT 8.1 A brilliant boot manager
n116 13/05/94 S--- SUPERBOOT UTILS Utilities for Superboot or on their own
n117 13/05/94 ---- SUPERBOOT SOUNDS .....and pictures for use withthe program

n112 12/05/94 S--- LHARC 3.01 Update to LHARC 3.0. What more can I say?
n113 12/05/94 S--- MOUSE-KA-MANIA II 2.0 Revamp your ponters, busy bees, etc
n114 12/05/94 S--- MASTERBROWSE 4.4 An update to a brill text viewer

New software for the Atari MiNT section

New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a017 17/05/94 ---- MiNT DISTRIBUTION KIT Set up MiNT in a hassle free way
a018 17/05/94 ---- MiNT DISTRIBUTION KIT UPGRADES Upgrade thos MiNT utils
a019 17/05/94 ---- MiNT DISTRIB KIT SHAREABLE SUBSETS for MiNT >= version 0.96
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3469. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 11:30:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqGLB5.Hwp@cix.compulink.co.uk>
Source record: 186434

In message <2s44so$de@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>Karsten, most people just don't use the Slow buged MultiTOS, most Atari users
>only have 1 meg...

True.

>
>There is no use for a Multitasking Home Computer at all, for one thing my brain
> does not Multitask very well..

There's certainly use for multi-tasking here on my 'home computer'.

>Mind you that depends if you are a Schizo, there brains multitask very
>well..:-)

All human brains multi-task preemptively and cooperatively.

>Food for thought....

Ofir ogal@cix.compulink.co.uk

3470. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 11:50:10 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s4mpi$3m@charm.magnus.acs.ohio-state.edu>
Source record: 186508

>> Try FalconSX or NVRAM, they have a NTSC/PAL switch.
>>
>> Dan

>And these programs will force the machine to STAY at 60hz even if the
>application tries to change that? This is a demo we're talking about... I do
>not have access to the menu bar. The demo is going to the hardware and
>setting the resolution and sync rate. The only solution would be for the
>developers to make the program check what sync rate the machine started with,
>rather than assuming that everyone uses 50hz TV's.

They will not force the machine to STAY at 60hz, and you wouldn't want
that even if they could. What you want is to get the sync going with your TV
and or monitor. These demos are not switching the machine to 50Hz, they are
just running at 50hz. You need to actually switch your machine to 50Hz so
that the demo actually looks correct.

Demo coders use 50Hz because it takes up less cpu time than 60Hz, this
allows them to squeeze just a litle bit more out of the machine. But they
aren't setting the sync rate to 50Hz, they are just sending the data out at
50Hz. There is a difference. So try one of the above programs to set your
machine to 50Hz (PAL) before you run your demo and your problem should be
solved.

Dan Ackerman
ackerman.29@osu.edu

3471. Re: Atari st Slip is it around?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 12:04:39 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s4nkn$4p@charm.magnus.acs.ohio-state.edu>
Source record: 186509

There are several options for SLIP on the Atari. If you don't have access to the archives, send me email and I will mail you a copy of the TCPIP.FAQ for Ataris.

Dan Ackerman
ackerman.29@osu.edu

3472. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 12:08:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1815@usdtsg.DaytonOH.NCR.COM>
Source record: 186502

In article <6711@raven.ukc.ac.uk> rab2@ukc.ac.uk (R.A.Barnett) writes:
>
>I think there was an article in The Edge about the *possiblity* of there
>being Jaguar and 3DO cards for the PC - this might be the source of the
>rumour. Seems pretty pointless to me.

I believe Atari has stated that they will be producing a JAG-card
for the PC (check the last couple issues of AEO). From what I
get, it will be able to run all Jag-CD games when they come out
(and not cart games). I haven't heard anything re: 3DO(n't)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3473. Re: a.a.u.e. Sounds

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 12:29:42 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-270594122942@ngalm099.gal.nt.com>
Source record: 186506

In article <2s4465$ggt@moon.src.honeywell.com>, dunham@src.honeywell.com (Scott Dunham) wrote:

> I downloaded a bunch of sounds from a.a.u.e, all labeled "*.snd.z". But
> when I try to Unpack on the Unix system, it says they aren't packed.
> If I try to play the sounds on my ST, they're all noise.
>
> Am I missing something? Or are they all corrupt?
>
> Scott dunham_scott@htc.honeywell.com

I downloaded a few of these; I had to use GNUZIP to 'un z' them,as I had problems with unix compress.They sound good.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3474. Re: MiNT-Net 0.4 Problems (was re MiNT FSP now available)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 12:36:38 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2s4pgm$q66@aiscube.AIS-Dortmund.DE>
Source record: 186593

Hi Roland,

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >Configuring TCP/IP is often a little bit confusing. It sounds to me, as if

: >- Check your routing !
: >- You have the tools ifconfig and route. USE THEM !

: Any hints on how to use 'ifconfig' and 'route' to trace non connections?

: Well this is what my main machine does to bring up MiNT-Net:

: (loads patched MiNT 1.10, all the .XFS and .XDD drivers and spawns ksh shell)

: u:/bin/ifconfig sl0 addr 100.0.0.1 dstaddr 100.0.0.2 mtu 4096 up
: u:/bin/route add 100.0.0.2 sl0

Hmmm, the description of your setup sounds quite ok to me. Perhaps
some other points to check :-) ...

- Are there appropriate entries for hostname and IP-Address in
/etc/hosts and /etc/hostname ? check both machines.

- Try to setup ONE of your machines as nameserver (/etc/resolv.conf).
Use either 100.0.0.1 or 100.0.0.2 but the SAME entry on BOTH machines.
You should now be able to run 'hostlookup' on both machines.
(BTW: if this works ok, forget about the next point.)

- Do both machines work with the same serial line speed ? (stty)

I guess you want to "connect" your machines via NFS ?
I have only on machine, for that reason i didn't work a lot with nfs and
do not know about any debugging-support of the nfs-package. Perhaps you
can find the bug using "nfs-debugging" !?

Good Luck Theo

--
_____________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !---------------------

3475. Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 12:42:36 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2s4prs$1sc@comfrey.csv.warwick.ac.uk>
Source record: 186590

Hi,

Recently there has been a set of patches for POV 2 released by someone in Germany, named FasterThan POV. It gives significant speed increases over POV but is still completely compatible with it. A friend of mine has it on his PC, and another has just compiled it for his Archimedes.

Has anyone compiled it for the Atari yet? I'd do it, but I can't even get POV 2.2 to compile correctly!! (It bombs during parsing)

Paul

3476. ANNOUNCEMENT: Edith Professional Desktop Text Editress

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 13:23:55 UTC
From: avg@cwi.nl
Message-ID: <CqGqJv.497@cwi.nl>
Source record: 186510

The demo version of Edith Professional V1.188 has been released. It can be found in the usenet group comp.binaries.atari.st and should appear on the ftp archives soon (has been submitted to ftp.uni-muenster.de and ftp.uni-paderborn.de) and may be freely distributed for non-commercial purposes. Edith Professional 1.2 is available NOW at a price of approx. 110 Dutch guilders including taxes and postage, depending on methods of payment.

A much older version, V1.0 of Edith is already available as shareware. It is from now on *free*, as it doesn't even remotely compare to Edith Professional.

EDITH is one of the most flexible and user-friendly text editors currently existing for any micro computer platform. The program's ability to work with text selections of arbitrary complexity (think of column-based operations such as two-column text formatting), as well as many other new ideas such as visible text blocks and the text data trash can, make powerful editing features accessible to computer users who want a computer program to understand THEIR wishes, and not vice versa.

Other important features are:

- a pleasant learning curve for both naive and expert computer users

- high customizability

- macros, kurzels and TTP filters

- elementary support for binary editing in C format.

- aligned display in proportional fonts, suitable for source code editing.

- desk accessory mode, elaborate support for Gemini and basic support for MultiTOS drag and drop/MiNT domain 1, WINX messages and Speedo. X-windows-type key focus and SUN-style mouse jumps (all configurable).

- 256 colour support

- Project files

- the tab/true tab system allows one to work with small indentation levels without problems with the standard true tab measure of 8 columns.

- innovative user interface design (elaborate keyboard support, a modern generalization of the famous cut/paste text editing metaphor, visualization of all concepts up to text blocks and delicate appearance in colour graphics).

- an honest, well illustrated printed manual provides thorough learning information as well as quick reference.

- 21 on-line reference manual pages

- a very reasonable price level

MORE INFORMATION

For ordering information, questions and suggestions, feel free to call or write to

ZFC
P.O. Box 12079
1100 AB Amsterdam
The Netherlands
Phone: +31 20 695 9901

clearly stating your interests, so we can help you as well as possible. You can also use the pre-printed form in the file ORDER.TXT.

For general, non-commercial questions contact the author of Edith by internet e-mail at

avg@cwi.nl

(please realize that this e-mail address is not owned by ZFC and therefore should not be used for commercial or commercial-ish purposes).

3477. TCPIP.FAQ UPDATE (Slip info)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 13:41:01 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405271340.JAA27263@bottom.magnus.acs.ohio-state.edu>
Source record: 186511
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

There is an updated version of the Atari TCP/IP FAQ available. I have sent it to a.a.u.e, ftp.uni-kl.de, ftp.tu-clausthal.de and it should be appearing on other sites afterwards. If you do not have access to getting files across the net, send me mail and I will mail you a copy.

If you see anything that needs to be added please let me know.

Also please take the time to pass this information on to Atari owners that are not on the net.

Thank you all for you help and interest.

Dan Ackerman
ackerman.29@osu.edu

3478. DSP programming info for Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 13:47:16 UTC
From: avsec@westminster.ac.uk
Message-ID: <CqGrMt.7tK@westminster.ac.uk>
Source record: 186514

Is there any info about regarding DSP prog'ing on the Falcon ?
From the Falcon side of things, I mean.
Example code, tutorials, stuff like that.

Cheers,
Phil.
--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

3479. Walls of Illusion

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 13:51:28 UTC
From: L.E.Anthony-SE2@cs.bham.ac.uk
Message-ID: <2s4tt0$gl3@percy.cs.bham.ac.uk>
Source record: 186598

Does anyone know where I can get this game. It's on ST User this month but
I'm not paying 3 quid just for the disk !!!

Any help gretly appreciated.

-Lea.

[Contact via E-Mail please]

--

Lea Anthony lea@uk.ac.bham.cs | There's a time for everything under the sun.....

3480. Need info. on comms software.

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 14:03:24 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CqGsDp.Cnz@lincoln.gpsemi.com>
Source record: 186521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I currently use E-mail/UseNet News from work but I things may change ... ! If that happens - I want to be able to access these facilities from home on my Mega STe. I'm in the UK and so my first thought would be to buy a 14.4 kbaud modem and get an account on Demon. Some questions:

a) (UK users) Is this the best way to go ? or is there an alternative method. (I could well be in the London area - does this change things ?) I'd really like access to ftp/archie/that sort of stuff as well as just mail/news.

b) Demon needs SLIP software on my computer - I guess there must be some around, but from what I've seen it all requires MiNT. Is that right or can it be done without ? (I tried MiNT a while ago - 0.95 though - but it didn't seem to like the mouse accelerator I was using - something to do with illegal Gem calls I think ... ???)

c) Does this provide for using News/E-mail off-line - the only sensible way to go as far as I can see. If so, what news readers and e-mail programs are available for this sort of setup ?

Basically I guess I'm looking for a beginers (sp?) guide to connecting my ST to the internet. With that in mind I guess e-mail would be the best way - I'll summarise here if there's interest/enough information - but if you feel it's general interest, post away, I'll be watching ! ;-)

Many thanks - in advance as always,

Martin
--

```
=====================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=====================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

3481. WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 14:07:58 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405271407.KAA04460@bottom.magnus.acs.ohio-state.edu>
Source record: 186600

I just played with this game for the first time last night and was actually moved enough to post about it. This is really a fun litle game. It has nice graphics, some fun digitized sounds and smooth game play. Did I mention how good the graphics were? It also ran flawlessly on my Falcon. So if you are in the mood for a new game and have a litle disk space take the time to grab this file.

Dan

3482. Re: Syncronous CD-rom transfer which driver ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 14:15:44 UTC
From: rincewind@discworld.oche.de
Message-ID: <2de6279ae0b3@discworld.oche.de>
Source record: 186456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2r5s23$ma1@karhu.Helsinki.FI>,
Markku Luoto (mluoto@cc.Helsinki.FI) wrote:

ML> I was recently offered some CD-rom readers that I'd like to
ML>install to my TT030 and the seller insisted thet the drive would require
ML>a driver/interface_? that would support syncronous CD-rom transfer.

That sounds strange - SCSI supports synchronous transfers, but I think the
standard says that it is optional and has to be enabled on a per-target basis.
I have not yet heard about a SCSI device that will *only* work in synchronous
mode.
Further more, synchronous mode does not make much sense on a slow device
with 150 - 600 k/s IMHO.

ML>-does TT's built in scsi port support the standard ?

I think the hardware can do synchronous transfers, but I think there is no
driver to support this.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
It's not Brits who think American readers are a bunch of whinging morons
with the geo-social understanding of a wire coathanger, it's *American*
editors. -- Setting the record straight
(Terry Pratchett, alt.fan.pratchett)

3483. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 14:23:24 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2s4vos$6i8@turing.fwi.uva.nl>
Source record: 186501

In article <199405271407.KAA04460@bottom.magnus.acs.ohio-state.edu>
dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>if you are in the mood for a new game and have a litle disk space take the time
>to grab this file.

where can i get it?

--
Martijn Dekker | Mail: mdekker@fwi.uva.nl
University of Amsterdam | dekker@kali.cc.ruu.nl
department of Mathematics | 2:280/706.14@fidonet.org
Proud owner of Atari ST/Apple Mac/C64 | 90:500/104.14@nest.ftn

3484. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 14:23:43 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <2s4vpf$54q@proffa.cc.tut.fi>
Source record: 185759

>: Yes, Atari will allow binary distribution of MiNT 1.11 (I just checked).

At last! That's what we have been waiting for a long time. Getting gcc
& stuff and learning C just to be able to compile MiNT has seemed
always a bit ridiculous to me.

>: I don't know exactly what the wording of the license will be (we

What ever it is, MiNT will spread like wild flames.

- Eero -

3485. 47:30/1 Index of Space

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 15:08:02 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <770089316.AA05722@byte.bbs.no>
Source record: 186446

To: archive-manager@ames.arc.nasa.gov

Hello there!

I'm having a few problems with the archive-server. I simply can't
get a directory of SPACE. (SCUBA is OK) . I only get message like:
Sorry - I don't have a dirtoruy on file for SPACE.

What am I doing wrong? Please help with this.

Regards Jabran. jabran.akhtar@byte.bbs.no

3486. Re: lets get rid of "make money fast" post

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 15:09:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405271429.AA00566@ilmen.lanl.gov>
Source record: 186522

In article KJA@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2s2dr2$qkk@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>
>>Funny thing is, these Pyramid scams actually do work if one gets enough saps
>>under him just like himself to play the same game. Of course, theoretically,
>>at some point, you would run out of saps.... but considering the people who
>>put Clinton in office, perhaps not. :)
>
>Or the people who put Bush in office before him.

Tell you what, Ofir. Why don't you let us YANKS flame our own heads of state,
OK? You are hardly in any position to pass judgement on our leadership as
you have enough problems on your _own_ side of the pond.

If you want to flame the USA, including our present _or_ past Presidents,
do us all a favor and take it to some alt.political.bullshit newsgroup!

Grrrr. :-(

-Hutch- @ Fair Dinkum Tech

3487. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 15:44:24 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May27.104424.28239@cobra.uni.edu>
Source record: 186523
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <CqBzLJ.ED2@rahul.net>, bryanw@rahul.net (Bryan Woodworth) writes:
> In <2rske4$5lt@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>
>>Following is a message from Bob Brodie posted on GEnie:
>>[....]
>
> I can't believe it. Bob Brodie has been with Atari forever! Now what? No
> more chats on GEnie to find out what's happening with the Jaguar? Who will
> fill his shoes?
>
> It's terrible that Brodie has to resign at such a critical time. I guess
> where Atari is concerned, any time is "critical"..

Maybe he was jumping from a sinking ship. Would it not be funny if he ends up
with Sega and or at Apple's consumer Performa division. He knows something and
he will not tell.
>
>
> --
> bryanw@rahul.net a2i network

Peter Sinclair-Day
Bartlett Hall Residence
University of Northern Iowa
Cedar Falls, Iowa USA

3488. Re: uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 16:03:02 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1816@usdtsg.DaytonOH.NCR.COM>
Source record: 186525

In article <2s2bqd$9b5@kolsaas.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangers) writes:
>
>In article <8122@merlin.ukc.ac.uk>, dmh1@ukc.ac.uk (D.M.Hoare) writes:
>>
>> Does anyone know anything about the UNIX windows program uw.prg?
>> I've downloaded it onto my machine and have got all the bits for
>> the UNIX end but dunno how to run it. I have tried from the auto
>> folder and running the startgem.prg supplied but it comes up with
>> 2 bombs.
>>
>> it is just a dodgy unarchived file or what?
>
>Same thing happens to me, and I don't know how to use it either. I was hoping
>to use it with my UNIX system at the university via modem, so I can use
>several windows with different tasks running at the same time (with
>Xwindows).
>My system is a 520STE with 2MB RAM and TOS 2.06.

I just thought of something that might be causing the
bomb-outs. Are you to trying to run Unix Windows (UW) in
an ST *color* mode? If so, I'll bet that's the problem.

If I recall, Unix Windows will only work in ST HI mode,
so you can either go that mode, or I believe it should also
work under a Monochrome emulator such as Sebra. No ST Low or
High supported...

Try it out in monochrome (or monochrome emulation) and let
me know if that does the trick...

Hope this helps...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3489. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 16:22:52 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s56os$13r@charm.magnus.acs.ohio-state.edu>
Source record: 186513

>Ok, how's this... I just made it up, though I _am_ going to a
>multimedia show in Toronto on Saturday, so maybe I'm not really lying!

>Atari Hawk/AXP
>- 300Mhz Alpha AXP CPU, with 1M cache
>- 16M RAM minimum, expandible to 256M
>- base system with 340M Fast SCSI-II disk, 2.88M floppy
>- 3x speed SCSI-II CD-ROM
>- graphics up to 1280x1024x256, 1152x912x16-bit, or 800x600x24-bit
> (2M VRAM accelarated video)
>- Jaguar audio/visual support chips (for extra texture-mapping muscle
> and CD-quality sound)
>- $2500 US with 15" Sony Trinitron monitor

Boy talk about blowing away your non disclosure! Boy that's probably the
last time they let you into one of those closed door unvielings ;)

Dan Ackerman
ackerman.29@osu.edu

3490. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 16:34:57 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s57fh$150@charm.magnus.acs.ohio-state.edu>
Source record: 186528

I got it at a.a.u.e, under atari/Games/wyrdways.arc. It's a big file.

Dan

3491. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 16:36:15 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <CqGzGF.Gws@cunews.carleton.ca>
Source record: 186529

Cc:

I would encourage the developer of Chameleon to go for future
versions. Not everyone wants or canuse Multitos and chameleon works
better anyway. Clearly, if there is no foreseeable profit in it we
cannot force the developer to continue. But it is a good program.

3492. Re: lets get rid of "make money fast" post

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 16:40:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqGzo1.CDr@cix.compulink.co.uk>
Source record: 186544

In message <9405271429.AA00566@ilmen.lanl.gov>, hutch@ilmen.lanl.gov said:
>
>Tell you what, Ofir. Why don't you let us YANKS flame our own heads of state,
>OK? You are hardly in any position to pass judgement on our leadership as

Why? You are welcome to pass judgement on anyone you like, British, Korean
or Egyptian. I didn't realise I needed to be in any specific position to
pass judgement. Most judges prefer a sitting position, but I don't think
it's compulsory. :-)

Can I pass judgement on American films? computer programs? comedians?
musicians?

>you have enough problems on your _own_ side of the pond.

Enough? You can never have enough problems. Just when you think you had
enough, you get a few more. In any case, I'd rather not have a 'side' of
the pond, unless I can have all sides :-)

>If you want to flame the USA, including our present _or_ past Presidents,
>do us all a favor and take it to some alt.political.bullshit newsgroup!
>
>Grrrr. :-(

OK. But just as a side issue. Many people outside the USA see the American
president as an important if not _the_ leading political figure in the
world. That's why the BBC televised the American elections. I doubt if the
American public is as interested in the British election.

<non-Atari mode off>

Ofir ogal@cix.compulink.co.uk

3493. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 16:43:41 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405271603.AA00603@ilmen.lanl.gov>
Source record: 186516

In article M09yOORagPc@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Ok, how's this...

>Atari Hawk/AXP
>- 300Mhz Alpha AXP CPU, with 1M cache
>- 16M RAM minimum, expandible to 256M
>- base system with 340M Fast SCSI-II disk, 2.88M floppy
>- 3x speed SCSI-II CD-ROM
>- graphics up to 1280x1024x256, 1152x912x16-bit, or 800x600x24-bit
> (2M VRAM accelarated video)
>- Jaguar audio/visual support chips (for extra texture-mapping muscle
> and CD-quality sound)
>- $2500 US with 15" Sony Trinitron monitor

Hey, that sounds great, Chris.

I'll take TWO of these beasties! :)

-Hutch- @ Fair Dinkum Tech

3494. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 17:26:53 UTC
From: <>
Message-ID: <2s5agt$5mc@mother.usf.edu>
Source record: 186530

In article <2s4mpi$3m@charm.magnus.acs.ohio-state.edu> dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>>> Try FalconSX or NVRAM, they have a NTSC/PAL switch.
>>>
>>> Dan
>
>>And these programs will force the machine to STAY at 60hz even if the
>>application tries to change that? This is a demo we're talking about... I do
>>not have access to the menu bar. The demo is going to the hardware and
>>setting the resolution and sync rate. The only solution would be for the
>>developers to make the program check what sync rate the machine started with,
>>rather than assuming that everyone uses 50hz TV's.
>
> They will not force the machine to STAY at 60hz, and you wouldn't want
>that even if they could. What you want is to get the sync going with your TV
>and or monitor. These demos are not switching the machine to 50Hz, they are
>just running at 50hz. You need to actually switch your machine to 50Hz so
>that the demo actually looks correct.
>
> Demo coders use 50Hz because it takes up less cpu time than 60Hz, this
>allows them to squeeze just a litle bit more out of the machine. But they
>aren't setting the sync rate to 50Hz, they are just sending the data out at
>50Hz. There is a difference. So try one of the above programs to set your
>machine to 50Hz (PAL) before you run your demo and your problem should be
>solved.
>
> Dan Ackerman
> ackerman.29@osu.edu

The program is indeed setting the machine to 50hz. They can't send data out, as you put it, because they can do nothing but write to screen memory, as far as that is concerned. The demo is configuring the VIDEL to output to the monitor/TV with a 50hz refresh rate, and my 60hz TV here in the US doesn't handle that. It rolls badly, which is an indication that the computer is outputting at 50hz.

3495. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 17:35:57 UTC
From: <>
Message-ID: <2s5b1t$5op@mother.usf.edu>
Source record: 186526

I've asked this before and never got an answer... what is an Archimedes, and what is it like?

3496. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 17:41:04 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s5bbg$1do@charm.magnus.acs.ohio-state.edu>
Source record: 186452

>The program is indeed setting the machine to 50hz. They can't send data out,
>as you put it, because they can do nothing but write to screen memory, as far
>as that is concerned. The demo is configuring the VIDEL to output to the
>monitor/TV with a 50hz refresh rate, and my 60hz TV here in the US doesn't
>handle that. It rolls badly, which is an indication that the computer is
>outputting at 50hz.

Well I am in the U.S. as well, and my Falcon has never had a problem with
any demos on my TV. The only program I've had any problems with is MiniF1 in
conjunction with the antiquated 1224 I'm currently using. If you would have
taken half the energy it took to blow up on me and used it to get the programs
I suggested and used them you would have seen they work. And for further
information the TV I use on my Falcon from time to time is from the late 70's
so I don't think it has any super slick new system.

Ands the information I gave you it is correct. Having the system
send data to the monitor or tv at 50Hz is completely different from going in
with any of the system switchers and setting your system to 50Hz. One is
has to do with video data, the other with video synch.

Dan Ackerman
ackerman.29@osu.edu

3497. NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 17:56:37 UTC
From: mc6@ukc.ac.uk
Message-ID: <9503@falcon.ukc.ac.uk>
Source record: 186524

Hi all

Just a quick question can NVDI be run from floppy on a 1meg STe?
Could I boot up with the disk in and then run my normal GEM
software or does NVDI keep accessing the disk?

Thanks

Matt. University Of Kent
at Canterbury ####

Shout to Neil, I won't use this again ;-) ^^^^^^^^^^^^^^^^^^

3498. OMen

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 18:04:50 UTC
From: g051@cpcw3.uea.ac.uk
Message-ID: <2s5co2$t7m@cpca3.uea.ac.uk>
Source record: 186527
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

re: review of OMEn in ST Review.

This review says that OMEn is shareware. Does this mean it is available on the net? If so, where from and how much?

Thanks,

Ian B.
g051@uea.ac.uk

3499. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 18:14:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1820@usdtsg.DaytonOH.NCR.COM>
Source record: 186401

In article <2s2h34$56@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>I don't know why everyones going so mad about it. Outside the US, hardly anyone
>has even heard of him. I know that on more than one occassion he embarrassed
>Atari

Well, Bob Brodie was one of the few Atari folks that you could
reach on a somewhat consistent basis (his monthly chats on GEnie,
the fact that he ran the Atari BBS, etc). You might not always
get the answer you wanted from him (a PR guy's gotta do PR,
not necessarily debriefings) but generally you got an answer anyways.

The question on this side of the pond is whether anyone will
take his place, listening to folks comments, etc regarding
Atari *computers*, etc. Or whether this will be the first
formal "bye-bye" to any of little support the computer
side has had?

As usual with Atari, time will tell (RSN ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3500. Re: What doesn't MiNT get?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 18:16:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1821@usdtsg.DaytonOH.NCR.COM>
Source record: 186402

In article <2s2hfj$56@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>Good questions! MiNT is a straight replacement for the Atari ST OS. It adds
>several features though such as proper multitasking as well as other useful
>system

Uh, not quite, Iain. MiNT is an *extension* to the OS (i.e. try
running MiNT without TOS loaded and see if anything happens :-)
MultiTOS (TOS+MiNT) would be the straight replacement as you
have defined it...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3501. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 18:22:56 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1822@usdtsg.DaytonOH.NCR.COM>
Source record: 186403

In article <1994May25.190052.27051@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On 25 May 1994 04:52:18 +0200, Hallvard Tangeres wrote:
>
>: What's the lates version of the accessory "Chameleon" which lets you
>: load/unload accessories without re-booting?
>: I think mine is version 1,09 or 1,19 or something with a "9" in
>
>I think this is the only version around. Is there a bug you have found? I
>think it is perfect in every way.

There's about 3 situations I have run into that keep it from
being "perfect" (however, it is quite close :-)

1) if MiNT is loaded, when I try to load something into Chameleon,
the system just freezes up

2) *certain* accessories, when loaded into Chameleon, will *not*
allow themselves to be unloaded from Chameleon; most will work
fine however

3) *certain* accessories want the slot all to themselves - for instance,
I think the DCFormatter background accessory is like this,
and I'm not sure what would happen if you tried loading XCONTROL.ACC
into Chameleon, etc

I'm guessing that #2 is probably the situation that he has
probably experienced...

Oh well, as usual, send flames and other assorted net-junk at me if
I goofed up majorly :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3502. "Eco" game info

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 18:51:46 UTC
From: patmc@ch.apollo.hp.com
Message-ID: <CqH5qB.36E@apollo.hp.com>
Source record: 186533

Someone asked about the "eco" game recently. The overall idea is that you start out as a bug and want to evolve into a human. The way you do this is:

1. Find food and eat it
2. Find a mate and reproduce
3. Modify part of the genetic code of your "offspring"
4. Repeat the cycle as your offspring

As a bug, the food you want to find are (I think) small plants, which are indicated by small vertical lines. You will probably have to evade a bunch of other animals right after the game starts before you can concentrate on food. When you see food, walk toward it. When you hit it, the vertical line will start to shrink as you eat the food (I think it will also blink different colors). You also may have to hold the joystick down to eat the food. As you eat the food, the vertical line will blink. As you evolve, I think what you want to eat will change.

There is a skull on the lower right side with a rope or chain hanging from it, and a fire at the bottom of the rope climbing upward. Eating food lengthens the rope. If the fire gets near the top of the rope you starve to death.

There are other icons on the right side that show if you need to eat more - I think a little lunch tray is there if you need to eat.

The finding a mate part is similar, you find a creature that looks like you and walk into it, you may need to hit the fire button as well. I can't remember if there is an icon that indicates you should mate rather than eat. I saw in an old email that after you have enough food, if you hit the fire button you will be told the direction of an appropriate mate (life was never this simple), but I don't remember if that is true.

After you mate, you are in the genetic tuning screen. You get to pick one of your 7 or 8 genes. You can then alter that gene to any of its possible settings and see what the resultant animal would look like. If you have played the game before you should be able to evolve to a human in 8 total cycles or less.

Expect to die many times before you manage to get the hang of avoiding other life forms. When you die, to start the game again you click on one of the four skull icons that appear.

Now that I think about it, the right hand side icons are arranged as 8 boxes at the compass cardinal points, so maybe they indicate what will happen if you hit the fire button and push the joystick in that direction. Maybe.

This is a neat game idea, it needs a little something more to become a game that you would want to play all the way through more than a few times (in my opinion).

Have fun,
Pat McElhatton

3503. codehead bbs

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 19:00:05 UTC
From: michael@tapestry.cs.umass.edu
Message-ID: <2s5fvl$f6l@opine.cs.umass.edu>
Source record: 186063

Does anyone know what the current number for the CodeHead BBS is? I read on their system that they would be changing numbers from their old 213 numbers, but the 818 numbers that were listed as replacements yield "that number has been disconnected" messages.

Anybody know the scoop?

3504. Albert TT info...

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 19:03:16 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94May27150317@wpi.WPI.EDU>
Source record: 186427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, since some people seemed interested from my post:

The Albert TT (or AlberTT) is a VME graphics card for the MegaSTE and TT. There was a version called ISAC which is a Megabus card for the old megas as well.

It does ONE SINGLE resolution: 1024x768 in 16 colors. Older cards could do 800x600 in 16 colors if you wanted, but not both, and Dover no longer sells the 8x6 version...

It seems pretty compatible, from talk on GEnie and a recent article in ST Informer (March 94).

The guy from Dover recently posted to GEnie that he had reduced the price of the Albert TT to $199. It used to be $299 and the ISAC (if they have any more) is still $299.

It requires a multisync monitor capable of "48hz vertical scan rate" and 17 inches is reccommended.

Dover Research can be called at: (612)492-3913

I haven't bought one yet myself 'cause I'm looking for a monitor first! I can't vouch for any of this info being true. It's just what I have read on GEnie and in ST Informer.

I am thinking of getting a good multisync and building either an automatic or manual switchbox so the Albert TT and the MSTE's internal video both go to a single monitor. We'll see...

.s.
--
- lancer@wpi.wpi.edu - -
- Call my words a string of pearls -
- But you will find the sheen loses all its luster. -

3505. Re: Need info. on comms software.

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 19:18:23 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CqH6yn.MqC@cix.compulink.co.uk>
Source record: 186545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
> ======================================================================
> == Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
> == ------------------------------------------------------------ ==
> == Internet e-mail - mkite@lincoln.gpsemi.com ======================
> ========================== (from Janet - mkite@com.gpsemi.lincoln) ==
> ======================================================================

Martin,

Why don't you just join CIX? It cost 25UKP as a one off charge and
between 4 & 6 pence a minute connection charges, with a minimum charge
of 6.25UKP per month. It gives you access to internet i.e.
ftp,email,archie etc. and you it is in London so it is a local call.
Talk about having all your prayers answered! :-)

Simon Robins (srobins@cix.compulink.co.uk)
```

3506. what to look for in Multisync?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 19:19:54 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94May27151954@wpi.WPI.EDU>
Source record: 186531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I want to get a multisync monitor for my MegaSTE.

I want one which is flexible enough to handle ST low, medium, and high
as well as the output from a graphics card (the Albert TT) and
possibly even a VCR or Jaguar...

In other words, I want the perfect monitor.

Can someone please help fill in the question marks on this list or
suggest what to look for in a monitor? thanks!

mode Vert Horiz res. signal type
AlbertTT 48hz ? 1024x768 ?
ST Low 50/60hz ? 320x200 ?
ST Medium 50/60hz ? 640x200 ?
ST High 70hz ? 640x480 ?
Jag?
TV?
PC?

thanks again!

.s.
--
- lancer@wpi.wpi.edu - -
- Call my words a string of pearls -
- But you will find the sheen loses all its luster. -

3507. Looking for TT high-res monitor....

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 20:05:34 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <2s5jqe$cts@news.CCIT.Arizona.EDU>
Source record: 186435

I may be looking to buy a high-res mono TT monitor soon, and I'm wondering if anyone could suggest someplace (in US) I could buy it--someplace that has them for a decent price and decent service. Also, is there any monitor besides the Atari TTM??? (is it even still available?) which will work without major hardware hacking?

Thanks.

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

3508. Re: For Sale...

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 20:46:25 UTC
From: traynost@logic.camp.clarkson.edu
Message-ID: <1994May27.204625.28413@news.clarkson.edu>
Source record: 186414

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: >Hi, i am very interseted in your offer and am willing to pay what you
: >ask for please let me know if its not sold e mail pleaseeeeeeee thanks alot

: Err. I like, think this guy wants a cheap Atari. I'm not sure - maybe
: another ten messages will make my mind up.
^^

More Like he wants it given to him :)
Scott "I return u to your Normal Scheduled Program" Traynor

:
: ----------
: sabbath@cix.compulink.co.uk (Graeme Rutt)
: ----------

3509. Morphing

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 21:31:28 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <770079819.AA05715@byte.bbs.no>
Source record: 186445

>There is C sourcecode for it, if you've got a compiler. It was availa
>at the Dr. Dobbs FTP site at one time. Other than that, I don't know.

thanks :-), but you don't happen to have a more spesific adress to Dr
Dobbs FTP site?

3510. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 22:11:04 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CqHEyH.GtC@cee.hw.ac.uk>
Source record: 186453

The only way to get the program to get the program working in 60Hz is to write to the author and say:

Oi! You! I've got a 60Hz monitor and your demo only runs at 50Hz.

Fix it and I'll be a happy man.

;-)

--

~~~~~~
@ | |\/| @
@ LLLLL LLLL LLLLL LLLL | Moderator of STAMP on | |onochrome. @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Email: ceegam@cee.hw.ac.uk @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Snail Mail:Graeme Mathieson, 52 Netherby Rd @
@ LLLLL LLLL LLLLL LLLL | Edinburgh @
@ | @
~~~~~~
@ Contact me if you need any help with ST Assembly Language,etc or if you get @
@ any nice ST/Falcon demos,etc I might like. ;-) @
~~~~~~
~~~~~~

3511. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 22:31:08 UTC
From: Lexicor@world.std.com
Message-ID: <CqHFvx.1Gq@world.std.com>
Source record: 186405

In article <H.eg.CApjD_hgzPY@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <2rec8p$mqm@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>> Want more rumour material? Well, I think if you look carefully through old
>> Brodie transcripts, you'll find him mentioning the PowerPC & Atari.
>
>Where did that rumour about Atari "looking at Pentium chips" come from?
>Did Brodie actually say something (stupid) like that, or is it from
>someone's wishful (ha!) thinking?
>
>(Yes, I want something approaching reasonable floating point performance
>for all that raytracing, and I don't want to cook my lunch on the
>chip...)

Well..there is ALWAYS the Medusa ^_-

It was demonstrated at two SSAG meetings and at yesterdays Computer Zone
Meeting...people could see the speed and performance of the Medusa, a
direct comparison was made between TT and Medusa side by side..truly astounding

The Medusa was about 4-6 times faster (not counting graphics)

Yat

>
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

3512. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 22:33:38 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2s5sg2$c68@darkstar.UCSC.EDU>
Source record: 186406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Peter, you utterly worthless slab of barely-human fleshy material. Go home.

~Chris

3513. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 23:04:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqHHF9.BBo@cix.compulink.co.uk>
Source record: 186464

In message <CqGzGF.Gws@cunews.carleton.ca>, gfrajkor@superior.carleton.ca said:
>
> I would encourage the developer of Chameleon to go for future
>versions. Not everyone wants or canuse Multitos and chameleon works
>better anyway. Clearly, if there is no foreseeable profit in it we
>cannot force the developer to continue. But it is a good program.

Yes. I like the idea of a modular Chameleon as mentioned in the docs.
Also, maybe something like MultiDesk (but more reliable) to remove the 6
accs limit.

Ofir ogal@cix.compulink.co.uk

3514. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 23:04:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqHHFB.BC9@cix.compulink.co.uk>
Source record: 186463

In message <9503@falcon.ukc.ac.uk>, mc6@ukc.ac.uk said:
>
>Just a quick question can NVDI be run from floppy on a 1meg STe?

Yes,

>Could I boot up with the disk in and then run my normal GEM

Yes.

>software or does NVDI keep accessing the disk?

No.

Ofir ogal@cix.compulink.co.uk

3515. PLEASE READ AND VOTE ON THIS ISSUE

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 23:13:32 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s5uqs$hr1@usenet.INS.CWRU.Edu>
Source record: 186369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

C.A.I.N., a new Atari online magazine, would like to know which compression method should be used in compressing the newsletters...please take a moment to send your preferance of compression formats...you may "write-in" a format that is not listed...if this is a machine specific format, please indicate which machine this format is for...

Thank-you!

To vote simply reply to this message or send e-mail to "aa338@po.cwru.edu" ...

Unless you're "writing-in" a vote, please send the number your choice corresponds to...

Please have the word "vote" somewhere in the subject line.

Finally, please do not request newsletters from this e-mail address. If you would like to receive the latest copy of CAIN, you may send a request to "xx004@po.cwru.edu" ... You may request the latest issue only, or request to be placed on the e-mail subscription list...

--------------cut here---------cut here-----------cut here-------------------

Which compression format do you prefer CAIN to use?

Vote Options:

1. ARC
2. ARJ
3. LZH
4. Super ARC for Atari 8 bit
5. Unix compress Z
6. Zip PKWare etc
7. gzip GNU Zip for Unix

--

3516. What is...

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 23:16:58 UTC
From: <>
Message-ID: <2s5v1a$7i6@mother.usf.edu>
Source record: 186411

Does anyone know what the CRY color model is? I understand that it's what the Jaguar uses.

3517. Re: MiNT-Net 0.4 Problems (was re MiNT FSP now available)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 23:24:44 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqHID8.C97@cix.compulink.co.uk>
Source record: 186408

>You might want to try to leave out the lines with the loopback device, and ad
>instead the lines
>ifconfig lo0 addr 100.0.0.1 up
>route add 100.0.0.1 lo0
>to be able to access your own computer with its own address. There was a bug

Thanks - I'll try that.

:-)

Roland.

@CiX

3518. Re: MiNT-Net 0.41 Problems (was re MiNT FSP now available)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 23:24:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqHIDA.C9s@cix.compulink.co.uk>
Source record: 186409

>- Try to setup ONE of your machines as nameserver (/etc/resolv.conf).
> Use either 100.0.0.1 or 100.0.0.2 but the SAME entry on BOTH machines.
> You should now be able to run 'hostlookup' on both machines.
> (BTW: if this works ok, forget about the next point.)

Thanks - didn't know about this.

>- Do both machines work with the same serial line speed ? (stty)

Well if I revert to 0.3 (using the *same* config files), then it connects
just fine.

>I guess you want to "connect" your machines via NFS ?

Sure do ;-)

>I have only on machine, for that reason i didn't work a lot with nfs and

Well I've found that NFS works on one machine just fine, both with 0.3 and
0.41. Only problem is when I try and connect to another machine (under 0.4).

:-)

Roland

@CiX

3519. Atari Show Announcements (courtesy of CAIN)

Newsgroup: comp.sys.atari.st
Date: 1994-05-27 23:29:54 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s5vpi$itn@usenet.INS.CWRU.Edu>
Source record: 186412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

```
+-----------------+
|Shows at a Glance|
+-----------------+-------------+-------------------------+----------+
| Name | Location | Date |
|------------------------------+-------------------------+----------|
|1. Texas Atari Festival |St. Mary's University |06/04/94 |
|2. C.A.I.N. Atari Fun Fest '94 |Kirtland, OH |08/07/94 |
|3. Connecticut Atarifest '94 |Windsor Locks, CT |08/27/94 |
|4. Atari Leistungsschau |Freiburg, Germany |09/22/94 |
+-----------------------------------------------------------------------+
```

A complete description of the above shows is available on the Atari SIG
on the Cleveland Free-Net.

To get to the Cleveland Free-Net:

telnet to: freenet-in-{a,b,c}.cwru.edu

(129.22.8.32 or 129.22.8.51)

or call:
(216) 368-3888 (3oo-14.4Kbps V32/42 bis)

Once connected, type "Go Atari" at any "Your Choice==>" prompt.
Then select option '2' for Atari News, then option '6' for Atari
Show Announcements...

If you know of any upcoming computer shows that include Atari products,
please send as much information as you can to "aa338@po.cwru.edu" ...

(Text files, addresses, directions, contact people, etc.)

Finally, the C.A.I.N. online newsletter would like any review, summaries,
or reports from any of these or other Atari Shows. Please send these to
"aa338@po.cwru.edu" for publication in our newsletter. Thank-you.

--

3520. Online Conference with Jeff Minter May 29, 1994

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 00:33:36 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s63h0$ovh@usenet.INS.CWRU.Edu>
Source record: 186417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

Just a friendly reminder...Jeff Minter will be this month's guest on the
Cleveland Free-Net Atari SIG's monthly conferences...

Jeff Minter is the author to the Jaguar smash hit Tempest 2000 as well as
such popular ST titles as llamaTron, llamaZap, and Hardcore...

The conference will be held at 7pm EDT May 29, 1994 on the Free-Net's
local IRC, channel #Atari.

Since this is being held on the local IRC, persons wanting to attend must
already have an account...

To connect to the Free-Net:

telnet freenet-in-{a,b,c}.cwru.edu
or 129.22.8.51 or 129.22.8.32

Once connected, at any "Your Choice ==>" prompt type 'go irc' then choose
option '9' to join the IRC. For COMPLETE instructions (you better read this
if you never used the IRC) type 'go atari' at any "Your Choice ==>" prompt
then select option '4' then enter '1364' ... this will present you with a
message titled "Crash Course in IRC" ...

This same help file is available in the may 1994 issue of C.A.I.N. newsletter.

A transcript to this conference will be printed in the June issue of C.A.I.N.

Send e-mail to xx004@po.cwru.edu to request this newsletter.

If you would like to attend future conferences, please apply for an account
on the cleveland free-net...it's absolutely free...Additionally, it'll
provide you free access to our Atari SIG, a very comprehensive resource to
all of Atari's platforms...

Hope to see you all on the conference!

-Mark Leair
aa338@po.cwru.edu
--

3521. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 00:45:34 UTC
From: howard@harry.lloyd.com
Message-ID: <2s647e$1a0@harry.lloyd.com>
Source record: 186415

%In article M09yOORagPc@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
%>Ok, how's this...

%>Atari Hawk/AXP
%>- 300Mhz Alpha AXP CPU, with 1M cache
%>- 16M RAM minimum, expandible to 256M
%>- base system with 340M Fast SCSI-II disk, 2.88M floppy
%>- 3x speed SCSI-II CD-ROM
%>- graphics up to 1280x1024x256, 1152x912x16-bit, or 800x600x24-bit
%> (2M VRAM accelarated video)
%>- Jaguar audio/visual support chips (for extra texture-mapping muscle
%> and CD-quality sound)
%>- $2500 US with 15" Sony Trinitron monitor

Aw, a machine of this class oughta have a 1 gig drive, at least.
Hm, and I'd figure 17" minimum for the screen. Dunno where that 256M ceiling on tha RAM came from, that oughta get outta there too. And lessee, it's an Alpha, so 64 bit wide memory is a minimum, let's call it 128 bits wide, 4-way interleaved. That should do it. That'd be real slick.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3522. blazo runs - ST benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 00:51:30 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2s64ij$qu6@usenet.INS.CWRU.Edu>
Source record: 186462

In an effort to find how just how some machines compare in running
speed, I compiled the pi calculation program "blazo" on several machines,
and timed the execution, then nicely created this table... wee...

these are all pi calcs of 1000 digits... I compiled with gcc in most cases,
as to keep it as objective as possible...

```
computer os time compiler timing method
-------------------------------------------------------------------------
VAXstation 3100 M38 Ultrix 007.10 gcc getrusage
SunSPARC 1+ SunOS 007.56 gcc getrusage
SunSPARC IPC SunOS 012.10 gcc getrusage
IBM RT135 4.3BSD 013.29 cc getrusage
HP9000/350 HPUX 017.66 gcc gettimeofday
Sun 3/60 SunOS 021.33 gcc getrusage
HP9000/340 HPUX 023.64 gcc gettimeofday
HP9000/330 HPUX 028.36 gcc gettimeofday
VAXstation 2000 Ultrix-32 040.59 gcc getrusage
Atari ST MiNT 1.08 162.99 gcc prusage
```

--Bart

3523. Re: SLIP on Atari 1040 ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 01:15:39 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <770087739snz@gw6hva.demon.co.uk>
Source record: 186418

In article <2s2e6v$fis@rs18.hrz.th-darmstadt.de>
qiwen@rbg.informatik.th-darmstadt.de "Alexander D." writes:

> Is there any SLIP (Seriell Communication IP) for Atari 1040 ?
> I have got a "net" which does not have any documentation.

Yes, take a look in a.a.u.e and get the 930430TC.xxx archive. This is by
PE1CHL and is very good indeed. If you have problems, mail me - I use it
extensively here to run full service Amatuer Radio TCP/IP facils over
11 radio ports and use SLIP links across the different machines.

--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

3524. FOR SALE ST System..

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 02:26:58 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94147.222658SAW151@psuvm.psu.edu>
Source record: 186420

1040 STe -1 meg ram
SM124 Mono monitor
trackball
swivel for monitor
-misc software..

$300.00 + shipping...

==========
Scott Weiland - SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"If you choose not to decide... you still have made a choice.."-Rush
==========

3525. Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 03:01:03 UTC
From: taylord@netcom.com
Message-ID: <taylordCqHsDr.4wI@netcom.com>
Source record: 186419

Hi!

i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
any ideas?

Doug

3526. WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 03:45:17 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <020419DOIIBOKMIFMVXP@ars.ath.forthnet.gr>
Source record: 186532

> as it would need to if a Microphone were connected. So I have twice
> the power
> that is needed going through the connection.....
> Any ideas how I could overcome this, and does anybody else have any
> similar
> problems???

Yes there is. You just remove the circuit that is responsible for
this.

I had a similar problem. I put a variable resistor and removed the
bass boost. I can now connect a CD that has line output.

Michael Papadopoulos
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3527. Re: LHArc 3.01

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 04:05:22 UTC
From: <>
Message-ID: <2s6fu2$8ti@mother.usf.edu>
Source record: 186425

In article <769894260.AA05697@byte.bbs.no> lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
>>I was using LHArc 3.01 and discovered that if there were extra bytes o
>>garbage at the end of the file, the program would tell me that, but no
>
>If you download files with Xmodem or Ymodem you will get some extra
>bytes at the end (Xmodem files must are dividable by 128 and Ymodem
>by 1024), but this should not be a problem (anyway, if the Xmodem or
>Ymodem protocol is smart and fills up this extra space with CTRL-Z's
>as it should there are programs to strip off these extra bytes).
>
I know WHY the garbage bytes are there. The problem is that the archiver dies on me when it finds them.

3528. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 04:06:12 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2s6fvk$mkl@terminator.rs.itd.umich.edu>
Source record: 186426
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 9338 May 22 00:51 ./Mint/0index
-rw-r--r-- molin 149248 May 22 19:05 ./Diskutils/db302pat.lzh
-rw-rw-r-- entropy 11429 May 23 00:50 ./Diskutils/0index
-rw-r--r-- molin 90141 May 23 00:54 ./0ls-lR.Z
-rw-r--r-- molin 90119 May 23 00:55 ./0ls-lRc.Z
-rw-r--r-- boydm 1704269 May 23 15:19
./Magazines/Diskmags/Digidisk/digizip.chunks/digizip.zip
-rw-r--r-- molin 239671 May 23 00:52 ./0index
-rw-r--r-- molin 110773 May 23 00:53 ./0compind.Z
-rw-r--r-- weiner 5259 May 25 15:45 ./Languages/0index
-rw-r--r-- lenn 47104 May 25 15:41 ./Languages/stosfx30.zip
-rw-rw-r-- weiner 107374 May 27 13:49 ./Games/evasion.arc
-rw-r--r-- lenn 19469 May 27 13:50 ./Games/0index
-rw-r--r-- weiner 16896 May 27 13:28 ./Graphics/gif2raw.lzh
-rw-r--r-- entropy 12764 May 27 13:29 ./Graphics/0index
-rw-rw-r-- entropy 10227 May 27 13:43 ./Mint/0index
-rw-rw-r-- weiner 130201 May 27 13:24 ./Mint/Applications/ss133st.zoo
-rw-r--r-- weiner 2671 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-ReadMe
-rw-r--r-- weiner 77824 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-doc.tar.gz
-rw-r--r-- weiner 180224 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-lib.tar.gz
-rw-r--r-- weiner 69632 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-man.tar.gz
-rw-r--r-- weiner 212992 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-pbm.tar.gz
-rw-r--r-- weiner 225280 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-pbm020.tar.gz
-rw-r--r-- weiner 159744 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-pgm.tar.gz
-rw-r--r-- weiner 184320 May 27 13:31 ./Mint/Applications/NetPbm/NetPBM-pgm020.tar.gz
-rw-r--r-- weiner 569344 May 27 13:32 ./Mint/Applications/NetPbm/NetPBM-pnm.tar.gz
-rw-r--r-- weiner 528384 May 27 13:32 ./Mint/Applications/NetPbm/NetPBM-pnm020.tar.gz
-rw-r--r-- weiner 765952 May 27 13:32 ./Mint/Applications/NetPbm/NetPBM-ppm.tar.gz
-rw-r--r-- weiner 729088 May 27 13:32 ./Mint/Applications/NetPbm/NetPBM-ppm020.tar.gz
-rw-rw-rw- weiner 224 May 27 13:34 ./Mint/Applications/NetPbm/fi
-rw-rw-r-- weiner 3338 May 27 13:52 ./Music/0index
-rw-r--r-- weiner 104674 May 27 13:51 ./Music/club70.lzh
-rw-r--r-- weiner 115755 May 27 13:26 ./Sound/Players/strack081.zip
-rw-r--r-- weiner 3282 May 27 13:27 ./Sound/0index
-rw-rw-rw- weiner 90939 May 27 14:00 ./0ls-lR.Z
-rw-rw-r-- weiner 5524 May 27 13:53 ./Programming/cdbind01.zoo
-rw-r--r-- entropy 5404 May 27 13:53 ./Programming/0index
-rw-rw-rw- weiner 90709 May 27 14:01 ./0ls-lRc.Z
-rw-r--r-- weiner 241009 May 27 13:59 ./0index
-rw-r--r-- weiner 111241 May 27 13:59 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3529. Re: Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 05:59:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2de6ec50@p10.secom.ct.se>
Source record: 186381

DB> Anyone know what winlupe does?
DB> Please help.
DB>
DB> The program I have seen is winlupe 6.50, and is written by Christian
DB> Grunenberg, of LHarc Shell 3.01 fame.
DB>
DB> The docs and everything are in German, and sadly, I don't know any
DB> German. B(

I believe the name says it all - a lupe in a window.
But why don't you just try it - and you can see for yourself!

That's the way i deal with new software. First try it - then read the docs (if necessary :-)

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

3530. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:07:11 UTC
From: stchip@delphi.com
Message-ID: <Rs6PWu3.stchip@delphi.com>
Source record: 186353

Doug Taylor <taylord@netcom.com> writes:

>i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
>any ideas?

if you have a 14.4 modem there is _no_ way you can make it operate above
14.4 k baud no matter what software you use. The 19200 is the closest to 14.4
that the computer come to but it will then default to the baud rate that you
connect to.
The only idea I have is to get one of the new 28.8 baud modems, I prefer a Zoom

Jon O:}

!

I hope you live as long as you want to and want to as long as you live. O:}

3531. Icon Editor CPX

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:10:00 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cql6or.JAC@iat.holonet.net>
Source record: 186356

Does anyone know where or how I can get a fully operational version of the Icon Editor CPX which is written by SDS in southern calif? I tried both phone numbers and no go. Thanks!
-Marlin

This copy of Freddie 1.2 is being evaluated.

3532. Re: WinRec Recording Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:23:20 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <03736OTMBGWEFTIGXDR@ars.ath.forthnet.gr>
Source record: 186416

> and amplify it to a useable level. The outputs from your stereo are
> amplified and can destroy the inputs to your Falcon. If you can use
> an audio source with LINE outputs that should work just fine.

If you use LINE level signals then say goodbye to the Falcon inputs.
The right way is to use a source with a phono output so you can control
the volume.

> If you only have the walkman you can use an audio tapered variable
> resistor,
> a linear taper will also work, connecting one end to the audio, the
> other end
> to ground, and the ceneter connector to the Falcon, through a non
> polarized capacitor.

The walkman has powerfull output signal but not so powerfull.
This setup with the variable resistor is more likely to happen if
our friend uses a CD with LINE output. The LINE is 6db more powerfull
than mic signal.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3533. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:35:07 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May28.083507.9808@t.hfb.se>
Source record: 186355

In article 1do@charm.magnus.acs.ohio-state.edu, dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>
>>The program is indeed setting the machine to 50hz. They can't send data out,
>>as you put it, because they can do nothing but write to screen memory, as far
>>as that is concerned. The demo is configuring the VIDEL to output to the
>>monitor/TV with a 50hz refresh rate, and my 60hz TV here in the US doesn't
>>handle that. It rolls badly, which is an indication that the computer is
>>outputting at 50hz.
>
>
> Well I am in the U.S. as well, and my Falcon has never had a problem with
>any demos on my TV. The only program I've had any problems with is MiniF1 in
>conjunction with the antiquated 1224 I'm currently using. If you would have
>taken half the energy it took to blow up on me and used it to get the programs
>I suggested and used them you would have seen they work. And for further
>information the TV I use on my Falcon from time to time is from the late 70's
>so I don't think it has any super slick new system.
>
> Ands the information I gave you it is correct. Having the system
>send data to the monitor or tv at 50Hz is completely different from going in
>with any of the system switchers and setting your system to 50Hz. One is
>has to do with video data, the other with video synch.
>
> Dan Ackerman
> ackerman.29@osu.edu

Excuse me, but how do you go about if you want to send video data to the TV at 50Hz and set the video sync to 60 Hz, as you say is possible?
Are we talking F030 specific code here?
I'm a programmer so feel free to mail an example in C or assembly!

/
/ Daniel

3534. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:39:55 UTC
From: diehl@io.org
Message-ID: <2s700r$b19@ionews.io.org>
Source record: 186352

Because very often, MODs must be played in PAL mode (50Hz) otherwise they'll play too fast. (Because almost all MOD replay routines are tied into the vertical blank interrupt ... which means that your refresh rate will effect how often that interrupt runs, and therefore how fast the MOD goes)

And also, very often, demos use timing techniques to do certain effects... and that usually demands that your sync rate be specifically set at whichever mode it was programmed in. Many times, palette flipping techniques won't work in 60Hz if they were designed for a 50Hz refresh rate.

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

3535. Re: Trackers/Sequencers: More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:47:31 UTC
From: diehl@io.org
Message-ID: <2s70f3$b7q@ionews.io.org>
Source record: 186354

Oktalyzer requires an STE, as it uses the DMA sound to get 8 tracks.

```
__________________ ______ ____________________________________________________
_________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________
```

3536. FRAGE: ST-Kabel ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:57:00 UTC
From: M.RUDOLPH@KISTE.pfalz.de
Message-ID: <5PiAwp_KOKB@p024.kiste.pfalz.de>
Source record: 186442
Cross-posted to: zer.z-netz.rechner.atari.allgemein,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.atari.st,fido.atari,fido.atari.ger,fido.atarist,fido.atari_st,gate.amnet.atari-allgemeines,maus.sys.atari.hardware,maus.sys.atari.st,maus.sys.atari.talk,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari.hardware

28.05.94 (Sa) | 11:53

Hallo,

zur Ansteuerung meines MIDI-Equipments nutze ich (neben Windows-PC)
auch einen Atari ST. Leider stehen dessen Geri¿½te recht weit auseinander,
so dai¿½ die Originalkabel von Monitor und Maus nicht mehr reichen.

Kann ich fi¿½r das Mauskabel so eine einfache Joystickkabel-
Verli¿½ngerung, wie sie z.B. bei Conrad fi¿½r den Amiga angeboten wird?

Aber wie sieht es fi¿½r die Verli¿½ngerung des Monitorkabels aus?
Da habe ich noch in keinem Katalog etwas gefunden (Conrad,
Vi¿½lkner) ... wo gibt es das denn??

Schonmal vielen Dank fi¿½r die (hoffentlich kommenden) Infos!

>>> BITTE ALS PM, da ich diese Gruppe aus technischen Gri¿½nden nur
sporadisch lesen kann ... :-/

M.f.G.

Mark Torben Rudolph.

M.Rudolph @ Kiste.Pfalz.De Mark Rudolph @ 2:245/6618,6619,6620

3537. Re: what to look for in Multisync?

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 08:59:28 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May28.085928.10175@t.hfb.se>
Source record: 186429

In article 94May27151954@wpi.WPI.EDU, lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>I want to get a multisync monitor for my MegaSTE.
>
>I want one which is flexible enough to handle ST low, medium, and high
>as well as the output from a graphics card (the Albert TT) and
>possibly even a VCR or Jaguar...
>
>In other words, I want the perfect monitor.
>
>Can someone please help fill in the question marks on this list or
>suggest what to look for in a monitor? thanks!
>

OK, I can fill in some of the question marks.

```
mode Vert Horiz res. signal type
=====================================================
AlbertTT 48hz ? 1024x768 ?
ST Low 50/60hz 15.5kHz 320x200 RGB
ST Medium 50/60hz 15.5kHz 640x200 RGB
ST High 72Hz ? 640x480 ?
====
Jaguar ? ? 768x576 ?
TV 50Hz 15.5kHz 625 lines PAL (Don't know about NTSC)
PC/F030 60Hz 31kHz 640x480 VGA
```

/
/ Daniel

3538. WANTED: Discovery Cartridge!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 09:19:37 UTC
From: bensmith@teleport.com
Message-ID: <2s72b9$dch@kelly.teleport.com>
Source record: 186431

I'm looking for a real good deal on a discovery cartridge, !!CHEAP!! With
the Happy Software so I can copy Highly Protected Disks.

Send Mail to this Address: bensmith@teleport.com

Ben
--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3539. Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 10:12:03 UTC
From: taylord@netcom.com
Message-ID: <taylordCqICC4.AuH@netcom.com>
Source record: 186432

Does it exist?

Doug

3540. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 10:14:05 UTC
From: taylord@netcom.com
Message-ID: <taylordCqICFI.Axz@netcom.com>
Source record: 186351

stchip@delphi.com wrote:
: if you have a 14.4 modem there is _no_ way you can make it operate above
: 14.4 k baud no matter what software you use. The 19200 is the closest to 14.4
: that the computer come to but it will then default to the baud rate that you
: connect to.
: The only idea I have is to get one of the new 28.8 baud modems, I prefer a Zoom

It's capable of 14.4 with bis. It's got a available throughoutput of
57.6k of which I've seen some patch software for the port although it's
all in german...ouch!

3541. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 11:01:05 UTC
From: matija@sirius.ijs.si
Message-ID: <1994May28.110106.1138@cathy.ijs.si>
Source record: 186430

In article <9503@falcon.ukc.ac.uk>, M.Clarke <mc6@ukc.ac.uk> wrote:
>Just a quick question can NVDI be run from floppy on a 1meg STe?
Yes. Absolutely. If you want GEMDOS fonts loaded you can load them,
but you don't need to.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3542. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 11:54:21 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CqIH2M.A42@cix.compulink.co.uk>
Source record: 186367

In message <taylordCqHsDr.4wI@netcom.com>, taylord@netcom.com said:
>i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
>any ideas?

Doug, I have a Supramodem running at 57600+ baud. :-)
Can you tell us which software you are using? That is more likely to be the problem as most older stuff only allows you to go up to 19200 as that is a limit of TOS. HSMODA04.LZH (I think) is an /AUTO folder proggy that will let you use some of the unused low speeds i.e. 50baud etc. and remap them to higher speeds i.e. 19200 thereby getting round the problem with older software. Newer software should be looking for the RSVF cookie anyway to determine the available speeds.

Simon Robins (srobins@cix.compulink.co.uk)

3543. Re: C compiler

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 12:14:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._6u8BId0xoM@semprini.waterloo-rdp.on.ca>
Source record: 186358

In <Cq9Gyz.Kzr@westminster.ac.uk>, Yeung-chi Liu writes:
> Can anyone help me !!!!
>
> I'm looking for a C or C++ compiler for my Atari STfm/STe
> The ones I have found through FTP, require a hard disk
> (which I don't have) , Can anyone point me in the right
> direction ?????

Heat & Serve C (look on atari.archive.umich.edu in Languages for
hsc13*) will work from floppies.

There's no way you could do C++ programming without a hard drive and at
least 4M of RAM. And it's very painful on an ST.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3544. Re: C compiler for Atari STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 12:17:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WZ7Lfq33JwM@semprini.waterloo-rdp.on.ca>
Source record: 186359

In <Cq9GMy.K4F@westminster.ac.uk>, Kevin King writes:
>
> Can anyone help???????
>
> I am looking for a 'C' compiler for my atari STe. The ones I have found
> so far require me to have a hard disk (which I don't have!!). Can anyone point
> me in the right direction for any FTP sites that I can obtain one from?????

There are several on atari.archive.umich.edu and most other Atari FTP
sites around.

> Also can I get a 'C++' compiler from anywhere or anyone????

The only C++ compiler for the Atari platform is GNU C++; it'll require
at least 4M of RAM and a hard drive. It's also on atari.archive.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3545. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 12:21:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1P_W3aQp98U@semprini.waterloo-rdp.on.ca>
Source record: 186360

In <2rpqi3$7st@percy.cs.bham.ac.uk>, Chris Ridd writes:
> The 64K 'limit' is because in the RSC file header there is a field
> (don't ask me why) which contains the file length. The field is only
> 16 bits wide, hence 64K.
>
> Apparently the AES rsrc_load call happily reads in files > 64K.

This is due mostly to the fact that GEM originated on 8088 PCs; 64k is the largest chunk of data that anything < a '386 can look at at once, thanks to Intel's silly segmented memory. Even a '386, '486, or Pentium can only see 64k of anything at a time if it's running DOS. To get past this "64k" barrier (you've heard of the 640k barrier? this is worse), programmers have to do nasty things to their pointers, so it's much, much easier to put some arbitrary limit on data structure size.

Bad programming, propagated to the Atari thanks to Intel. Believe it or not!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3546. 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 12:21:33 UTC
From: ap977@freenet.buffalo.edu
Message-ID: <CqIIBx.Cw6@freenet.buffalo.edu>
Source record: 186357

Have an entire 1040ST system for sale including a second disk drive
which has not been used since the end of 1991. Loads of software,
and all original manuals in original boxes. System in excellent
condition. E-mail me with offer; all reasonable ones considered.
Thanks very much. Diane
--
Diane M. Puricelli

3547. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 14:08:57 UTC
From: hallvart@ifi.uio.no
Message-ID: <2s7j9p$snt@holmenkollen.ifi.uio.no>
Source record: 186362

> >: What's the lates version of the accessory "Chameleon" which lets you
> >: load/unload accessories without re-booting?
> >: I think mine is version 1,09 or 1,19 or something with a "9" in
> >
> >I think this is the only version around. Is there a bug you have found? I
> >think it is perfect in every way.
>
>
> There's about 3 situations I have run into that keep it from
> being "perfect" (however, it is quite close :-)
>
.....(SNIP).....

> 3) *certain* accessories want the slot all to themselves - for instance,
> I think the DCFormatter background accessory is like this,
> and I'm not sure what would happen if you tried loading XCONTROL.ACC
> into Chameleon, etc

I've tried loading/using/unloading xcontrol.acc into chameleon, and it works just fine! I wish ALL programs would unload properly though, but some don't- is it because they are badly written and don't follow the general guidelines for programming?

Hallvard, Oslo, Norway

3548. Re: uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 14:10:48 UTC
From: hallvart@ifi.uio.no
Message-ID: <2s7jd8$srf@holmenkollen.ifi.uio.no>
Source record: 186363

> >Same thing happens to me, and I don't know how to use it either. I was hoping
> >to use it with my UNIX system at the university via modem, so I can use
> >several windows with different tasks running at the same time (with
> >Xwindows).
> >My system is a 520STE with 2MB RAM and TOS 2.06.
>
>
> I just thought of something that might be causing the
> bomb-outs. Are you to trying to run Unix Windows (UW) in
> an ST *color* mode? If so, I'll bet that's the problem.

nope. I'm running it in mono mode, and it doesn't work properly!

Hallvard, Oslo, Norway

3549. Re: MiNT vs Mag!x

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 14:25:32 UTC
From: krinke@infbsps4.cs.tu-bs.de
Message-ID: <KRINKE.94May28162532@infbsps4.cs.tu-bs.de>
Source record: 186436

In article <a0n6dd0lrg2@moacs11> walra@moacs11 (Waldi Ravens) writes:

> I'm still running MiNT though (on top of MagiX), but the MTOS-AES

How do you do that? I Never heard about that Mag!X is runnig together
with MiNT...

Jens

--

_____
Jens Krinke (krinke@ips.cs.tu-bs.de)

3550. TIMOTHY MILLER - PLEASE READ THIS

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 14:30:47 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994May28.143048.3195@bay.cc.kcl.ac.uk>
Source record: 186361

In article <2s5b1t$5op@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
! I've asked this before and never got an answer... what is an Archimedes, and
! what is it like?

I've just written a (fairly lengthy) reply to you, then the mailer
daemon told me you don't exist. Now I reckon it's probably wrong :-)
but that's why you haven't been getting any responses...

Basically:

> nslookup undergrad.ec.usf.edu
Server: phlam.ph.kcl.AC.UK
Address: 137.73.4.27

*** phlam.ph.kcl.AC.UK can't find undergrad.ec.usf.edu
*** Non-existent domain

--
____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

3551. Atari Show in London

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 15:24:11 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994May28.152411.3198@bay.cc.kcl.ac.uk>
Source record: 186364

Well, I've just got back from the Gasteiner Atari/C= show. It appears they're as pathetic at organising shows as they are at selling Atari stuff. There must have been ooooh 12 stalls there. Maybe more. Definately not more than 20. I'm glad I didn't have to pay to get in, or I'd have felt ripped off. God help those that don't get sent complementary tickets!!

While I was there, I talked to HiSoft. They said they weren't pulling out of the atari market, but that there were no new products under development. And the same for the C= line, with C='s financial troubles being the main cause. They'll still provide service, but basically it looks as though they're going to move to PC's. Major pity, that.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3552. Re: Graphics in ASM.

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 15:28:11 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2s7nub$n7c@vishnu.jussieu.fr>
Source record: 186365

I tried the blitter in Near TC mode : in 320x200, I don't even manage to clear a whole screen, when I manage to clear up to 208 lines with the 030 ! The blitter is only useful, to what I've been told, for bitplanes modes (because it does shifting).

MB.

3553. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 15:30:30 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqIr2u.HB4@cix.compulink.co.uk>
Source record: 186368

> Ands the information I gave you it is correct. Having the system
>send data to the monitor or tv at 50Hz is completely different from going in
>with any of the system switchers and setting your system to 50Hz. One is
>has to do with video data, the other with video synch.

I don't think this is the problem - the thing is that most modern TVs can
handle both 50 and 60Hz, they just automatically switch. If they don't -
you'll be shagged with a lot of demos.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3554. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 15:36:52 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2s7oek$n7c@vishnu.jussieu.fr>
Source record: 186366

The eternal 50 Hz debate : Why do demos which only run at 50 Hz.
I think that one obvious reason is simply that most demo-coders on Falcon are old ST demo-coders, and they still have their RVB monitor.
Another reason, much more important, is that, to be smooth, a demo must run with an image each frame => 50 frames at 50 Hz, but 60 frames at 60 Hz , an XX frames at XX Hz ! Of course, if you're at more than 70 Hz, I think you can do an image each two frames and still be smooth, but it's not trueat 60 Hz. So, here's the dilemna : either you have less time to do you're demo (1/60th of a second instead of 1/50th, and it's a HUGE diffe-rence) , or you do it running at 30 frames a second, with makes it less smooth...

MB.

3555. I would like old Grolier Ency for ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 16:15:04 UTC
From: griendt@Simplex.Simplex.NL
Message-ID: <94052818506.181504@Simplex.Simplex.NL>
Source record: 186383

Is there anybody of you that uses a CD-ROM drive on his Atari, like me?

Do you know where to get the grolier encyclopedia on CD-ROM for the
Atari ST (with the ST-software of course) ?

Has anybody experience with the CD-ROM?

Henk

--
==========
Henk van der Griendt griendt@simplex.nl
==========

3556. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 16:17:25 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s7qql$4ss@charm.magnus.acs.ohio-state.edu>
Source record: 186371

>> And the information I gave you it is correct. Having the system
>>send data to the monitor or tv at 50Hz is completely different from going in
>>with any of the system switchers and setting your system to 50Hz. One is
>>has to do with video data, the other with video synch.
>>
>> Dan Ackerman

>Excuse me, but how do you go about if you want to send video data to the TV at
>50Hz and set the video sync to 60 Hz, as you say is possible?
>Are we talking F030 specific code here?
>I'm a programmer so feel free to mail an example in C or assembly!
>
> /
>/ Daniel

I have never looked for code to make it happen. Why would you? It just happens. Most european programmers code and assume 50Hz running on the system. Makes sense that's their video standard and that's what their machines run at. But American machines operate at a standard of 60Hz, this is our video standard so again it makes sense.

Now when an american boots their machine with a european demo, which is assuming the system is running at 50Hz, you get rolling screens. Now if before you run this demo, you instead switch your system to PAL or 50Hz whatever you want to call it, then run the demo VOILA it works. The machine now knows what it's doing. The same thing plagued amiga owners. If you are lucky you can adjust your TV or monitor so that it's close enough to both not to care. If not you have to rely on switchers.

Again it's not that big of a topic. If you have the problem adjust your set or run a switcher.

Dan Ackerman
ackerman.29@osu.edu

3557. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 16:26:34 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2s7rbq$n7c@vishnu.jussieu.fr>
Source record: 186373

Here's what has been told in France a week ago:
Two English developpers have been presented a computer with a Power PC
chip, and the Jaguar chipset (Tom and Jerry, I think). Several guys confirmed this rumour
and said these developpers were "trustable". Let's wait....

MB.

3558. WANTED: Database software

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 17:02:00 UTC
From: <>
Message-ID: <2s7te8$cgk@mother.usf.edu>
Source record: 186370

I was wondering if anyone could tell me where I could get a cheap or shareware database program for the Atari Mega ST2. Thanks.

--

"If I am the Devil's child, Robert Fernandez
I will live then from the devil." rfernand@chuma.cas.usf.edu
-- Ralph Waldo Emerson University of South Florida

3559. Re: Linux Version for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 17:06:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.48013.4514.0N1A008B@canrem.com>
Source record: 186451

8MB of RAM is fairly much required to run X-Windows. This is not particularly caused by any of the evils of Intel - X-Windows is just big.

The fairly large amounts of HD space occur for similar reasons. Moving it all to a 68030 wouldn't result in any major savings.

Of course, if one does not need a GUI, one can run Linux with a mere 4MB of RAM, off of floppies. It won't be terribly functional; the (missing) hundred megs of disk space would be packed with some powerful software.

3560. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 17:12:20 UTC
From: peter@barbakane.McGill.CA
Message-ID: <1994May28.171220.27951@sifon.cc.mcgill.ca>
Source record: 186437

In article <2s44so$de@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> In article <2rv0lk$4bh@news.cs.tu-berlin.de>, ki@cs.tu-berlin.de (Karsten Isakovic) writes:
> >Hallvard Tanger s <hallvart@ifi.uio.no> wrote:
> >>What's the lates version of the accessory "Chameleon" which lets you
> >>load/unload accessories without re-booting?
> >
> >The 1.19 you have is the lastest version i did. There have been plans
> >to do an even smaler accessory and an auto-folder dispatcher, but i
> >never finished it since MultiTOS was able to load accessories on the
> >fly.
> >
> >Greetings, Karsten
>
>
> Karsten, most people just don't use the Slow buged MultiTOS, most Atari users
> only have 1 meg...
>
> There is no use for a Multitasking Home Computer at all, for one thing my brain
> does not Multitask very well..
>
> Mind you that depends if you are a Schizo, there brains multitask very
> well..:-)
>
>
> Food for thought....
>
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
>
r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

Roger,

while you can argue that "There is no use for a Multitasking Home Computer at all", the advantages of having a stable well behaved multitasking environment are enormous. Based on my experience, a multitasking OS provides a much more natural interaction channel for the user (unless it's

Windows :). When I run some analysis I don't want to wait until my software is done with it, especially since I can be running a few FTP sessions in the background, browsing Usenet (like now), etc., all done from home and without a major system slowdown. All in all, while not everyone will benefit from a multitasking OS, many users will.

Then again, there is the matter of defining a "home computer". For me my NeXT is pretty much a home computer, for other people a C64 is. But ever since I moved to NEXTSTEP I can't even think of going back to anything that I was using before... if feels like your right hand is missing all of the sudden.

--

Piotr (Peter) Twarecki, M.Eng.
B7NS@MUSICB.McGill.CA

3561. C compiler for Atari STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 17:16:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.48014.4514.0N1A008C@canrem.com>
Source record: 186393

a) You won't be running a C++ compiler without having a hard drive.

b) It is possible to run Sozobon C off of the combination of floppy and RAMdisk. Quite fiddly, not pretty; not fast; but it works.

Having a hard drive makes it all MUCH, MUCH, MUCH easier.

GCC absolutely will not run without a HD. I'm not certain about the commercial products (Pure C, Lattice C); they probably require hard drive.

3562. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 18:17:36 UTC
From: taylord@netcom.com
Message-ID: <taylordCqIytD.BBK@netcom.com>
Source record: 186376

Simon Robins (srobins@cix.compulink.co.uk) wrote:
: Can you tell us which software you are using? That is more likely to be
: the problem as most older stuff only allows you to go up to 19200 as
: that is a limit of TOS. HSMODA04.LZH (I think) is an /AUTO folder proggy
: that will let you use some of the unused low speeds i.e. 50baud etc. and

I usually use Flash 1.6 and Freeze Dried Term. I foud HMOD but my german sucks! haha!! So I ccouldn't configure it correctly

Doug

3563. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 19:21:20 UTC
From: donaldp@scowpat
Message-ID: <1994May28.192120.13745@sco.com>
Source record: 186433

Doug Taylor (taylord@netcom.com) wrote:

: I usually use Flash 1.6 and Freeze Dried Term. I foud HMOD but my german
: sucks! haha!! So I ccouldn't configure it correctly

That's odd - all the documentation had English versions at the end!
Works pretty well too!

Donald

3564. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:30:01 UTC
From: millert@undergrad
Message-ID: <2s89k9$dck@mother.usf.edu>
Source record: 186438

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:

: >The program is indeed setting the machine to 50hz. They can't send data out,
: >as you put it, because they can do nothing but write to screen memory, as far
: >as that is concerned. The demo is configuring the VIDEL to output to the
: >monitor/TV with a 50hz refresh rate, and my 60hz TV here in the US doesn't
: >handle that. It rolls badly, which is an indication that the computer is
: >outputting at 50hz.

: Well I am in the U.S. as well, and my Falcon has never had a problem with
: any demos on my TV. The only program I've had any problems with is MiniF1 in
: conjunction with the antiquated 1224 I'm currently using. If you would have
: taken half the energy it took to blow up on me and used it to get the programs
: I suggested and used them you would have seen they work. And for further
: information the TV I use on my Falcon from time to time is from the late 70's
: so I don't think it has any super slick new system.

: Ands the information I gave you it is correct. Having the system
: send data to the monitor or tv at 50Hz is completely different from going in
: with any of the system switchers and setting your system to 50Hz. One is
: has to do with video data, the other with video synch.

: Dan Ackerman
: ackerman.29@osu.edu

The video sync was set to 50hz by the program. I don't know what you're
talking about when you refer to sending of video data. I've been a programmer
for many years, a lot of that taken up programming Atari's, and all I know is
that you can set the video hardware to sync to 50hz and 60hz TV's and RGB
monitors. It doesn't matter how you put the data into the screen memory sinc
te video hardware just reads it out of memory when it needs it.

3565. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:31:33 UTC
From: millert@undergrad
Message-ID: <2s89n5$dck@mother.usf.edu>
Source record: 186398

Well, getting in touch with some of these programmers is hard enough, let alone getting them to do what you want.

3566. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:37:07 UTC
From: taylord@netcom.com
Message-ID: <taylordCqJ59v.3K2@netcom.com>
Source record: 186455

Donald Page (donaldp@scowpat) wrote:
: Doug Taylor (taylord@netcom.com) wrote:

: : I usually use Flash 1.6 and Freeze Dried Term. I foud HMOD but my german
: : sucks! haha!! So I ccouldn't configure it correctly

: That's odd - all the documentation had English versions at the end!
: Works pretty well too!

Hi Donald.

Could you tell me your settings?

Doug

3567. Re: "Eco" game info

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:41:14 UTC
From: millert@undergrad
Message-ID: <2s8a9a$dck@mother.usf.edu>
Source record: 186459

I bought that Eco game once. It would never get past the quote from Darwin.
What was wrong with it? A friend of mine had it and I liked it very much, so
I was disappointing to me that the copy I paid for didn't work.

3568. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:48:31 UTC
From: millert@undergrad
Message-ID: <2s8amv$dck@mother.usf.edu>
Source record: 186394

Eric March (diehl@io.org) wrote:
: Because very often, MODs must be played in PAL mode (50Hz) otherwise they'll
: play too fast. (Because almost all MOD replay routines are tied into the
: vertical blank interrupt ... which means that your refresh rate will effect
: how often that interrupt runs, and therefore how fast the MOD goes)

This is irrelevant. Ever since the European MOD player developers realized
that there are people in the US trying to use their programs, they started
using other ways of controlling the timing of their programs. I wish the demo
writers would do the same thing.

: And also, very often, demos use timing techniques to do certain effects...
: and that usually demands that your sync rate be specifically set at whichever
: mode it was programmed in. Many times, palette flipping techniques won't work
: in 60Hz if they were designed for a 50Hz refresh rate.

Again, use a different way for timing other than video sync.

: _____ ______ _____
: _________<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
: ____________/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
: ___________<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _________

3569. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:49:47 UTC
From: millert@undergrad
Message-ID: <2s8apb$dck@mother.usf.edu>
Source record: 186395

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: > Ands the information I gave you it is correct. Having the system
: >send data to the monitor or tv at 50Hz is completely different from going in
: >with any of the system switchers and setting your system to 50Hz. One is
: >has to do with video data, the other with video synch.

: I don't think this is the problem - the thing is that most modern TVs can
: handle both 50 and 60Hz, they just automatically switch. If they don't -
: you'll be shagged with a lot of demos.

: --
: sabbath@cix.compulink.co.uk (Graeme Rutt)
: --

Here in the US, my TV does only 60hz NTSC. I wish European demo writers would
realize this.

3570. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:54:55 UTC
From: millert@undergrad
Message-ID: <2s8b2v$dck@mother.usf.edu>
Source record: 186397

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: The eternal 50 Hz debate : Why do demos which only run at 50 Hz.
: I think that one obvious reason is simply that most demo-coders on Falcon are old ST
: demo-coders, and they still have their RVB monitor.
: Another reason, much more important, is that, to be smooth, a demo must run with an
: image each frame => 50 frames at 50 Hz, but 60 frames at 60 Hz , an XX frames at XX
: Hz ! Of course, if you're at more than 70 Hz, I think you can do an image each two frames
: and still be smooth, but it's not trueat 60 Hz. So, here's the dilemna : either you have
: less time to do you're demo (1/60th of a second instead of 1/50th, and it's a HUGE
diffe-
: rence) , or you do it running at 30 frames a second, with makes it less smooth...

: MB.

Actually, at 50hz, you get 25fps, and at 60hz, you get 30fps. Interlacing,
remember.

One of the excuses given for 50hz demos is the extra time allowed between
display refreshes. On the ST, this was very helpful, and something I proved
to myself when trying to write my own sort of graphics demo.

However, on the Falcon, a much faster machine, this should no longer be
necessary. There should be plenty of time durring the vertical blank at 60hz
to get the work done, regardless of the fact that 320x200xTC has 4 times as
much data to manipulate than ST low.... most ST demos were full screen, while
most Falcon demos I've seen work in a little window on the screen.

The Termfin demo worked very nicely on my TV!

3571. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 20:58:50 UTC
From: millert@undergrad
Message-ID: <2s8baa$dck@mother.usf.edu>
Source record: 186457

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:
: >> And the information I gave you it is correct. Having the system
: >>send data to the monitor or tv at 50Hz is completely different from going in
: >>with any of the system switchers and setting your system to 50Hz. One is
: >>has to do with video data, the other with video synch.
: >>
: >> Dan Ackerman

: >Excuse me, but how do you go about if you want to send video data to the TV at
: >50Hz and set the video sync to 60 Hz, as you say is possible?
: >Are we talking F030 specific code here?
: >I'm a programmer so feel free to mail an example in C or assembly!
: >
: > /
: >/ Daniel

: I have never looked for code to make it happen. Why would you? It just
: happens. Most european programmers code and assume 50Hz running on the system.
: Makes sense that's their video standard and that's what their machines run at.
: But American machines operate at a standard of 60Hz, this is our video standard
: so again it makes sense.

: Now when an american boots their machine with a european demo, which is
: assuming the system is running at 50Hz, you get rolling screens. Now if before
: you run this demo, you instead switch your system to PAL or 50Hz whatever you
: want to call it, then run the demo VOILA it works. The machine now knows what
: it's doing. The same thing plagued amiga owners. If you are lucky you can
: adjust your TV or monitor so that it's close enough to both not to care. If
: not you have to rely on switchers.

This is not correct at all. The video Sync is the video sync. Period. It's
purely a hardware thing. If you switch the machine to 50hz mode, the TV rolls
just the same as when the demo switches to 50hz, because IT'S THE SAME THING.
The TV rolls because it's being fed a signal that it does not know how to deal
with. The only solutions are to make sure the computer stays at 60hz, or
tweak the hardware in the TV to handle 50hz.

: Again it's not that big of a topic. If you have the problem adjust your
: set or run a switcher.

Making such an adjustment would be rather difficult, if at all possible. Are
American TV's designed to do that? I doubt it. Switcher? What's that?
: Dan Ackerman
: ackerman.29@osu.edu

3572. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 21:11:46 UTC
From: millert@undergrad
Message-ID: <2s8c2i$dck@mother.usf.edu>
Source record: 186439

Doug Taylor (taylord@netcom.com) wrote:
: Hi!

: i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
: any ideas?

: Doug

It's not the modem you should be worrying about; it's the computer. The problem is that computers earlier than the TT have a serial chip that can't handle higher than 19200 bps for async.

3573. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 21:22:04 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s8cls$5km@charm.magnus.acs.ohio-state.edu>
Source record: 186440

>This is not correct at all. The video Sync is the video sync. Period. It's
>purely a hardware thing. If you switch the machine to 50hz mode, the TV rolls
>just the same as when the demo switches to 50hz, because IT'S THE SAME THING.
>The TV rolls because it's being fed a signal that it does not know how to deal
>with. The only solutions are to make sure the computer stays at 60hz, or
>tweak the hardware in the TV to handle 50hz.
>
>: Again it's not that big of a topic. If you have the problem adjust
>your
>: set or run a switcher.
>
>Making such an adjustment would be rather difficult, if at all possible. Are
>American TV's designed to do that? I doubt it. Switcher? What's
>that?

This is getting really assinine. Have you tried setting your sytem to PAL mode yet before you run one of these demos? You certainly don't act like it. FTP ftp.cnam.fr, ftp.uni-kl.de or atari.archive.umich.edu, they all have decent Falcon areas, and all carry FalconSX or NVDI.

Now lets go over the first part for the 287th time. Now when you used to get a game from europe and run it on your american ST what happened? Well if you didn't have a monitor that could sync to 50Hz automatically you got a screwed up display. Now how did we all fix that when that happened? Well some of us whined that the program was incompatible, the rest did one of two things. The first was to run a switcher, in those days it was programs like BOOT50HZ.PRG, this would set your system over to 50Hz and VOILA it ran like a charm. Somewhat flickery for most tastes but it ran. The other method was to take a screw driver at hand and adjust the knobs on the rear of your TV set or monitor. Usually just a litle bit of playing and you again had a perfect picture. No soldering necessary.

I'm not talking about any great feature of the system. I'm just talking about how it works and has worked. Some what a pain, but easy to get around and live with.

Dan Ackerman
ackerman.29@osu.edu

3574. Re: "Eco" game info

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 22:08:44 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2s8fdc$jg9@infa.central.susx.ac.uk>
Source record: 186444

Pat McElhatton (patmc@ch.apollo.hp.com) wrote:
: Someone asked about the "eco" game recently. The overall idea is that
: you start out as a bug and want to evolve into a human.
: [...]

I played this game once and liked it but could never see it to buy. If anyone in the UK has an original copy they want to sell, or knows where I can buy one, then mail me please.

Cheers ;-)

Andy

3575. Freeze Dried Term...

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 22:34:39 UTC
From: mboldt@news.kn.PacBell.COM
Message-ID: <2s8gtv$mjm@ohlone.kn.PacBell.COM>
Source record: 186447

HI! Any new news on a release date for Freeze Dried term? May is almost over! :)

--

Marco Boldt |"The more we think we know about|:) :) :) :) :) :) :)
mboldt@kn.pacbell.com| The greater the unknown" |=] =] =] =] =] =] =]
Starfall @>--',-- | Rush, Mystic Rhythms |8> 8> 8> 8> 8> 8> 8>

3576. Vroom II for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 23:03:01 UTC
From: csterpin@vub.ac.be
Message-ID: <2s8ij5$6kn@rc1.vub.ac.be>
Source record: 186448

Hello to all Falcon owners,

It seems that Lankhor has done this fabulous game for
the Falcon 30 (the game was done before the 1200 version)
But they don't want to sell this game because the number
of Falcon on the market is not so big ;(
I think that it will be a good idea to send some request
to Lankhor ....

the adress:
LANKHOR
84bis,avenue du Gal de Gaulle
92140 CLAMART
FRANCE

cu next time, Cster

3577. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-28 23:13:35 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqJCIn.CvC@cix.compulink.co.uk>
Source record: 186396

>Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
>: > Ands the information I gave you it is correct. Having the system
>: >send data to the monitor or tv at 50Hz is completely different from going in
>: >with any of the system switchers and setting your system to 50Hz. One is
>: >has to do with video data, the other with video synch.
>
>: I don't think this is the problem - the thing is that most modern TVs can
>: handle both 50 and 60Hz, they just automatically switch. If they don't -
>: you'll be shagged with a lot of demos.
>
>
>: --
>: sabbath@cix.compulink.co.uk (Graeme Rutt)
>: --
>
>Here in the US, my TV does only 60hz NTSC. I wish European demo writers would
>realize this.

I have no wish to propogate this deathly awful thread any further.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3578. Re: Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 00:27:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqJFxo.FGL@cix.compulink.co.uk>
Source record: 186458

In message <taylordCqICC4.AuH@netcom.com>, taylord@netcom.com said:
>Subject: Fax software for Atari ST
>Does it exist?

Yes. There are several options, I use STraight FAX which is available from
Toad COmputers in the US or System Solutions in the UK.

Ofir ogal@cix.compulink.co.uk

3579. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 00:27:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqJFxq.FH6@cix.compulink.co.uk>
Source record: 186454

In message <2s700r$b19@ionews.io.org>, diehl@io.org said:
>
>Because very often, MODs must be played in PAL mode (50Hz) otherwise they'll

I know very little about MODs, but I have a HiSoft BASIC routine written
by Craig Graham that works very well in all resolutions using the DSP.

Ofir ogal@cix.compulink.co.uk

3580. Re: Atari Show in London

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 00:27:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqJFxr.FHr@cix.compulink.co.uk>
Source record: 186400

In message <1994May28.152411.3198@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk said:
>
>While I was there, I talked to HiSoft. They said they weren't pulling
>out of the atari market, but that there were no new products under
>development. And the same for the C= line, with C='s financial
>troubles being the main cause. They'll still provide service, but
>basically it looks as though they're going to move to PC's. Major
>pity, that.

HiSoft _are_ developing ST/Falcon stuff. I am working for them on two
separate projects - a voice mail system for the Falcon and a new version
of the GEM toolkit for HiSoft BASIC.

Ofir ogal@cix.compulink.co.uk

3581. MultiTOS Problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 05:31:58 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CqJu1B.IzH@sdf.lonestar.org>
Source record: 186372

```
==========================================================================
>One bought it a while back for his STe. The other JUST got it for his TT.
>
>Right now, I'm using Warp 9 on my Falcon.
==========================================================================

PLEASE! Do not blame MultiTOS for Warp9's problems. Warp9 is horrible.
It and its mother program, Quick ST, are the only accelerators I know
that actually slow down the system! Memory tests and other CPu intensive
tests are slows by 2-3% by using Warp9. This means that Warp9 is getting
into all SORTS of vectors that it shouldn't. And no matter WHAT place
you put Warp9, it re-installs its vectors with the control panel to be
first in the chain.

I used to use Warp9 and wanted to keep the vectors BEFORE MiNt runs
so that my BIOS would be redirectable. Howveer, removing the control
panel meant losing the screen savers and fonts!!

I called technical support, and they just gave me a lecture on how its
all ATARIs fault because MultiTOS has so many problems. I wasn't running
MultiTOS, just MiNT. I said, "Well, I heard NVDI works with MultiTOS".
He says, "Yeah, I heard that too."

Well, obviously, if NVDI can work, than so can Warp9, so its NOT the
fault of MiNT or MultiTOS. All they had to do was remove the vector
manipulation code from the control panel if the MiNt cookie existed.
Instead, they tried to pass the buck.

Well, i sold Warp9 and bought NVDI. I've been loving NVDI ever since.
Its faster, speeds up more, has its own VERY FAST GDOS, and does NOT
slow down CPU operations. I refuse to support a company that tries
to blame their own poor programming on others. PLEASE, don't blame
MultiTOS.

At least, not for Warp9s problems. MultiTOS has its own problems to
be blamed for.

--
==========================================================================
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org
```

3582. ATARI SYSTEM SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 08:40:22 UTC
From: alberto@terapin.com
Message-ID: <alberto.4ssi@terapin.com>
Source record: 186478

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
ATARI COMPUTER FOR SALE
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

ATARI 1040 STE - 4 Megabytes of Ram, Tos 1.62, stereo outputs
DMA sound, enhanced joystick ports, 4096 pallete
etc.

ATARI SC1435 - 14' Color Stereo Monitor
Includes swivel stand and stereo cables comming from
the computer. Nice display.

Maxtor LXT 200S - 200 Megabyte 15ms Hard Drive, recently purchased
as an upgrade to a Segate 20 Megabyte Drive.
Installed in original case so there may be room
for another HD. There is an opening in front of
the case which was left after the upgrade so the
case isn't "original". Makes for good ventilation
though. Alot of room at high speed, VERY
very quiet.

ICD Host Adapter Plus w/clock + Software/utils is also installed in
this case. Have the original manual/disk as well as the latest
software upgrade on the hard drive.

Epson LQ-570 - 24 Pin printer, 11 built in fonts, 360x360 dpi
Can use both single sheets/envelopes, etc. or printer paper. Very
nice quality for text/graphics. Has a new ribbon, and a box of
printer paper(if you want it).

Supra 2400 Baud Modem - A modem, they're quite useful. :)

Already installed on the hard drive, all sorts of utilities and
shareware/pd programs. This system is in NEW condition, not used much
and still in boxes with all manuals. It was mainly used for simple
word processing for school using Word Up(included). This is the
perfect system to learn on, with plenty of memory and room to get into
advanced things such as programming(C Compiler on the HD), etc.

Need money bad, so I have to let this all go. Sorry I will __*NOT*__
sell this system in parts whatsoever. If you have any questions or
are interested, please let me know.

Since the prices have gone down SOOO much, I'm asking that you make a
reasonable offer instead of setting a price. Keep in mind the
condition of the system(New) and the amount of use(not much at all).

Mail only please.

Thanks,

alberto@terapin.com

3583. Movies Scenario and writing novels Program

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 09:01:07 UTC
From: jf@yesman.fdn.org
Message-ID: <1994May29.090107.9684@yesman.fdn.org>
Source record: 186300

Still looking for a program helping to write movies scenario or writing
novels.
Nobody has heard about ?

--

Jean-Fran ois Coulange Il n'est pas de plus grand malheur
Noblesse Oblige que de perdre son temps
T l : (1) 40.60.00.63
fax : (1) 40.60.03.62 Leonardo da Vinci
Paris - France

3584. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 10:07:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.gLrqNetJ9Tk@albemuth.equinox.gen.nz>
Source record: 186480

In <2s1gsh$fsg@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>The question is whether-and-if-so-when someone will fill Brodie's position.

The word I'd heard is that it is "unlikely", but as this is probably
sourced through Bob himself, I'm not really sure what to believe :-\

It all just adds mud to it all really!

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3585. Re: "Eco" game info

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 11:16:25 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CqK9zE.AzB@cix.compulink.co.uk>
Source record: 186465

In message <2s8a9a$dck@mother.usf.edu>, millert@undergrad said:

>I bought that Eco game once. It would never get past the quote from Darwin.
>What was wrong with it? A friend of mine had it and I liked it very much, so
>I was disappointing to me that the copy I paid for didn't work.

I think that it had a very sensitive protection scheme. I ran it on my
STFM with TOS 1.02 (I think). When I upgraded to TOS 1.04 it never
got past the Darwin quote either. Quite good apart from that though. :-)

Simon Robins (srobins@cix.compulink.co.uk)

3586. Re: Vroom II for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 12:09:53 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <770213393snz@vissci.demon.co.uk>
Source record: 186482

In article <2s8ij5$6kn@rc1.vub.ac.be>
csterpin@vub.ac.be "STERPIN CHRISTIAN" writes:

> Hello to all Falcon owners,
>
> It seems that Lankhor has done this fabulous game for
> the Falcon 30 (the game was done before the 1200 version)
> But they don't want to sell this game because the number
> of Falcon on the market is not so big ;(
> I think that it will be a good idea to send some request
> to Lankhor ....
>
> the adress:
> LANKHOR
> 84bis,avenue du Gal de Gaulle
> 92140 CLAMART
> FRANCE
>
> cu next time, Cster
>
>

21st Century has also written Pinball Dreams, which is being held back !

--

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

3587. Re: Calligrapher etc..

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 14:30:08 UTC
From: andrewc@central.susx.ac.uk
Message-ID: <2sa8tg$2r6@infa.central.susx.ac.uk>
Source record: 186380

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
: In <2ru0be$h6e@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
: [. SNIP .]
: P.S - does anybody know, what is going on at GST, SoftLogik, and Compo..? Are
: GST going to upgrade the Timeworks DTP (Speedo support, etc) as they planned?
: Is there going to be Page Stream 3 for Atari? What's happening to Chroma Studio
: 24..??? Has Atari Works been updated since 1.2xxx version - and has the black
: page problem been fixed yet..?

: Please, facts - if somebody knows - not fiction ;-) ! There are more than
: enough rumours, but little real information floating around.

: Thanks..!
: Tommi.

I read in some recent mag (ST Format I think) that GST are no longer going to support the ST range of computers. If you have any recent ST mags, (ST User/Review/Format) look in the news section and you should find something about it.

Andy.

3588. ShareWare-agent in Germany and France

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 15:12:42 UTC
From: di3dah@monroe.adbutb.hks.se
Message-ID: <1994May29.151242.23817@gdunix.gd.chalmers.se>
Source record: 186466

Hello!

I'm one of the authors of the Octalyser STE. This program
is a shareware-musicprogram (a tracker).
We would like to have a agent that supports the program
in Germany and France. Please write to me if you're
intressted.

E-Mail: di3dah@f_utbserv.adbutb.hks.se

--
\|/
@ @
------------------oOO-(_)-OOo---

CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST

3589. Atari CAD

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 15:57:38 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CqKn03.HF@usenews.nrlssc.navy.mil>
Source record: 186377

A friend of mine runs his landscaping business using a MegaST.
He has the opportunity to purchase an HP 8-pen plotter
(not flatbed but one of those that stands vertically and
rolls the paper back and forth - large enough to do large
architectural blueprints) and is interested in:

1. Can he drive a plotter from a DTP program like Pagestream
or Calamus?

2. Are there professional-level CAD programs available for
the ST? (He's bought most of the <$100 ones that have
come along over the years, but none have been able
to do the detailed house plans and landscape designs
he needs.)

He's also in the national guard and does drafting there using
AutoCAD and a large flatbed plotter, so he may be spoiled
by these expensive tools... How close can we come with an
Atari solution?

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

3590. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 16:06:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EE4PEEVN@ttgk.textlitho.nl>
Source record: 186472

In <CqHFvx.1Gq@world.std.com> ysiu@lexicor.com wrote :

>Well..there is ALWAYS the Medusa ^_-
>
>It was demonstrated at two SSAG meetings and at yesterdays Computer Zone
>Meeting...people could see the speed and performance of the Medusa, a
>direct comparison was made between TT and Medusa side by side..truly astounding
>
>The Medusa was about 4-6 times faster (not counting graphics)

Raah, yet again NOT the graphics, what are they using those machines for
anyway ?

With all this multimedia hype going on, graphics speed is crucial today!!

Gert

--

-- --
Atari TT-Point
-- --

3591. Re: NEW ATARI MACHINE (maybe?)

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 16:08:46 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2saeme$rn7@acmex.gatech.edu>
Source record: 186378

In article <2s34ks$7eq@u.cc.utah.edu> ewj8218@u.cc.utah.edu (Eric Jolley) writes:

>I don't know anything about a 3DO PC card, but the Jaguar PC card is no >rumor.

A 3DO card from Gravis was demoed at the Spring COMDEX last week.

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3592. HiSoft

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 16:22:27 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994May29.162228.3200@bay.cc.kcl.ac.uk>
Source record: 186384

```
!> They'll still provide service, but
! >basically it looks as though they're going to move to PC's.
!
! HiSoft _are_ developing ST/Falcon stuff. I am working for them on two
! separate projects - a voice mail system for the Falcon and a new version
! of the GEM toolkit for HiSoft BASIC.
!
--

Maybe you'd better check Ofir <grin>

Seriously, I hate propogating rumours/disinformation, but that *is*
what the guy told me. Damn! I *knew* I should have got his name...
Maybe he was a salesdroid, just repeating 'company wisdom', but I
didn't think HiSoft were that big.

Simon.

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3593. Re: Albert TT info...

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 16:24:32 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EE4PEEVQ@ttgk.textlitho.nl>
Source record: 186473

In <LANCER.94May27150317@wpi.WPI.EDU> Stephe Lewis Foskett wrote :

>OK, since some people seemed interested from my post:
>
>The Albert TT (or AlberTT) is a VME graphics card for the MegaSTE and
>TT. There was a version called ISAC which is a Megabus card for the
>old megas as well.
>
>It does ONE SINGLE resolution: 1024x768 in 16 colors. Older cards
>could do 800x600 in 16 colors if you wanted, but not both, and Dover
>no longer sells the 8x6 version...
>
>It seems pretty compatible, from talk on GEnie and a recent article in
>ST Informer (March 94).
>
>The guy from Dover recently posted to GEnie that he had reduced the
>price of the Albert TT to $199. It used to be $299 and the ISAC (if
>they have any more) is still $299.
>
>It requires a multisync monitor capable of "48hz vertical scan rate"
>and 17 inches is reccommended.
>
>Dover Research can be called at: (612)492-3913
>
>I haven't bought one yet myself 'cause I'm looking for a monitor
>first! I can't vouch for any of this info being true. It's just what
>I have read on GEnie and in ST Informer.
>
>I am thinking of getting a good multisync and building either an
>automatic or manual switchbox so the Albert TT and the MSTE's internal
>video both go to a single monitor. We'll see...
>

Well, think again... Any graphics card which is capable of displaying such
high resolutions at such LOW refresh rates is useless in my opinion.

Try thinking of a 17" TV screen right in front of you.. That kind of
flickering drives you mad after a few hours...

At screen sizes from 15" and over, look for a graphics card that can
display at least at 70 Hz (NON-interlaced)! Better a bit lower in
resolution than lower in refresh rate.

I'm working on a Viking monochrome 19" TT monitor and it displays 1280x960
at 71 Hz. When I change over to the VGA monitor (which displays at 60 Hz) I
immediately notice the 'flickering difference'..

Good luck in finding a good combination of monitor and graphics card.

Gert

--

-- --
Atari TT-Point
-- --

3594. Language help

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 16:47:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2de8d538@secom.ct.se>
Source record: 186382

So, to prevent this I need to have some text in French and German (since it seems that the only people that can't understand English comes from either France or Germany, mostly from France) on the screen at the new user prompt.

Request: Can someone familiar with either of these languages please Email me a translation of the following, please? I would be very grateful.

"Everything in this BBS - menues, filedescriptions and messages - is in English or Swedish. If you're not familiar with either of these languages, you won't be able to navigate around this system. Please do not logon if you know your English isn't good enough to understand simple sentences. We're sorry, but it's too much work to include menues in more languages than the two we support now. Thankyou for reading this, SysOp."

Thank you in advance.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

3595. FS II Scenery Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 17:02:06 UTC
From: jmax@panix.com
Message-ID: <2sahqe$bfg@panix.com>
Source record: 186379

I'm looking for FS II scenery disks. Please reply by e-mail.

jmax@panix.com

3596. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 18:30:41 UTC
From: millert@undergrad
Message-ID: <2san0h$j43@mother.usf.edu>
Source record: 186385

This makes absolutely no sense. If you set the hardware to 50hz and connect it to a 60hz TV, it's not going to work, regardless of what sets the computer to 50hz.

3597. Wyrd Ways

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 20:26:44 UTC
From: fraserc@dcs.gla.ac.uk
Message-ID: <CqKzGL.7x0@dcs.gla.ac.uk>
Source record: 186389

Hi,

Has anybody downloaded and played "Wyrd Ways" (Game) from umich ?

cheers,
Campbell
--
Campbell Fraser <fraserc@dcs.gla.ac.uk>

3598. Pub Domain Fax software

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 20:44:25 UTC
From: taylord@netcom.com
Message-ID: <taylordCqL0A2.5vK@netcom.com>
Source record: 186390

Does it exist??

Doug

3599. Cheap video card

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 21:29:52 UTC
From: sforseil@vub.ac.be
Message-ID: <2sb1gg$d55@rc1.vub.ac.be>
Source record: 186386

I'm looking for a cheap videocard (under 1500$) for my TT that would
let me use a standard multisynch monitor. No need for lots of colors
but 800x600x16 (or even x2) would be nice.

I'm in Belgium, so if you have an adress for a reseller in
north of France or west of Germany, I'd like to have it.

Thanks.

++==++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		------------------------------	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 675-61-09	
++==++

3600. finger/fingerd for MiNT uploaded !

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 22:05:24 UTC
From: theo@mailmak.ping.de
Message-ID: <94052971@mailmak.ping.de>
Source record: 186387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just uploaded my ports of finger and fingerd to the following sites:

- ftp.uni-paderborn.de
- ftp.uni-muenster.de

You'll need at least a patched Version of MiNT 1.10 and Kay Roemers
MiNT-Net Version >= 0.4 installed.

enjoy Theo

3601. Utils for MSTE Ramdisk and Ser Buffer Setting Needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 22:37:31 UTC
From: hsp4@columbia.edu
Message-ID: <2sb5fb$o4r@apakabar.cc.columbia.edu>
Source record: 186391

I'm in need of a RAMDisk that will be stable on my MSTE 4/Mono/2.05,
and can coexist with NeoDesk, Warp9, Fpprnt, LED Panel and
some other goodies.

I also need a program to increase the size of my serial port buffers.
I'm using STalker and I'd rtfm, but it's in New York in storage for the
summer (I'm 55 miles from Atari US Headquarters).

Are there any programs that can help me out--preferably available from
aaue? Thanks a lot.

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

3602. 38400/57600 BPS and Serial 1

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 22:50:27 UTC
From: ggford@cuug.ab.ca
Message-ID: <CqL643.z8@cuug.ab.ca>
Source record: 186301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have unsucessfully for some time been trying to get my MegaSTE to work at 38400 or 57600 bps with my SupraFaxModem. I have recently discovered that Connect 2.46 lets me set both these speeds when using serial 1 or modem 2. I have tried, sucessfully, to use 57600 on serial 1. The problem is that while this speed appears to work with connect on serial 1, all other programs which I have only seem to work on modem 1. Is there some way to force programs to use Serial 1? If so, is there a way to lock the speed on serial 1? Is there any other way to obtain 38400/57600 bps on a MegaSTE.

Please reply by email to ggford@cuug.ab.ca

Thanks.

3603. Calamas SL and color printing

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 23:04:23 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CqL6rD.9uw@pacifier.rain.com>
Source record: 186392

My set-up consists of a 4 meg Falcon and 80 meg IDE. My printer is a HP DJ560c (which according to the HP manual works fine with 550c drivers). I am working in the 256 color mode. My problem is that I am unable to achieve suitable color print outs. By "suitable" I mean the Calamas SL print-out is nothing like the print outs I get with the screen grabber Image-copy 2. With hardly any parameter adjustments Imagecopy give splended results: no banding, fairly accurate color rendition and 300dpi resolution. With Calamas SL it has been nothing but frustration. I assume I'm not making the correct adjustments in Calamas. I have fiddled with both the "Color Separation" and "Linearity" modules but to no avail. I get results from these modules..i.e. colors muddy or too much or too little intensity. Also I can't seem to get the 300dpi resolution. All print-outs seem as if they were done on a dot-matrix. Can anyone suggest a basic parameter setting for each of the modules to get suitable starting printouts? Do I need to use the "Raster Generator" module in some way to get 300dpi? Any suggestions are much appreciated.......

Michael Kelsey

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

3604. LHArc 3.01

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 23:07:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <770344789.AA05735@byte.bbs.no>
Source record: 186307

>I know WHY the garbage bytes are there. The problem is that the archi
>on me when it finds them.

Do you want a small program that removes the CTRL-Z characters ?

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

3605. Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 23:07:24 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <770344789.AA05736@byte.bbs.no>
Source record: 186308

>Does it exist?

Yes, try the German TeleOffice...
Very very good fax-software

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

3606. AGT Adventure Games on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 23:37:17 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994May29.153717.1@aurora.alaska.edu>
Source record: 186460

AGT is an adventure game development system to make text adventures that look similar to TADS and Infocom games. It works fine on my ST, but the "enter command" prompt is supposed to be at the bottom of the screen, and it always gets put at the top of the screen on my Falcon. This makes the games basically unplayable.
A while ago I did something that made the games work properly (like taking off certain accessories, or using a certain setting in Backwards) but I can't seem to duplicate whatever it was I did to fix it.
Has anybody else had this problem and found a solution?

3607. Email address for Golden Image UK

Newsgroup: comp.sys.atari.st
Date: 1994-05-29 23:58:01 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.21.0009F7D6@noddy.forestry.tas.gov.au>
Source record: 186467

Yep, the subject says it all.
Hope you can help.
Thanks
Peter Hopson

3608. Atari Equipment Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 01:01:49 UTC
From: plefebvre@delphi.com
Message-ID: <R8ysuVF.plefebvre@delphi.com>
Source record: 186461

I have the following items for sale :

Mega ST $250
2 Megabytes RAM
TOS 1.2
Mouse
Keyboard

Impulse Hard Drive Case $100
Same size as a Mega ST
Supra Host Adapter
Metal case with room for 2 3.5" hard drives
Fan
Power Supply
DMA Cable
Supra Utilities Disk

Hayes 1200bps Modem $15

Atari 800XL $40

Atari 1050 Disk Drive with DOS 2.5 $40

Atari 1027 Daisy Wheel Printer $30

Okimate 10 Color Thermal Printer (w/Plug N Play) $30

If you don't like a price, please make an offer, the worst I can do is
say no. I don't ship COD, all items must be prepaid.

-- Paul

I can be reached at : plefebvre@delphi.com
or : p.lefebvre@genie.geis.com

3609. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 04:25:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2sbprc$ls1@uqcspe.cs.uq.oz.au>
Source record: 186476

dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:

>I just played with this game for the first time last night and was
>actually moved enough to post about it. This is really a fun litle game.

It appears to be based on (but more than) the board game `Labyrinth'.

The only problem I had with it was that it was very difficult to see which
way walls went. The graphics should make the walls secondary and the paths
on the floor primary. Instead, I had to turn up the brightness on my
monitor to see the paths. Graphics for the players is very nice though.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3610. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 04:26:47 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2sbpu7$d4j@scapa.cs.ualberta.ca>
Source record: 186474

b_kirsch@tecnozid.mubo.saar.de (Bernhard Kirsch) writes:

>In <2rofp9$q6r@scapa.cs.ualberta.ca> Stuart David A wrote :

>>My deskicon file is 98K and I have NO problems whatsoever. I use Dr. Bob's
>>icon editor version 1.4 for the Falcon. It will even let me add icons
>>(up to 199) to my deskicon file!! The file is ICDRAW14.ZIP for those that
>>are curious.

>I am!
>Where can i get this editor?
>FTP-Server?

I'm not sure what FTP server... I have it here on my computer, how would I
go about putting on a server? (I'm kind of a newbie at that one).. perhaps
I could also post it in the binaries area or something.

>Thank you very mouch.
>Bern

>--

>Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
>b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

>Atari is not dead! It only smells funny! (Rock 'n' Roll)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3611. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 04:29:24 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2sbq34$d7o@scapa.cs.ualberta.ca>
Source record: 186481

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>On 23 May 94 22:03:06 EST, Graham Irvine wrote:
>: It was none other than Al Huyghe that wrote on 20 May 94 that ,

>: AH> Does anyone know of a falcon icon editor which will allow me to add
>: AH> icons to the already existing base?
>: AH> All replys welcome.

>: ICDRAW (Dr Bobware) Shareware

>I can't find this on any FTP's. Does anyone have it?

me. heh... I've already gotten a couple requests- there is also an "update"
for it to fix something when it exports to windows .ico files (yes, you
can import them too!).

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3612. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 05:28:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sbtig$1ps@golem.wcc.govt.nz>
Source record: 186479

In article <CqIH2M.A42@cix.compulink.co.uk>, srobins@cix.compulink.co.uk ("Simon Robins") writes:
>In message <taylordCqHsDr.4wI@netcom.com>, taylord@netcom.com said:
>>i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
>>any ideas?

>with older software. Newer software should be looking for the RSVF
>cookie anyway to determine the available speeds.
>
>Simon Robins (srobins@cix.compulink.co.uk)

***** FACTS *****

PLEASE NOTE: NO Atari ST/STE or MEGA ST will run faster than 19200 baud.

This is a limite of the hard ware, you will have to modify your hard ware if you intend to go fater than 19200 on a ST/STE or MEGA ST...

I do hope this info has been posted in the ATARI FAQ....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3613. Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 05:40:24 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2sbu88$abt@usenet.INS.CWRU.Edu>
Source record: 186477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Cleveland Free-Net Atari SIG's
Who's Who in the Atari Community E-Mail Directory

The following people are members of the Atari Community that do things that helps Atari users and the Atari Community in some way on a continuous basis. They are Atari BBS sysops, dealers, developers, publishers, user group presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Everyone on this list gave their permission to be on this list.

If you contribute some way to help others in the Atari Community on a continuous basis and would like to be made more available through e-mail incase someone wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG at: xx004@cleveland.Freenet.edu

Report any changes to: xx004@cleveland.Freenet.edu

This list may not be reprinted for profit.

Atari user groups may reprint this list without permission as long as the following information is included on the top of this text file:

Cleveland Free-Net Atari SIG's
"Who's Who in the Atari Community E-Mail Directory"
telnet freenet-in-a.cwru.edu
(216)/368-3888
type 'go atari' at any menu

Press "/" at the page break and then the last name of the individual that you wish to contact. If the individual is listed, information should appear on the screen.

Arranged in alphabetical order (last name first).

NAME ADDRESS(ES)
INVOLVEMENT

Ackerman, Dan.....dackerma@magnus.acs.ohio-state.edu
Atari Developer, Falcon030 C programmer, Jaguar programmer
Allison, Warwick.....warwick@cs.uq.oz.au
Author of GEM++ class library; GNU C++ help; GEM ports of
UNIX software: nethack, gnuchess
Bussche, Egbert Jan van den.....busscheh@ksepl.nl
Registered SpeedoGDOS Developer, working on: Epson Stylus 800
driver, always looking for other speedogdos developers to
exchange knowledge
Cantin, Barry W.....aa852@cleveland.freenet.edu

Cleveland Free-Net Atari SIG Lynx Support Area SIGOp
Chemla, Laurent.....laurent@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Communication, hardware link, system
development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Clifton, Don.....don@u.washington.edu
GENIE: D.CLIFTON4
SpiritWare Developer (Bible study tools)
Cole, John.....j.cole@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Cunningham, Edward.....ecunning@heartland.bradley.edu
as824@cleveland.freenet.edu
Info-Atari8 Digest/Info-Atari16 Digest mailing list moderator
Current, Michael.....mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleve. F.N.: aa700@cleveland.freenet.edu
Cleveland Free-Net 8-bit Atari SIGOp
Maintainer of the Usenet/Internet 8-bit Atari FAQ List
Maintainer of the Usenet/Internet 8-bit Atari Vendor/Developer List
DiMasi, Nick.....nickd@vpnet.chi.il.us
dimasi@comm.mot.com
Suburban Chicago ATarians (SCAT) users' group (8-bit,ST/TT/Falcon)
Dunham, Jerry.....hoosier@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts e-mail and Usenet news organizer,
maintainer of user group product database, 5 8-bit Atari's, 4 ST's
Feldman, Ari.....feldak79@snyoneva.cc.oneonta.edu
Professional graphic artist for ST series of computers, created
graphics for several commercial and shareware ST games,
Majic Soft, Inc., Marketing Director, regular contributing writer
to ATARI UNITED! Disk Magazine
Grabnar, Matija.....matija.grabnar@ijs.si
Largest Slovenian computer magazine--Atari Department Head
Guy, Travis.....aeo.mag@genioe.geis.com
aeo_mag@delphi.com
70007.3615@compuserve.com
Editor, AEO--Atari Explorer Online magazine (92-)
GFA BASIC hacker; 680x0, 6502 knowledgable, Assistant Editor--
ST Informer (87-91)
Heller, Andrew K.....root@akh104.rh.psu.edu
System Administrator of temp jag site on akh104.rh.psu.edu,
includes: avi files, screen shots, faq, and various other Jag facts
Herborth, Chris.....herborth@53iss6.waterloo.ncr.com
cherborth@semprini.waterloo-rdp.on.ca

UNIX applications ports: official Atari port of INFO-ZIP's free
unzip application, a varient of NetHack (called netHack--),
ported text adventure Dinkum, working on porting Angband 2.5,
GEM development using GNU C++ and Warwick Allison's GEM++ library,
user-tech-support via email and comp.sys.atari.st, help users
get UUCP connections on their ST, and beta tester of software
Hern, William.....whern@bnr.ca
"ST Applications" UK Magazine, Desktop Discussion columnist
Horvat, Fred.....ap748@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Portfolio Support Area SIGOp
Jung, Robert A.....rjung@netcom.com
Maintainer of the Atari Lynx FAQ, Atari Lynx HyperStack,
Jaguar FAQ, Writer--Internet Lynx game reviews, Writer--
AtariUser magazine, miscellaneous Lynx and Jaguar Q&A stuff
Lake, Marshall.....mlake@irscscm.uucp
UUCP: ...!uunet!media!irscscm!mlake
...!uunet!mimsy!bogart!irscscm!mlake
GEnie: mlake@genie.geis.com or MLAKE
CIS: 73717.3174
TEAM Software Developer, software includes: "A Day at the Races"
(ADAR), "A Day at the Races Companion" (ADARC), Owned by:
Marshall Lake, Piet Francke
Lavi, Mark.....marklavi@delphi.com
mlavi@bix.com
Delphi--Technical Associate, Online Services, reference for
Atari communities with full Internet access on DELPHI and BIX
Leair, Mark.....aa338@cleveland.freenet.edu
mleair@oucsace.cs.ohiou.edu
Cleveland Free-Net Atari SIG Voting Administrator, Conference
Organizer, CAIN Newsletter Publisher/Editor, Basement
UnderWorld BBS SysOp (216-381-7859 300-14.4Kbps) run off of 800xl
using BBS Express Pro! (V.2.1a) software, program BBS modules in
Action!
Lee, Steven.....stevenl@robadome.com
Bay Area Atari Users Group (BAAUG), President
Lemaresquier, Alexandre.....alex@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Manager, GEM development, system development)
development tools, system and DSP programs, high-end algorithm
software. Atari products: Adebug/Assemble, official Atari DSP
Debugger, and own JPEG/MPEG decoders
Lemoine, Raphael.....raphael@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Graphics programming, DSP programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Mackereth, Ian.....ianm@lsupoz.apana.org.au
ACE BBS SysOp in Sydney, Australia--official BBS of ACE (NSW)
Fido 3:712/520

Nelson, Bruce D.....aa789@cleveland.freenet.edu
Cleveland Free-Net Atari SIG 16/32-Bit Computers Support Area
SIGOp, ACORN Kernel Assistant Newsletter Editor for the
Atari Computer Owners of Rochester, NY (ACORN)
Poehland, Ben.....Internet: poehland%phvax@sb.com
poehland@sb.com
b.poehland@genie.geis.com
GEnie : B.POEHLAND
8-Bit Editor, Current Notes Magazine, 1990-1992
Managing Editor, Atari Classics Magazine, 1992-1994
Member, Ol' Hackers Atari User Group (New York)
Pseudonym: The 8-Bit Alchemist, Areas of expertise:
Analog circuitry in the XL/XE computers, especially video,
audio, & power supplies (published numerous articles
including hardware hacks & upgrades), Troubleshooting
Newell 1-meg, RAMbo & Wizztronics RAM upgrades, General
hardware hacking/maintenance/repairs, Weirdnesses/
troubleshooting/repairs of the 1050 drive, Setting up hard
drives using the Black Box, minor experience & knowledge
of other hard drive interfaces (ICD MIO, Supra, etc.),
Weirdnesses of the ICD P:R:Connection. Installing/using
various 720K & 1.44M 3.5" drive upgrades using CSS XF551
Upgrades & Floppy Board, Adjustments to analog & TTL monitors
for use with 40-column or XEP80 video outputs
(8-bit hardware advice only)
Poling, Jeff.....jpoling@magnus.acs.ohio-state.edu
Poling.19@osu.edu
Atari Computer Enthusiasts of Columbus, President
Potter, Jeff.....potter@sunny.dab.ge.com
74030.2020@compuserve.com
JDPOTTER@genie.geis.com
8-bit programmer of shareware applications/utilities in assembly:
APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, Member of the AGDA team which released "Maze of
Agdagon" (multi-comuter, 3-D graphics maze game), Graphics and
Entertainment Software Editor for Atari Classics magazine.
Contributor of articles to AC, AIM, and user group newsletters.
Richards, Daryl.....drichard@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Ringo.....ringo@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Roelandt, Patrick.....patrol@hacktic.nl
Dutch Jaguar Club, Founder, organizer of new Jaguar publication,
Lynx reviewer/importer of games in Netherlands
Roloson, Dani A.....daroloson@math.uwaterloo.ca

Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari User
Group Newsletter Editor
Seiler, Lee.....l.seiler@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Siu, Yat.....y.siu@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Stanford, John.....j.stanford@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Stys, Len.....aa399@cleveland.freenet.edu
lstys@rs6000.baldwinw.edu
Cleveland Free-Net Atari SIG Manager, Jaguar Support Area SIGOp,
Lynx Assistant SIGOp, CAIN Newsletter Assistant Editor,
"Who's Who in the Atari Community E-Mail Directory" Maintainer
Tessner, Kevin.....ktessner@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Tirrell, Scott.....stirre31@maine.maine.edu
ST Informer Writer (part-time)
Verite, Daniel.....daniel@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Image recognition, parallel programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Weiner, Jeff.....weiner@atari.archive.umich.edu
weiner@terminator.rs.itd.umich.edu
Maintainer of the atari.archive.umich.edu ftp site.
Wilson, Tim.....tim@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts, President

3614. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 06:08:54 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CqLqEv.9on@sdf.lonestar.org>
Source record: 186032

```
==========================================================================
this "64k" barrier (you've heard of the 640k barrier? this is worse),
programmers have to do nasty things to their pointers, so it's much,
much easier to put some arbitrary limit on data structure size.
==========================================================================

In protected mode on a 386, you have 2 more segment registers than
normal, and segments can be any size the programmer wants, which can make
segments a very handy programming tool. I still prefer flat model.

--
==========================================================================
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org
```

3615. Re: Email address for Golden Image UK

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 09:16:26 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994May30.091626.28301@bradford.ac.uk>
Source record: 186486

Peter Hopson (pmh@noddy.forestry.tas.gov.au) wrote:
: Yep, the subject says it all.
: Hope you can help.

Erm, sorry about this but does anyone remember the drives with track counters that GI made? They've just re-released them for the Amiga, anyone reckon they'll come back out for us lot?
I think warpzone pdl have something to do with them btw.
Oh and if anyone has a second hand one of these they want to sell, I;d be happy to take it off your hands :).

Cheers

Paul

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

3616. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 09:30:30 UTC
From: Lexicor@world.std.com
Message-ID: <CqLzqu.81E@world.std.com>
Source record: 186484

In article <Up-EE4PEEVN@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>In <CqHFvx.1Gq@world.std.com> ysiu@lexicor.com wrote :
>
>>Well..there is ALWAYS the Medusa ^_-
>>
>>It was demonstrated at two SSAG meetings and at yesterdays Computer Zone
>>Meeting...people could see the speed and performance of the Medusa, a
>>direct comparison was made between TT and Medusa side by side..truly astounding
>>
>>The Medusa was about 4-6 times faster (not counting graphics)
>
>Raah, yet again NOT the graphics, what are they using those machines for
>anyway ?

The Graphics were incredibly fast using NVDI ET-4000 and an ET-4000
Graphics Board, HOWEVER I did not include graphics because it was compared to
a NONE NVDI running TT without Graphics board....using the NBM the results
of the medusa offered around 1780% in graphics, as compared to the stock
TT which had like 200-300% graphics results..

Benchmarks were posted on the lexicor-list a while ago..if you like I can
repost them

Yat

>
>With all this multimedia hype going on, graphics speed is crucial today!!
>
>Gert
>
>--
>
>
>-- --
> Atari TT-Point
>-- --

3617. Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 09:40:20 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405301627.AA00142@montp.cirad.fr>
Source record: 186485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CEO file contents:
Hi all,

I asked these two question last week but only got one reply. Come on, these aren't hard ones :) So here we go again :

A) Is there any way to read Macintosh disks and files (simple plain vanilla ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is Aladin ?

B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what about 32bits ?

Thanx again,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

3618. Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 10:18:21 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994May30.101821.1@dct.ac.uk>
Source record: 186483

I have an STe with 4Mb RAM, TOS 1.62 and an 80Mb hard disk. I am considering purchasing Mag!X to replace the OS. I have read that single tasking it will run faster than standard TOS. Is this correct?

How does Mag!X run GEM programs which do not use a window? Does it place its own window around the display?

Does Mag!X replace the standard file selector?

Can you quit from Mag!X like Terradesk?

Does GFA Basic 3.6 run on Mag!X in multitasking mode? I have heard that there are problems with GFA Basic running under MTOS.

Are there any other incompatibility problems with the system other than the music package identified in ST Review magazine?

Any other information would be greatly appreciated.

S.W.

3619. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 10:32:47 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2scfcf$f8n@dill.csv.warwick.ac.uk>
Source record: 186487

In article <2s5b1t$5op@mother.usf.edu>,
millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>I've asked this before and never got an answer... what is an Archimedes, and
>what is it like?
>

I can't believe you have never heard of this truly great machine ! It is built by Acorn in the UK and uses the ARM range of processors, the basic models use an ARM 2 chip, while the higher end models use an ARM 3. However the best thing about Acorn is the release of their new machine called the RISC PC, which is compatible with the Archimedes, this uses an ARM 610 and has speed comparable to a very fast 486. It has two slots for processors, so it is possible to have both an ARM chip inside as well as an antual 486 or other processor, running in parallel. Other features of this machine are fast 24bit graphics (2 Meg's of VRAM) and also the ability to fit up to 256 Meg's of DRAM.

I hope this enlightens you in a little way !

Dan
Compiler of FT-POV for the Archimedes.

3620. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 10:33:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqM2oL.FD0@cix.compulink.co.uk>
Source record: 186488

In message <1994May29.162228.3200@bay.cc.kcl.ac.uk>, sjg@phlem.ph.kcl.ac.uk said:
>
>Maybe you'd better check Ofir <grin>
>
>Seriously, I hate propogating rumours/disinformation, but that *is*
>what the guy told me. Damn! I *knew* I should have got his name...
>Maybe he was a salesdroid, just repeating 'company wisdom', but I
>didn't think HiSoft were that big.

You spoke to Dave Link, the owner and he says you misunderstood him.
Anyway, they are still paying me for my ST work, so I'm happy.

Ofir ogal@cix.compulink.co.uk

3621. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 11:00:20 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2sch04$qbm@canopus.cc.umanitoba.ca>
Source record: 186491
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Battle Of Britain.............$ 20.00
Starglider 2..................$ 12.00
Advanced Destroyer Simulator...$ 15.00
Firezone......................$ 10.00
Sherman M4....................$ 10.00
World Snooker.................$ 10.00
Zany Golf.....................$ 8.00 (no docs?)
The Pawn......................$ 10.00
TV Sports Football............$ 10.00
10th Frame Bowling............$ 10.00

Michtron BBS..................$ 5.00 (classic bbs software, no box&docs)
Degas Elite...................$ 8.00 (no box or docs)
DC Utilities v2.0d (latest)....$ 7.00
DC Shower v1.0e (latest).......$ 7.00

=====================================================================
MAGAZINES
=====================================================================
Atari Interface Magazine (AIM):
3/91, 10/91 thru 4/93
--- 13 issues total.....$8+shipping

ST Applications (British):
1/93, 3/93
--- 2 issues total......$4+shipping

Atari Explorer:
4/89, Spring 90, 1/91 thru 2/93
--- 13 issues total.....$10+shipping

STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$40+shipping

All above magazines: $50+shipping!!!!!!
```

==
MISCELLANEOUS
==
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
==
~~~~~~

3622. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 11:06:26 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May30.110626.20225@t.hfb.se>
Source record: 186490

In article 4ss@charm.magnus.acs.ohio-state.edu, dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
>>Excuse me, but how do you go about if you want to send video data to the TV at
>>50Hz and set the video sync to 60 Hz, as you say is possible?
>>Are we talking F030 specific code here?
>>I'm a programmer so feel free to mail an example in C or assembly!
>>
>>
> I have never looked for code to make it happen. Why would you? It just
>happens.

I asked to find out if you really know what you are talking about!
And by your answer I can see that you are not.

>Most european programmers code and assume 50Hz running on the system.
>Makes sense that's their video standard and that's what their machines run at.
>But American machines operate at a standard of 60Hz, this is our video standard
>so again it makes sense.

This is true.

>Now when an american boots their machine with a european demo, which is
>assuming the system is running at 50Hz, you get rolling screens.

Yes, this happen IF THE DEMO CHANGES THE SYNC RATE to one that your TV
cannot handle.

>Now if before you run this demo, you instead switch your system to PAL or 50Hz >whatever
you want to call it, then run the demo VOILA it works.

Really? I don't think so. If your TV could handle 50Hz the problem would not have
occured in the first place. And if your TV cannot handle 50HZ this would certainly
not work!

>The machine now knows what it's doing.
>The same thing plagued amiga owners. If you are lucky you can
>adjust your TV or monitor so that it's close enough to both not to care. If
>not you have to rely on switchers.
>
> Again it's not that big of a topic. If you have the problem adjust your
>set or run a switcher.

Sorry, this doesn't make any sense!
I don't think you know what you are talking about,
or maybe I don't understand what you are trying to say?

> Dan Ackerman
> ackerman.29@osu.edu

/
/ Daniel

3623. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 11:20:00 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May30.112000.20447@t.hfb.se>
Source record: 186492

> Actually, at 50hz, you get 25fps, and at 60hz, you get 30fps. Interlacing,
> remember.

No, think again.
Most rez (all rez on the ST/STE) are non interlaced so you will get 50/60 fps
if your code is fast enough!

> However, on the Falcon, a much faster machine, this should no longer be
> necessary. There should be plenty of time durring the vertical blank at 60hz
> to get the work done, regardless of the fact that 320x200xTC has 4 times as
> much data to manipulate than ST low....

Hmm, I think that is a contradiction... :-)
The F030 is operating 2-3 times as fast as the ST and has 4-8 times the data
to operate on! You really need all the clock-cycles you can get...

> most ST demos were full screen, while most Falcon demos I've seen work
> in a little window on the screen.

Guess why!

/
/ Daniel
The Gambler of New Core. (IRC: TheG).
ST/STE/F030 game/demo programmer.
New Core - Coding for fame!

3624. Re: "Icon juggler" problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 11:43:38 UTC
From: koehne@peking.informatik.uni-dortmund.de
Message-ID: <2scjha$37n@fbi-news.informatik.uni-dortmund.de>
Source record: 186494

Try the following program:

Name: ftp.germany.eu.net
Address: 192.76.144.75

/pub/comp/atari-st/utils/bigicon.zip

It's an archive-programm for desktopicons.
With it you allready get a great collection of icons...

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

3625. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 11:43:40 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EE5MBBYB@tecnozid.mubo.saar.de>
Source record: 186167

In <8138@merlin.ukc.ac.uk> N.Jones-Rodway wrote :

>>FTP-Server?
>

i have tested icdraw14 in the meantime!
its GOOD!
the first usable iconeditor for the falcon i know.
two other testediconeditors are BAD!

ftp-server: ftp.uni-kl.de (maybe still in the "incoming"-directory!
bye bern

--

Bi-O-Frood | Deluxe /7/7 / / / _7 /7 /_/ /_/ The Music-Hacker's
b_kirsch@mubo.saar.de| / / |_/ /_/ /_ /-| / | / | Tool for /|\ Falcon

Atari is not dead! It only smells funny! (Rock 'n' Roll)

3626. Re: "Icon juggler" problems

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 11:46:51 UTC
From: koehne@peking.informatik.uni-dortmund.de
Message-ID: <2scjnb$37n@fbi-news.informatik.uni-dortmund.de>
Source record: 186495

In article <2s296n$jhk@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:

|> One thing that might bomb (but does not always) the program is Icons
|> that have a slightly non-standard size. SO anything that is not 32*32 in
|> size. Some icons that came with teradesk are bigger than that as are the
|> icons available for 7Up.

That is not just a problem with this programm.
You will get great problems with the descicon.rsc if you use bigger icons than 32*32!!!! Even when they are smaller, I can remember!!
Of course only when you use the TOS not Gemini or something like that...

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

3627. [Q] Atari Dealers in LA Area: where to get Compendium

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:01:05 UTC
From: jhh@cwi.nl
Message-ID: <CqM6pt.G8E@cwi.nl>
Source record: 186498

Hi,

I'll be visiting LA in August, and thought it would be nice opportunity to visit some Atari Dealers and other shops that sell Atari goodies. If you know of such shops, please mail me their address and maybe telephone number. Most importantly, I would very much like to know where to get the Atari Compendium (as it is unavailable here in Holland, and you can't get anywhere without proper documentation :-().

Thanks,

P.S.: Does the Compendium also contain info about the 56001, or should I buy a seperate book to program that one. Which one would you recommend?

--

Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

3628. Re: syquests, spectre

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:10:11 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5EwPepL.lmcclure@delphi.com>
Source record: 186489

In a message dated 5-12-94, George Frajkor said:

"Will this work withthe Syquests? How does one (a)
partition a syquest so that Mac and ST partitions can
exist on the same cartyridge,or is it more sensible to
have separate cartridges formatted differently?"

Once the Syquest cart is mounted, you can treat it exactly as you would any other hard drive attached to the ST.

Unless the Syquest is your only HD, I personally would recommend using separate carts for the Mac and ST stuff.

You noted you did not recieve the ICD software with you Syquest. If you have an ICD host adapter in your system, you need only download the latest update of the ICD software from the ICD BBS, or one of the online services. I would also imagine it is available via FTP from some site.

3629. Re: Cd with Jag / JagCD with Falc

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:20:32 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xGxN2DA.lmcclure@delphi.com>
Source record: 186493

In a message dated 4-16-94, Rowland Baker said:

"Does anyone know if it _will_ be possible to hook an
external/portable CD Drive to the Jaguar (and will
Triplespeed, etc. yield that much of an advantage
without being optimized for?)? =)"

It is very likely the Jag CD will use a proprietary interface, rather
than SCSI. This would mean you would need to design and build a SCSI
interface for the Jag that would precisely emulate that interface.

Likewise, attempting to use the Jag CD with a Falcon would either require
designing and build something to convert the Jag CD's interface to SCSI,
or interfacing it with one of the other ports on the Falcon, and writing
a custom driver to access it via that port.

3630. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:21:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqM7oB.Jxo@cix.compulink.co.uk>
Source record: 186305

In message <1994May30.101821.1@dct.ac.uk>, mcssesw@dct.ac.uk said:
>
>I have an STe with 4Mb RAM, TOS 1.62 and an 80Mb hard disk. I am considering
>purchasing Mag!X to replace the OS. I have read that single tasking it will run
>faster than standard TOS. Is this correct?

Yes, it will be faster than TOS.

>How does Mag!X run GEM programs which do not use a window? Does it place its
>own window around the display?

No. GEM programs that do not use windows are a problem.

>Does Mag!X replace the standard file selector?

Yes, but the Mag!X file selector is not much better than TOS. Get
Selectric, that works very well with Mag!X or TOS.

>Can you quit from Mag!X like Terradesk?

No, Mag!X is an OS, not a desktop.

>Does GFA Basic 3.6 run on Mag!X in multitasking mode? I have heard that there
>are problems with GFA Basic running under MTOS.

No idea. It's unlikely to run properly because it's not a 'legal' GEM app.

>Are there any other incompatibility problems with the system other than the
>music package identified in ST Review magazine?

There will always be compatibility problems with programs that assume
screen ownership and similar problems. However, if you run in a single
tasking mode these problems are less likely.

Ofir ogal@cix.compulink.co.uk

3631. Upgrading and old STFM

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:45:08 UTC
From: oddjob@cix.compulink.co.uk
Message-ID: <CqM8r9.Ky4@cix.compulink.co.uk>
Source record: 186306

Upgrading and old STFM
I have just acquired an ST FM. It has 512kb of soldered ram. I would like
1-4mb of ram.

Is there anybody who can solder in the 16 ? 4164? ram chips

I know getting this machine was a mistake...but...I am stuck with it now!

Any assistance would be greatly appreciated.

oddjob@cix.compulink.co.uk

3632. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:52:18 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-300594125218@ngalm099.gal.nt.com>
Source record: 186497

In article <9405301627.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr wrote:

******** SNIP **********

> B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a
> 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get
> 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what
> about 32bits ?

I've never seen a 32 bit SIMM, but I would imagine that they are longer
then
the 8 bit ones normally used, how would they fit into the slots?

I suppose that if you were willing to wire up the simms, provide some
decoding, it might be possible. I need to think about this though, I am not
familiar with the pinout of 32 bit simms.

Seems like a hard way to go about it.
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3633. Re: 2 questions : Mac disks and SIMMs

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:56:49 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xG2sWBB.lmcclure@delphi.com>
Source record: 186496

In a messaged dated 5-26-94, Bales_N@CIRAD.fr said:

"I found a shop selling use 32bit 1Mb SIMMs for cheap. At
the moment I have a 520STE with 1Mb (4 x 256Kb SIMMs).
Can I use these 32bit SIMMS to get 2.5Mb ? (they are about
20$ each)"

No...they will not fit. Standard 8-bit SIMMs, such as the ST and older
Macs use have 30 connections on the edge, while the 32-bit SIMMs used in
the newer Macs have 72 connections on the edge.

3634. Neodesk, memory hog?

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 12:58:09 UTC
From: jpb3@ukc.ac.uk
Message-ID: <8167@merlin.ukc.ac.uk>
Source record: 186499

I have a 2mb STE, and was wondering how much of a memory hog Neodesk is.

Is it worth it, to leave Neodesk in memory permanently, if I have a 2mb machine? I have a hard drive, but reloading of Neodesk still takes a certain time, which sometimes can be annoying.

Thanks for any help,

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

3635. Re: SoundLab 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 13:36:57 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2scq5p$9h9@unicorn.ccc.nottingham.ac.uk>
Source record: 186500

In article <1994May27.031336.18533@ultb.isc.rit.edu>, ter5424@ritvax.isc.rit.edu (T-Dub/SGP '93) writes:
> I have just been introduced to SoundLab 1.1. Unfortunately, it does not
> support 16-Bit samples which I have been using since getting my Replay 16.
> SoundLab 2.0 will supposedly support 16-Bit samples. Has it been released yet
> to PD or is it still under development? Would any registered users have any
> info on it (I am not a registered user... yet). Thanks.

DMJ shelved it for a while as he was working on other projects (View II for example). Soundlab 2 will be commercial due to a poor shareware response for v1. Last I spoke to him (March) he'd lots of plans for v2, but implementation wasn't due to start until around now.

Note that the registration address in 1.1 is now defunct, but you can contact the author at:

DMJ@genie.geis.com

Sam

3636. Email address for FaST club, UK?

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 14:42:48 UTC
From: hallvart@ifi.uio.no
Message-ID: <2scu18$t06@kolsaas.ifi.uio.no>
Source record: 186302

Has anyone got the email address to the FaST club in the UK?

Hallvard, Oslo, Norway

3637. Re: WANTED: Database software

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 14:47:55 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CqMEFv.F97@cee.hw.ac.uk>
Source record: 186311

Robert Fernandez (ENG) (rfernand@chuma.ec.usf.edu.) wrote:
: I was wondering if anyone could tell me where I could get a cheap or shareware database program for the Atari Mega ST2. Thanks.

If you tell me the exact purpose of the database, I can write a purpose built program for you. Otherwise, there is are a few general purpose databases in PD. I could never get one to do exactly what I wanted so I gave up and wrote my own

Yours

Graeme Mathieson

--
~~~~~~
@ | |\/| @
@ LLLLL LLLL LLLLL LLLL | Moderator of STAMP on | |onochrome. @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Email: ceegam@cee.hw.ac.uk @
@ LL LL LL LL LL LL LL LL | ~~~~~~ @
@ LL LL LL LL LL LL LL LL | Snail Mail:Graeme Mathieson, 52 Netherby Rd @
@ LLLLL LLLL LLLLL LLLL | Edinburgh @
@ | @
~~~~~~
@ Contact me if you need any help with ST Assembly Language,etc or if you get @
@ any nice ST/Falcon demos,etc I might like. ;-) @
~~~~~~
~~~~~~

3638. help making simple program wanted

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 14:50:43 UTC
From: hallvart@ifi.uio.no
Message-ID: <2scug3$o1@kolsaas.ifi.uio.no>
Source record: 186303

Hi,
I've just recieved the source code from someone who made a program that let's you access am alternative keyboard layout and switch between the original layout (in ROM) and this one. There are a couple of things I need to have changed, and he's let me have the source code for others to re-program to implement these features. Anybody willing/able to do this?
The program is written in Devpac assembler version 2.09
Please contact me via email.
Hallvard, Oslo, Norway

3639. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 15:11:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2dea109a@kockens.ct.se>
Source record: 186327

DT> i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
DT> any ideas?
DT>
DT> Doug
DT>
You CANT get a SupraFaxModem V32" to work beyond 19200 baud!!!
If you want a Supra modem that works beyond 19200 baud you have to buy the new
SupraFaxModem 288

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

3640. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 15:13:53 UTC
From: sys1@exnet.com
Message-ID: <CqMFn6.9qL@exnet.com>
Source record: 186304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <1994May27.104424.28239@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>Maybe he was jumping from a sinking ship.

Are you calling Bob Brodie a liar?

Sinclair, you are a nasty little worm

>Peter Sinclair-Day

Xavier

3641. TT te koop

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 15:44:27 UTC
From: rcbaek@tuegate.tue.nl
Message-ID: <2sd1kr$72q@tuegate.tue.nl>
Source record: 186309

Hallo,

ATARI TT tekoop met 2 Mb geheugen (st) en een maxtor 210 Mb
SCSI disk.
De TT heeft een 1.44 Mb floppydisk en tos 3.01.
Vraagprijs Fl 2000,-.

Groetjes Edzard Kolks.

Edzard Kolks
Vestdijk 31g
5611 CA Eindhoven
040-452839

3642. Sound Tools

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 16:44:22 UTC
From: jmax@panix.com
Message-ID: <2sd556$o9m@panix.com>
Source record: 186310

I read an article that mentioned sound tools for the ST. Does this exist, and where is it available?

Thanks,

jmax@panix.com

3643. FAQs wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 17:22:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dea2fe1@p10.secom.ct.se>
Source record: 186287

I'm looking for all sorts of Atari related FAQ files - preferably ones that can be distributed freely to members of our usergroup.

Please send contributions on disk. I will cover your expenses or swap with software from the PD library.

Email first please - with info on what you have in your collection or you have written yourself.

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

3644. Re: Neodesk, memory hog?

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 18:05:43 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CqMnLK.B2A@arc.ab.ca>
Source record: 186313

In article <8167@merlin.ukc.ac.uk>, jpb3@ukc.ac.uk (John Beranek) writes:
>
> I have a 2mb STE, and was wondering how much of a memory hog Neodesk
>is.
>
> Is it worth it, to leave Neodesk in memory permanently, if I have a
>2mb machine? I have a hard drive, but reloading of Neodesk still takes
>a certain time, which sometimes can be annoying.

I am running Neodesk 3.03 on my Mega 2 ST and lots of accessories and autoload programs. When I check I have about 750K free. I am able to run everything that I use without having to unload Neodesk. Best to try it out and see what kinds of problems you have.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3645. Falcon Recasing, Dead Issue ????

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 18:24:52 UTC
From: f94053@albireo.tdb.uu.se
Message-ID: <2sdb1k$1jcb@columba.udac.uu.se>
Source record: 186312

There was once talk about recasing the Falcon (MegaST style,
with separate keyboard). I haven't heard anything about that for a long time.
Does anyone know whether Atari have any plans along this line ?
This may be a long since dead issue, but I would like to know
if that's the case. Thank you.

f94053@student.tdb.uu.se

3646. Games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 19:14:10 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CqMqrn.6n6@nntpa.cb.att.com>
Source record: 186314

Time to clean house - lots of good games - come with boxes and docs
unless noted otherwise.

SimCity - voted 89 best consumer program - you design and build
the city of your dreams $20
Populous - another of the really great games for the ST - you
build empires, conquer lands and wreak havoc $20
Hunt for Red October - submarine combat simulation based on movie $16
Falcon F16 - Best of Year - F16 flight simulator - still regarded
as one of the best on other platforms $16
Accolade's Test Drive - choice of 5 super cars in a first person
driving simulation. Experience the feelings. $16
Atari ST Star Raiders - galactic adventuring - box slightly crushed $13
Microprose's Kennedy Approach - air traffic control simulation in one
of nations busiest airports $13
Microprose's Gunship - AH-64 Appache attack helicopter simulation $13
Rainbird's Carrier Command - run a carrier task force on an assault
of an island - design your own tanks and planes $13
Mindscape's Shadowgate - graphic fantasy adventure $10
Pirates of the Barbary Coast - historical based graphic trading
adventure game against the Pirates off the Barbary coast $10
Spectrum Holobyte's GATO - Submarine simulation of World War II
Gato class subs - D-Day Special - box falling apart $10
Major Motion - rid highways of lawlessness and make land safe for
civilians - driving car game $8

Prices include shipping-Conus. Take whole lot(includes shipping-conus) $140

Contact Wayne Booth voice (708) 393-1905
29W131 Batavia Rd email trek@intgp1.ih.att.com
Warrenville, IL 60555-2208

3647. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 19:21:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2dea4b94@p13.secom.ct.se>
Source record: 186254

```
TM> From millert@undergrad (Timothy Miller)
TM>
TM>
: >> Ands the information I gave you it is correct. Having the system
: >> send data to the monitor or tv at 50Hz is completely different from
TM> going in
: >> with any of the system switchers and setting your system to 50Hz.
: >> One is has to do with video data, the other with video synch.
TM>
TM> : I don't think this is the problem - the thing is that most modern
TM> TVs can : handle both 50 and 60Hz, they just automatically switch. If
TM> they don't - : you'll be shagged with a lot of demos.
TM>
TM>
TM> : ------------------------------------------------------
TM> : sabbath@cix.compulink.co.uk (Graeme Rutt)
TM> : ------------------------------------------------------
TM>
TM> Here in the US, my TV does only 60hz NTSC. I wish European demo
TM> writers would
TM> realize this.
TM>
```

Never thought about buying a new TV, or maybe a monitor?
My Philips CM8833-II works just fine in both 50Hz and 60Hz and the contrast is
much better than on a TV.

Samuel Arvidsson.

3648. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 19:53:18 UTC
From: millert@undergrad
Message-ID: <2sdg7e$pts@mother.usf.edu>
Source record: 186316

Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:

: > Actually, at 50hz, you get 25fps, and at 60hz, you get 30fps. Interlacing,
: > remember.

: No, think again.
: Most rez (all rez on the ST/STE) are non interlaced so you will get 50/60 fps
: if your code is fast enough!

Nonono. The REFRESH happens 25 or 30 times a second! The sync rate is double
that because the other set of scanlines if drawn 1/50 or 1/60 second later.

: > However, on the Falcon, a much faster machine, this should no longer be
: > necessary. There should be plenty of time durring the vertical blank at 60hz
: > to get the work done, regardless of the fact that 320x200xTC has 4 times as
: > much data to manipulate than ST low....

: Hmm, I think that is a contradiction... :-)
: The F030 is operating 2-3 times as fast as the ST and has 4-8 times the data
: to operate on! You really need all the clock-cycles you can get...

I've written good code for the Falcon, taking advantage of the cache, that was
more than 4 times faster than the ST.

: > most ST demos were full screen, while most Falcon demos I've seen work
: > in a little window on the screen.

: Guess why!

: /
: / Daniel
: The Gambler of New Core. (IRC: TheG).
: ST/STE/F030 game/demo programmer.
: New Core - Coding for fame!

3649. Re: LHArc 3.01

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 19:55:16 UTC
From: millert@undergrad
Message-ID: <2sdgb4$pts@mother.usf.edu>
Source record: 186315

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
: >I know WHY the garbage bytes are there. The problem is that the archi
: >on me when it finds them.

: Do you want a small program that removes the CTRL-Z characters ?

: Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
: Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
: SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

I could write that silly little program in a minute. I just want an archiver
that works properly.

3650. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 20:45:01 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CqMv2L.AGw@news.cis.umn.edu>
Source record: 186317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9405301627.AA00142@montp.cirad.fr>, <Bales_N@CIRAD.fr> wrote:
>CEO file contents:
>Hi all,
>
>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :
>
>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
> Aladin ?

I heard of a program called MacSee. I have never used it, but that is
what it was supposed to do. As for Aladin, it is the interface for GEnie.

Joe

3651. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 21:12:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dea6638@p2.stacken.ct.se>
Source record: 186329

RS> From sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
RS>
RS> Plus Atari have droped out of a lot of shows, you only need a
RS> communication manager when you have some things to communicate..

They seem to be concentrating on the US, and a big presence is expected at the
summer CES.

RS> Plus I don't think Atari has much money to play with these
RS> days....

They just made a fresh million $ or so from selling some stock to Time-Warner.
I don't think money is the problem at Atari right now, but the lack of new
games released for the Jaguar is...

_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 email patrik@p2.stacken.ct.se
_/---

3652. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 21:20:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dea670d@p2.stacken.ct.se>
Source record: 186330

```
I> From Iain.Laskey@barclays.co.uk
I>
I> has even heard of him. I know that on more than one occassion he
I> embarrassed Atari

Like who didn't? :-)

--------------------------------------------------------------------------
_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 email patrik@p2.stacken.ct.se
_/________________________________________________________________________
```

3653. Re: Legalities of C help Program

Newsgroup: comp.sys.atari.st
Date: 1994-05-30 22:37:32 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <771042190.5@mettav.royle>
Source record: 185653

On 21 May 94 at 09:01:51 ("Simon Robins") wrote the following:

>> I have had no response about any programs about help for Lattice C, so
>> I suppose I will have to write my own. Does anybody know the
>> legalities about reproducing the function definitions and short
>> descriptions?
> Try 1stguide. It is a Hypertext ACC/PRG that comes complete with a
> full hypertext guide to most of the Lattice AES/GEMDOS/BIOS/XBOIS
> functions. It is a bit out of date, but most of the work has been done.
> Now if only the Lattice editor supported 1stguide the way that Everest
> does. :-(

I grabbed ST-GUI04.LZH off my local BBS the other day, is this LC guide
seperate to this LZH archive, where can I get it and is it in english?

-Paul-

--
~=~=~=

3654. Gem List subscribers

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 01:09:08 UTC
From: Lexicor@world.std.com
Message-ID: <Cqn779.I9p@world.std.com>
Source record: 186320

Gem-list subscribers:

imr@uk.ac.bham.cs
ssm@nott.psyc.ac.uk

If you know who they are, or if you see this post please reply to me, this email that was used to subscribe to the gem-list was unsuccesful.

Thank you

Yat
- list-admin@lexicor.com

3655. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 01:43:07 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2se4nb$t9a@bronze.coil.com>
Source record: 186322

> There's about 3 situations I have run into that keep it from
>being "perfect".
> 3) and I'm not sure what would happen if you tried loading XCONTROL.ACC
> into Chameleon, etc

I simply renamed XCONTROL.ACC to CONTROL.ACX and by default
Chameleon loads it and it works flawlessly for me.
This is on my Mega ST4 under TOS 1.2 (or is that 1.02?).
Also, i have mym sys set up to have 6 Chameleons altered to
auto-load my 6 favorite ACC's on start-up. Does anyone else use this
nice feature?

--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

3656. Re: Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 01:47:01 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <2se4ul$ofo@nyx10.cs.du.edu>
Source record: 186323

In article <taylordCqICC4.AuH@netcom.com>,
Doug Taylor <taylord@netcom.com> wrote:
>Does it exist?

Sure - StraightFax, and it's worked great for me. Comes with printer
drivers for a number of popular programs too...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)
"It's a damn poor mind indeed that can't think of at least two ways to
spell a word."
--- Samuel Adams

3657. Re: Vroom II for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 01:52:30 UTC
From: abarbiero@delphi.com
Message-ID: <BWxuOHe.abarbiero@delphi.com>
Source record: 186318

David Cowan <davidc@vissci.demon.co.uk> writes:

>21st Century has also written Pinball Dreams, which is being held back !

Does anyone have any more info on these Falcon030 games? I would
like to publish the information in AEO... maybe we can coerce them
into releasing Falcon software, seeing that it is already written.

Andreas@Atari Explorer

3658. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 01:56:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2se5g4$fd8@uqcspe.cs.uq.oz.au>
Source record: 186325

john@albemuth.equinox.gen.nz (John Collis) writes:

>In <2s1gsh$fsg@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>>The question is whether-and-if-so-when someone will fill Brodie's position.

>The word I'd heard is that it is "unlikely".

Maybe the position would be filled by Jeff Minter, in line with the Game
hat Atari now wears (again).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3659. SMS2

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 01:56:52 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <770974208.0@mettav.royle>
Source record: 185639

It was none other than William Kent that wrote on 25 May 94 that ,
WK> Does anybody out there have any hands-on experience with the new ST
WK> OS SMS2?

Fiddled about with it at a recent Atari show and without getting a look at the manual's I couldn't get it to do anything at all so 0 out of 10 for intuative interface <Grin>

Having said that I hacked away at it in the dark and couldn't make it fall over either so it look's like it's pretty stable !

WK> Indy and an AS/400, I got interested. But I find it hard to believe
WK> what the articel said.

From what I saw It is absolutely brimming with features and power .It was runing a Midinetwork from floppy/520STFM and load's of other thing's without any problem's except for the app's were not the best I'd ever seen.

WK> So could anyone comment on this new OS? Wheter or not is really
WK> does speed up the ST 8.25 times? And what kind of software that is
WK> available for it? Does anyone know if anything by GNU is running on
WK> it? Or POV?

The software looked pretty limited ATM , My opinion is that it is a real amazing piece of hardware that will be of no use whatsoever to the majority of ST user's but the OS freak's will love it as it is VERY 'interesting' in that respect and sure is something to make PC user's go a bit green that such a humble system as a 520STFM at 8Mhz can do what it can do :-) I think It might find a role in Education and amongst academic circles but doesn't strike me as a useful platform for running general application's on.

WK> One other thing if those specs are correct, it would seem logical
WK> that fitting such a unit to a TT (or even better a Medusa) would give
WK> you a Cray at home :-)

maybe :-) But then I don't think Calamus or Cubase Audio (or any other fav Atari soft's) are available for a Cray so is that going to be of any use to you ???

MHYG
Graham

3660. Re: TV tuner needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 02:03:00 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <770974208.1@mettav.royle>
Source record: 185640

It was none other than Daniel D that wrote on 25 May 94 that ,

DD> From: dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman)
DD> Organization: The Ohio State University
DD>
DD> I saw a newsbyte in a recent ST USER about a digitizer out of Germany
DD> that
DD> allowed you to also run VIDEO in a window with SOUND. I can't
DD> remember the
DD> name right now. Anyone else see this?

Compo have promised something like this ,can't remember the name off hand
either .

MHYG
Graham

3661. CAD program wanted please

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 02:04:04 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1994May31.140404.1@csc.canterbury.ac.nz>
Source record: 186324

Hi!

I was just wondering if anyone out there in Net-Land can tell me
where I might find a good (and hopefully shareware or PD) CAD program
for my ST (2.5M, colour monitor). I've got GFA-Draft, as was given
away by STF, but it is slow, and is funny with circles.

Thanks in advance!
--
__ +-------------------------------------+
/<o__n | Carey Evans |
<| .=== .... | NZ: evancw2@cosc.canterbury.ac.nz |
____ <| | | World: misc223@csc.canterbury.ac.nz |
/ __ \ <| | +-------------------------------------+
~~~~~~
~~~~~~

3662. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 02:06:12 UTC
From: abarbiero@delphi.com
Message-ID: <J0yvWDU.abarbiero@delphi.com>
Source record: 186319

<Bales_N@CIRAD.fr> writes:

>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
> Aladin ?
>
>B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a
> 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get
> 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what
> about 32bits ?

Answers:

MAC-See is a commercial program that may help you out here, I do
not know about a sharware version. Send EMAIL to MRBURKLEY@Delphi.com,
he maintains a very comprehensive list of all shareware available.

b) No- you need 1X8 simms 1X9 may work, I cant remember off the top of
my head. 32bit SIMMs will not work.

Andreas@Atari Explorer

3663. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 02:19:14 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2se6r2$cf@bronze.coil.com>
Source record: 186326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All,
So, is it, or is it not, possible for me to acchieve 57.6Kbs transfers through a 'standard' 14.4Kbps modem while using built-in MNP error-correction and data-compression?
I have an unmodified Mega St4 (no "E") and have installed HSMODE04. I do not know if I have installed it correctly though. What HSMODE04 files do I need in AUTO and are the "y, n, n, uuuuuu, y, 4096, 4096" settings suggested earilir sufficient to get to 57.6Kbps?
Please help! I've seen this rate done on a friends PC with an internal card 14.4 modem and would _really_ like it here at home on my _more expensive_ INTeL modem! :)
Thanks a bunch!

--
"The reasonable man adapts himself to the world; the unreasonable one persists in trying to adapt the world to himself. Therefore all progress depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

3664. Re: [Q] Atari Dealers in LA Area: where to get Compendium

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 02:19:45 UTC
From: abarbiero@delphi.com
Message-ID: <J20sW5R.abarbiero@delphi.com>
Source record: 186321

TCN

818-500-3900
1605 West Glenoaks Blvd. Glendale California
(its in LA)

Andreas@Atari Explorer

3665. Atari Equipment Sale

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 03:22:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <ef1_9405310535@flight.org>
Source record: 186338

I'm interested in the thermal printer, is it 40 or 80 column?

Fidonet: Michael Fitzpatrick 1:282/47
Internet: Michael.Fitzpatrick@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

3666. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 04:11:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2seded$dt2@golem.wcc.govt.nz>
Source record: 186331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9405301627.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi all,
>
>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :
>
>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
> Aladin ?

The Happy I think can read Mac disks, the Atari can't....

>B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a
> 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get
> 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what
> about 32bits ?
>

The STE is a 16 bit buss machine, and the Ram is split into 8 bits, for byte
access..

You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the unused 9th
bit must have the inputs terminated to 0v or +v, so just connect pins
28,29 and 30 together....pin 30 is +v....
>Thanx again,
> Nick.
>

Please get a copy of the FAQ, this should all be in there.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3667. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 04:20:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2seduf$dt2@golem.wcc.govt.nz>
Source record: 186332

In article <2scfcf$f8n@dill.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Paul Donovan) writes:
>In article <2s5b1t$5op@mother.usf.edu>,
> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>>I've asked this before and never got an answer... what is an Archimedes, and
>>what is it like?
>>
>
>I can't believe you have never heard of this truly great machine ! It is built
>by Acorn in the UK and uses the ARM range of processors, the basic models use
>an ARM 2 chip, while the higher end models use an ARM 3. However the best
>thing about Acorn is the release of their new machine called the RISC PC, which
>is compatible with the Archimedes, this uses an ARM 610 and has speed comparable
>to a very fast 486. It has two slots for processors, so it is possible to have
>both an ARM chip inside as well as an antual 486 or other processor, running
>in parallel. Other features of this machine are fast 24bit graphics (2 Meg's
>of VRAM) and also the ability to fit up to 256 Meg's of DRAM.

>
>Dan

Yes I have had a play with a 5000 from memory, has a very nice GUI,
far better the GEM or Windows, from memory the 5000 can do 12 mips...

Kills any thing that Atari has....

Used here a lot in schools.....

ARM Risc chips are used in the Apple Newton, and I think in some new
Lazer printers....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3668. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 05:07:32 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <J83P+BU.johnhechtman@delphi.com>
Source record: 186328

Matt, you say that you have 6 Chameleons loaded in your DA slots. How, exactly did you do that? I cannot get more than 2 Chameleons to run at the same time under TOS2.06. However my friend with a TOS1.62 STE can get 3 or more to run. We both tried to do it the same way, by re-naming the 2nd, 3rd, etc, Chameleons so we'd have Chameleon, Chamel2on, and Chamel3on on the boot drive (C). It worked for her and not for me :(Any clues why this is so?

John Hechtman (JOHNHECHTMAN@DELPHI.COM)

3669. Re: Falcon Recasing, Dead Issue ????

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 05:28:25 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2sehtp$7q0@cxc1.cl.msu.edu>
Source record: 186333

f94053@albireo.tdb.uu.se (DLOP2) writes:

>There was once talk about recasing the Falcon (MegaST style,
>with separate keyboard). I haven't heard anything about that for a long time.
>Does anyone know whether Atari have any plans along this line ?
>This may be a long since dead issue, but I would like to know
>if that's the case. Thank you.
^^^^^^^^^^^^^^^^

Pun intended? :)

As for re-design of the Falcon case, my advice is to not hold your breath.
It's hard to fathom if Atari's ever even gonna do another production run
of the EXISTING form, let alone design something new (other than Jaguar,
of course...)
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3670. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 06:09:23 UTC
From: millert@undergrad
Message-ID: <2sekaj$sn6@mother.usf.edu>
Source record: 186334

Jesper Kock (jesper.kock@kockens.ct.se) wrote:

: DT> i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
: DT> any ideas?
: DT>
: DT> Doug
: DT>
: You CANT get a SupraFaxModem V32" to work beyond 19200 baud!!!
: If you want a Supra modem that works beyond 19200 baud you have to buy the new
: SupraFaxModem 288

With v.32bis compression, you can often get rates much higher than 19200. I think the problem is the computer, not the modem. Most highspeed modems allow you to set the port to at least 57600.

3671. which archiver generates fli files ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 06:18:21 UTC
From: krienke@informatik.uni-koblenz.de
Message-ID: <2sekrd$8ej@newshost.uni-koblenz.de>
Source record: 186335

Hello,

the subject says it all:

I found an archive-file for Atari St and don`t know which archiver I have
to use to unpack the archive.
The extension of it is ".fli" .
Any help would be great ....
Thanks

R. Krienke
--

Rainer Krienke krienke@informatik.uni-koblenz.de
Universitaet Koblenz,
Rechenzentrum, Voice: +49 261 9119-641
Rheinau 3-4, D-56075 Koblenz, Germany Fax: +49 261 9119-499

3672. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 06:41:59 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2sem7n$ksj@news.cs.tu-berlin.de>
Source record: 186336

In article <CqM7oB.Jxo@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>How does Mag!X run GEM programs which do not use a window? Does it place its
>>own window around the display?
>No. GEM programs that do not use windows are a problem.

The only disadvantage of programs without windows is, that you cant
'top' the program by clicking into the window. You can always switch
to the program via the menu-bar or with the keyboard shortcut.

Under MultiTOS these windowless GEM programs have the same problem and
MTOS uses the same solution.

Gretings, Karsten

3673. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 08:16:35 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cqnqzo.94K@hpbbrd.bbn.hp.com>
Source record: 186264

In message <1994May30.101821.1@dct.ac.uk>, mcssesw@dct.ac.uk said:
>How does Mag!X run GEM programs which do not use a window? Does it place its
>own window around the display?

Not around GEM programs, but it will run TOS programs in a window.

>Does GFA Basic 3.6 run on Mag!X in multitasking mode? I have heard that there
>are problems with GFA Basic running under MTOS.

Mag!X offers a single-tasking mode for ill-behaved applications such
as GFA Basic. It will probably work in this mode, but while running
GFA Basic, the system won't multitask.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3674. Re: MiNT-Net 0.4 Problems (was re MiNT FSP now available)

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 08:24:07 UTC
From: error@stack.urc.tue.nl
Message-ID: <2ses77$juf@tuegate.tue.nl>
Source record: 186339

roemer@hera.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:

>You MUST MUST MUST first of all setup the loopback interface. The switched
>order you use worked with 0.3x but not with 0.4x, because some routing
>internals have been changed.

Can't someone write some simple install program that extracts the
software. Let's the user fill in some numbers and then does the
configuration? I'm sure many more people would test the software that
way.

Erlend.
--

3675. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 08:32:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2sesmh$g4@percy.cs.bham.ac.uk>
Source record: 186337

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>I'm not sure what FTP server... I have it here on my computer, how would I
>go about putting on a server? (I'm kind of a newbie at that one).. perhaps
>I could also post it in the binaries area or something.

Post it to binaries.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3676. equalizer based on dsp

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 08:41:09 UTC
From: gasst1@info.isbiel.ch
Message-ID: <2set75$qiv@vega.info.isbiel.ch>
Source record: 186266

We'd like to implement an equalizer based on the falcon's dsp.
Does anybody have some experience concerning this subject ?
We'd be interested in any sourcecode or documenting.
Thanks for your advice !

3677. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 08:55:20 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2seu1o$i7q@lyra.csx.cam.ac.uk>
Source record: 186274
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Ralf Biedermann <f09m@alf.zfn.uni-bremen.de> wrote:
>plord@novell.co.uk (Peter Lord) says:
>>But as far as I can make out, its a completly now OS with no backward
>>compatability nor compatable with other OS's.
>not quite correct. SMS2 is a bit like QDOS from good old Sinclair-QL. I think
>that the C68 C-Compiler for the QL should work

Programs compiled with C68 on a Ql have indeed been observed to work. C68
itself is one such.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3678. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 09:20:34 UTC
From: steve-j@teleport.com
Message-ID: <2sevh2$n3j@kelly.teleport.com>
Source record: 186251

```
In article <2dea670d@p2.stacken.ct.se>,
Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> wrote:
>
> I> From Iain.Laskey@barclays.co.uk
> I>
> I> has even heard of him. I know that on more than one occassion he
> I> embarrassed Atari
>
>Like who didn't? :-)

How has Bob Brodie "embarrassed" Atari?

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

3679. Class 1 Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 09:22:51 UTC
From: taylord@netcom.com
Message-ID: <taylordCqnu23.BHF@netcom.com>
Source record: 186340

Hi.

I have a class 1 faxmodem but have found no PD software to support it.
COMA202 and HFAX only support 2 and 2.0..

Help!!

Doug

3680. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 09:30:45 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf045$j04@lyra.csx.cam.ac.uk>
Source record: 186276
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Richard Zidlicky <rdzidlic@faui06b.informatik.uni-erlangen.de> wrote:
>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>>read about it has been in 'QL World' magazine.

Not really... SMS2 will run some QDOS programs without pain, but it is
genuinely a different operating system.

>>Assuming this is the case (and flame if I'm mixed up somewhere ;-)
>
>>> What programming languages exist- LBASIC was mentioned, is there
>>>a version of C in the pipeline?
>
>I have ported Xlisp, xscheme and scm(another scheme), other folks
>ported REXX awk, ...
>Porting this stuff was realy easy with the c68 compiler
>(easier than from unixV to BSD or vice versa)
>
>>There is a fairly good C compiler for the QL, but nothing that gets
>>anywhere close to GNU C or Lattice C

It's possible to persuade gcc to produce output suitable for QDOS (and
thus for SMS2) but at present the C68 libraries need a bit of work.
However, you need fairly substantial resources to run gcc at all...

>I must definitely flame this, c68 available for QDOS and SMS2
>is very small (.i -> .s phase about 110K) full K&R and ANSI
>and some extras (printf format string checking ....)
>AND FULL sources and extensive libraries(curses,regexp ....).
>AND FREE
>AND ALL relevant GNU utils ported(except gdb, this is a real
>drawback)

Hmm. GNU Make is a relevant GNU utility which AFAIK hasn't been ported to
QDOS/SMS. (Picky, picky...) Porting gdb would be nontrivial.

>The library makes great effort to make porting unix programs
>easy, only differences are in fork/exec and this is much more
>comprehensive under QDOS/SMS2 than unix.

I'd very much like to hear what you think is missing from Unix in the area
of multitasking support that QDOS/SMS2 has.

>Xwindows is not ported, nobody attempted to make it work with
>a QL (<2Mbytes in the vast majority).

I shouldn't imagine an X port is very likely.

>Otherwise it should not be a problem.
>
>The provided window system is very easy and extremely effective
>to use - makes intelligent use of the keyboard, pointer/window
>placing strategies etc..

Provided the programmer is intelligent, just like with GEM and any other GUI it's easy to produce hideous and botched programs.

>>> How similar to Unix is the multitasking?
>
>c68 libs make it appear very similar,

Err, I'd say they make it appear fairly different, actually. Look up what fork() is supposed to do on any Unix system and then say c68 does anything remotely similar. The exec..() calls all take extra parameters in the C68 libs that aren't required by the Unix versions. Also there's no signal support as such, and signals are quite important to multitasking under Unix.

>otherwise very different,
>extremely fast job-switch (about 0x68 bytes context information
>under QDOS)
>
>>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>>be its compactness and efficiency.

If you _already_ like QDOS and have an ST (for whatever reason) then you probably should bother. Otherwise, if you want a fast, compact multitasking system which, although it can't run TOS/GEM programs does already have a software base, you might be interested. You'll have to get used to another way of doing things, but, no pain: no gain.

>some advantage is the THING system.
>A THING is an named block of memory - or object, depending
>how modern you like to view it.
>
>THINGS may contain system extension, executable code,
>shared data or something else and may provide their
>own init,cleanup etc routines.
>Extensions in things may also use a very sophisticated
>parameter description/checking

Currently Things are most widely used for supporting resident programs and a standardised format of extension (i.e. a kind of shared library.)

>This provides fairly sophisticated and fast job communication
>without such overhead as with REXX or similar.
>
>In my view the biggest difference between QDOS and SMS2

>on the one hand and UNIX,MINIX,MINT on the other side is
>the resident program concept of QDOS/SMS2, that means
>shared code of program instances, but also requires
>reentrancy of the programs.

Modern Unix implementations are quite good at code-sharing too. However,
you need extra hardware to perform the particular trick I'm thinking of
(i.e. a MMU.)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3681. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 09:40:24 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf0m8$j80@lyra.csx.cam.ac.uk>
Source record: 186341
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

DuncMan <D.Corps@herts.ac.uk> wrote:
>+-- This was written in a previous article by Roland Givan...
>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>|> read about it has been in 'QL World' magazine.
>
> I just asked in comp.sys.sinclair, and apparently SMS2 is *not*
>QDOS. It may be an alternative QL O/S, and it is *slightly* compatible,
>but thats all.

If you look at the system call interface for SMS2 you will find large chunks of it are essentially the same as that of QDOS. Hence it will run some QDOS programs. However, it is not a QDOS port in that the underlying operating system does many things in completely different ways. (e.g. the job control block is somewhat different.)

If you want QDOS running on an Atari ST, that's possible as well, though you need an extra bit of electronics to emulate the Ql's display modes for this to be useful.

SMS2 users will want to know which QDOS programs they can use. The answer is: some. One can divide QDOS program into three categories.

1) games --- you can be pretty sure that what QDOS games there are won't run under SMS2.

2) old-fashioned programs --- programs written many years ago, or programs written as if they were written many years ago. Many of these won't run under SMS2 because they makes invalid assumptions about QDOS. (That may sound odd, but it turns out that they won't work under certain versions of QDOS either.) This sort of program is becoming rarer and rarer, but they're still around.

3) modern programs --- usually easy to spot since they use a GUI interface very similar to that found under SMS2. If you have one of these then it's quite likely that it will work under SMS2 as well as QDOS.

The acid test, of course, is to try the program in question and see; though that's a bit annoying if you've paid money for it and it doesn't work...

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3682. MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 09:54:24 UTC
From: steve-j@teleport.com
Message-ID: <2sf1gg$nn2@kelly.teleport.com>
Source record: 186343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Word has it from Atari (on GEnie) that a compiled version of
MiNT v1.11 will be made available soon (within the next month
or two) as a freely downloadable file.

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

3683. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 10:19:16 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2sf2v4$89f@bognor.barclays.co.uk>
Source record: 186348

In article <2sevh2$n3j@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> How has Bob Brodie "embarrassed" Atari?
The deIain.Laskey

3684. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 10:30:43 UTC
From: incp@majestix.rz.tu-clausthal.de
Message-ID: <1994May31.103043.10754@solaris.rz.tu-clausthal.de>
Source record: 186350

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: Is ICDRAW14.ZIP ftp-able from anywhere?
Yes, it is. The file is located on:
ftp.tu-clausthal.de:/pub/atari/falcon/systools/icdraw14.zip

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +---------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

3685. Re: Email address for FaST club, UK?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 10:40:33 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2sf471$fqj@unicorn.ccc.nottingham.ac.uk>
Source record: 186344

In article <2scu18$t06@kolsaas.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
> Has anyone got the email address to the FaST club in the UK?
>
> Hallvard, Oslo, Norway

They don't have one. The owner, Paul Glover, has one as
paglo@cix.clink.co.uk but rarely uses it and you're unlikely to get a
reply that way. Phoning them is tricky too ! Try fax.

Sam

3686. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 10:45:04 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <Cqnxv4.4LG@info.bris.ac.uk>
Source record: 186345

In article <9405271603.AA00603@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (John Hutchinson) writes:

|>
|>In article M09yOORagPc@semprini.waterloo-rdp.on.ca,
|>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|>
|>>Ok, how's this...
|>
|>>Atari Hawk/AXP
|>>- 300Mhz Alpha AXP CPU, with 1M cache
|>>- 16M RAM minimum, expandible to 256M
|>>- base system with 340M Fast SCSI-II disk, 2.88M floppy
|>>- 3x speed SCSI-II CD-ROM
|>>- graphics up to 1280x1024x256, 1152x912x16-bit, or 800x600x24-bit
|>> (2M VRAM accelarated video)
|>>- Jaguar audio/visual support chips (for extra texture-mapping muscle
|>> and CD-quality sound)
|>>- $2500 US with 15" Sony Trinitron monitor
|>
|>
|>Hey, that sounds great, Chris.
|>
|>I'll take TWO of these beasties! :)
|>

And make lunch on the chips:-).

Hey, AXP's are great, I'm using one now, but I don't pay the
electricity bill.

|>-Hutch- @ Fair Dinkum Tech
|>
|>
|>
|>
|>
--

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|

Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

3687. Mod-Trackers

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 10:45:35 UTC
From: v932459@develing.si.hhs.nl
Message-ID: <Cqnxw0.825@si.hhs.nl>
Source record: 186349

Hi,

Can anyone give me a hint where I can find a mod-tracker/sequencer which
uses midi-input??? (Doesn't matter if it is for the Atari or PC)...

Thanx,

Ad..

3688. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 10:56:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May31.105619.3975@bradford.ac.uk>
Source record: 186253

On 27 May 94 18:22:56 GMT, Robert Anisko wrote:
: In article <1994May25.190052.27051@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
: >
: >I think this is the only version around. Is there a bug you have found? I
: >think it is perfect in every way.

: 2) *certain* accessories, when loaded into Chameleon, will *not*
: allow themselves to be unloaded from Chameleon; most will work
: fine however

These seem to be mainly screensavers. I would personally blame this on the accessory, rather than Chameleon. Although I can appreciate that a good screensaver has to dig in at a very low level.

: 3) *certain* accessories want the slot all to themselves - for instance,
: I think the DCFormatter background accessory is like this,
: and I'm not sure what would happen if you tried loading XCONTROL.ACC
: into Chameleon, etc

This too, I would blame on badly written accessories.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

3689. Re: which archiver generates fli files ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 11:21:12 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-010594131732@128.141.55.215>
Source record: 186252

In article <2sekrd$8ej@newshost.uni-koblenz.de>,
krienke@informatik.uni-koblenz.de (Rainer Krienke) wrote:

> I found an archive-file for Atari St and don`t know which archiver I have
> to use to unpack the archive.
> The extension of it is ".fli" .
> Any help would be great ....
> Thanks
>
> R. Krienke
> --

This is not an archive but an animation (I think created with autodesk).
You can view it with an accessory called MOVIE100 (You can find it on
ftp.cnam.fr and maybe atari.archive.umich.edu).

3690. UMS II planet editor

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 11:47:05 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994May31.124705@cs.man.ac.uk>
Source record: 186243

I bought UMS II when it first came out and loved it.I was a bit dissapointed when they didn't sell the planet editor with it as the whole package seemed to be incomplete."Don't worry" the told us as it would be released soon.Fair enough I thought,its probably a nasty marketing ploy for them to get more cash.

That was a long long time ago.Has the planet editor,quite a vital part to the game ever been released for UMS II or has it all just been quietly forgotten about,more or less ripping everyone off,as we bought a Universal military simulator that can only simulate 3 battles,that is,the ones it was sold with.

I would be very glad if somebody could tell me if the planet editor has been released and where I could get it.

Thanks Rob Grant

grantr@cs.man.ac.uk

3691. Re: which archiver generates fli files ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 12:26:19 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1824@usdtsg.DaytonOH.NCR.COM>
Source record: 186346

In article <2sekrd$8ej@newshost.uni-koblenz.de> krienke@infko.uni-koblenz.de writes:
>
>I found an archive-file for Atari St and don`t know which archiver I have
>to use to unpack the archive.
>The extension of it is ".fli" .

I believe a FLI file is an animation file. Thus, I don't think it's
archived. You'd need an FLI viewer to view this file however
(which I'm sure some kind netter that's knows of one could be
of more help :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3692. Re: 2 questions : Mac disks and SIMMs

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 12:27:17 UTC
From: kootstra@rivm.nl
Message-ID: <kootstra-310594140953@mackoot.rivm.nl>
Source record: 186342

In article <9405261441.AA00101@montp.cirad.fr>, Bales_N@CIRAD.fr wrote:

> A) Is there a way to read Macintosh disks and files (simple plain vanilla
> ASCII) other than getting Spectre ? and BTW what is Aladin ?
>

> Thanx,
> Nick
>
There no other way for an Atari to read real Macintosh disks other than
with Spectre (still the best I think). Simply because the Mac uses a
variable speed which will give you an extra 10% more bytes (800 kbytes
instead of 720 kbytes for a DD-disk).
Aladin was the very first (software and German) Mac-emulator for the Atari
ST. It had a special disk-format (called Alaldin disk, only one file) and
it worked with modified programs (I think they called it patches). The
makers of Aladin also introduced a special virus to prevent illegal
copying.
The virus only worked on emulated (read Aladin) Macs.
Aladin is past

BTW What's new on Spectre (Gadgets-by-Small) Is it still pushing the edge??

peter (kootstra@rivm.nl)

3693. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 12:29:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1825@usdtsg.DaytonOH.NCR.COM>
Source record: 186347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2sf1gg$nn2@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>
>Word has it from Atari (on GEnie) that a compiled version of
>MiNT v1.11 will be made available soon (within the next month
>or two) as a freely downloadable file.

Cool. Would it be safe to assume then that MiNT-Net would work
on top of this version, without having to go patching at the
sources like you have to for 1.10? Just wondering...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3694. Re: Email address for Golden Image UK

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 12:38:27 UTC
From: whitema@rtsg.mot.com
Message-ID: <2sfb43$4ff@delphinium.cig.mot.com>
Source record: 186257
Body handling: HTML body converted to readable text

In article <1994May30.091626.28301@bradford.ac.uk>,
Paul Booth wrote:
>
>Erm, sorry about this but does anyone remember the drives with track
>counters that GI made? They've just re-released them for the Amiga, anyone
>reckon they'll come back out for us lot?

Bleah. Stay away from those drives with track counters. Mine died after about
two years, and my dealer said it was the track counter circuitry that kills
them off. He disconnected the track counter stuff, and it works now for
short periods of time. Not good for extended use, though.

Michael
whitema@rtsg.mot.com

3695. Re: which archiver generates fli files ?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 12:55:27 UTC
From: dcoull@cix.compulink.co.uk
Message-ID: <Cqo3wF.F45@cix.compulink.co.uk>
Source record: 186277

FLI files aren't archived, they are animation files from the PC. You need Brainstorm's FLI player to view them.

Hope that is a help

Darren

3696. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 13:17:50 UTC
From: rdzidlic@cip.informatik.uni-erlangen.de
Message-ID: <2sfdduEi1t@uni-erlangen.de>
Source record: 186255
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rjk1002@hermes.cam.ac.uk (Richard Kettlewell) writes:

>Richard Zidlicky <rdzidlic@faui06b.informatik.uni-erlangen.de> wrote:
>>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>>>read about it has been in 'QL World' magazine.

>Not really... SMS2 will run some QDOS programs without pain, but it is
>genuinely a different operating system.

>>>Assuming this is the case (and flame if I'm mixed up somewhere ;-)
>>
>>>> What programming languages exist- LBASIC was mentioned, is there
>>>>a version of C in the pipeline?
>>
>>I have ported Xlisp, xscheme and scm(another scheme), other folks
>>ported REXX awk, ...
>>Porting this stuff was realy easy with the c68 compiler
>>(easier than from unixV to BSD or vice versa)
>>
>>>There is a fairly good C compiler for the QL, but nothing that gets
>>>anywhere close to GNU C or Lattice C

>It's possible to persuade gcc to produce output suitable for QDOS (and
>thus for SMS2) but at present the C68 libraries need a bit of work.
>However, you need fairly substantial resources to run gcc at all...

>>I must definitely flame this, c68 available for QDOS and SMS2
>>is very small (.i -> .s phase about 110K) full K&R and ANSI
>>and some extras (printf format string checking ....)
>>AND FULL sources and extensive libraries(curses,regexp ....).
>>AND FREE
>>AND ALL relevant GNU utils ported(except gdb, this is a real
>>drawback)

>Hmm. GNU Make is a relevant GNU utility which AFAIK hasn't been ported to
>QDOS/SMS. (Picky, picky...) Porting gdb would be nontrivial.

>>The library makes great effort to make porting unix programs
>>easy, only differences are in fork/exec and this is much more
>>comprehensive under QDOS/SMS2 than unix.

>I'd very much like to hear what you think is missing from Unix in the area
>of multitasking support that QDOS/SMS2 has.

Not very good expressed myself. I wanted to say that usualy
fork/exec on QDOS does what several lines of code do in unix
Of course there are things you can not do with C68 fork.

>>Xwindows is not ported, nobody attempted to make it work with
>>a QL (<2Mbytes in the vast majority).

>I shouldn't imagine an X port is very likely.

>>Otherwise it should not be a problem.
>>
>>The provided window system is very easy and extremely effective
>>to use - makes intelligent use of the keyboard, pointer/window
>>placing strategies etc..

>Provided the programmer is intelligent, just like with GEM and any other
>GUI it's easy to produce hideous and botched programs.

absolutely true, perhaps even easier

>>>> How similar to Unix is the multitasking?
>>
>>c68 libs make it appear very similar,

>Err, I'd say they make it appear fairly different, actually. Look up what
>fork() is supposed to do on any Unix system and then say c68 does anything
>remotely similar. The exec..() calls all take extra parameters in the C68
>libs that aren't required by the Unix versions. Also there's no signal
>support as such, and signals are quite important to multitasking under
>Unix.

I am working on the signal stuff now, maybe it would work
on SMS2 without many changes.

>>otherwise very different,
>>extremely fast job-switch (about 0x68 bytes context information
>>under QDOS)
>>
>>>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>>>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>>>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>>>be its compactness and efficiency.

>If you _already_ like QDOS and have an ST (for whatever reason) then you
>probably should bother. Otherwise, if you want a fast, compact
>multitasking system which, although it can't run TOS/GEM programs does
>already have a software base, you might be interested. You'll have to get
>used to another way of doing things, but, no pain: no gain.

There is of course the old TOS emulator for QL Dave used
for porting the C compiler, only very well behaved
TOS programs could use it

Bye
Richard

3697. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 13:18:15 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cqo4yF.62D@westminster.ac.uk>
Source record: 186260

Is it possible to run demos (not true colour) ,which were designed for a TV,
on a VGA monitor on the Falcon.

I've tried Res_fooler but I can't get it to work. (It installs OK).

Cheers,
Phil.

--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

3698. GEM Mail List

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 13:42:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.48108.4514.0N1A066B@canrem.com>
Source record: 186292

Hi Ofir,

-> I invite you alnog with many other developers to take part in
-> this discussion. If we reach agreement, I will personally make
-> sure that the standard is published in several ST magazines,
-> placed on FTP sites and is also available in a printed form at a
-> minimal cost to cover printing cost.

Great idea. It's about time that we discuss ways to make things
'smoother' and more even across the board. *grin*

Ralf.

3699. Help! Saved position disaster (Frontier)

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 13:46:56 UTC
From: sjdrew@cen.ex.ac.uk
Message-ID: <Cqo6A9.4wB@cen.ex.ac.uk>
Source record: 186265

Can anyone help this idiot who has managed to lose all his saved positions
for Frontier (Elite II)?

I clicked on the load position option before changing the disk, but when
I inserted my saved position disk all the saved positions weren't there.
Reloading and doing things correctly made no difference. All other files
on the disk are still there (saved positions for other games mainly),
but there is no trace of the Frontier files.

I tried using a disk utility (on a copy) to recover my mistake, but with
no success. From saving a position to a blank disk, and examining that
it appears Frontier saves info in gibberish which doesn't help. I found
similar gibberish on my data disk, but I don't know how to get the game
to find it again.

Any help would be appreciated as I had been playing solidly for 4 months
(Dangerous, Viscount) and can't face a restart.

thanks

Stephen

3700. Re: Chameleon-latest version?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 14:10:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199405311610.a2237@sl.maus.de>
Source record: 186281

In this newsgroup Hallvard Tangerï¿½s wrote the following:
(at We., May 25th 94 - 3:52AM)

HT>Where is it available, if the author has made a newer version. I think
HT>mine is version 1,09 or 1,19 or something with a "9" in it.

It's Chameleon 1.19 ...
Still run's best on all(?) Ataris (except Jag).

Bye
Stef - If you want it: PGP kay available

===
Stefan_Damerau@sl.maus.de
!!No Mail >16kB please!!

3701. Re: WANTED: Database software

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 14:17:08 UTC
From: lannie@picard.infonet.net
Message-ID: <2sfgt4$irm@insosf1.infonet.net>
Source record: 186262

rfernand@chuma.ec.usf.edu. (Robert Fernandez (ENG)) writes:

>I was wondering if anyone could tell me where I could get a cheap or shareware database program for the Atari Mega ST2. Thanks.

>--
>---

I have the old version of DBMan for the ST. I would sell it very cheap.
It is a full copy, manuals and all.

Lannie Schafroth
Lannie@ins.infonet.net
Pathworks System Administrator
Iowa Network Services.

3702. Looking for DTP software

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 14:31:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2sfhno$29e@dux.dundee.ac.uk>
Source record: 186263

I am looking for DTP software for my falcon, unfortuntely about 70 UKP is the maximum at present.

Rod

3703. ATARI ST Supporting BBS

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 14:32:01 UTC
From: Julian Patterson <julpat@delphi.com>
Message-ID: <hA6sOJR.julpat@delphi.com>
Source record: 186261

```
Call
Cave Of Cerberus BBS
201-845-8250

Online 24 Hours 3/12/2400 Baud Rates

Over 5 Gigs ONLINE!

Supporting the Following Systems: Amiga, Apple, ATARI, Commodore, Mac
and IBM/PC.

Over 200 Online Games, HUGE ADULT Areas, File Transfers for ALL Computer
types, Message Sigs, Text Files, Networked Across USA and Canada!,
Plus much more!

Best of ALL Its F R E E !!!!!!!!
One of the LAST Free BBS's around!

Give it a call today!
```

3704. Dungeon Master saved games.

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:03:31 UTC
From: L.E.Anthony-SE2@cs.bham.ac.uk
Message-ID: <2sfjk3$555@percy.cs.bham.ac.uk>
Source record: 186271

Can someone please direct me to anywhere/anyone who knows how
dungeon master stores it's saved games. It is to everyones benefit
as I am writing a new DM editor and hope to include everything you
need, so any suggestions are welcome. I've used DM_13E or whatever
and found it adequate but could be improved a great deal. If there
is already a new DM editor after this program then could someone
tell me ? Cheers.

Oh yes and does anyone know where to FTP "WALLS OF ILLUSION" ??
This looks *Exactly* like Dungeon Master and is PD !!

-Lea.

--

Lea Anthony lea@uk.ac.bham.cs | There's a time for everything under the sun.....

3705. Contact with Bill Devonshire

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:11:14 UTC
From: lecoat@maury.fr
Message-ID: <2sfk2i$kmp@upsn2.u-psud.fr>
Source record: 186259

Hello everybody !!

I would like to discuss with Bill Devonshire about a program he has written. This program is named 3D2 to POV. I use it with big *.3D2 (from Cyberstudio) files, and the message is always "stack overflow". Bill told in the .DOC file to contact him on Genie at B.Devonshire, but I think I can't access to this network. So please, if someone could tell me how to contact him, I would be happy. Maybe he has an Internet adress. So thanks for your help.
My adress is lecoat@marion.ief-paris-sud.fr. Bye for now ...
FLC

3706. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:21:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sfkme$r00@mailer.fsu.edu>
Source record: 186267

stchip@delphi.com wrote:
> Doug Taylor <taylord@netcom.com> writes:
>
> >i have a Supramodem 144 and I can't get it to operate beyond 19200 baud,
> >any ideas?
>
> if you have a 14.4 modem there is _no_ way you can make it operate above
> 14.4 k baud no matter what software you use. The 19200 is the closest to 14.4
> that the computer come to but it will then default to the baud rate that you
> connect to.
> The only idea I have is to get one of the new 28.8 baud modems, I prefer a Zoom

There seems to be a lot of confusion about this. First, any of today's "fast" modems (>=9600 baud) supports some sort of error correction and data compression scheme (EC/DC). To get a better idea of what happens, here is a wonderful ASCII picture:

```
+--------+ +------+ +------+ +--------+
|computer|<----->|mod 1 |<---.......--->|mod 2 |<----->|computer|
| A | x1 +------+ x2 +------+ x3 | B |
+--------+ +--------+
```

OK, computer A is talking to modem 1 at speed x1, modem 1 is talking to modem2 at speed x2 (over a phone line), and computer B is communicating with modem2 at speed x3. Now, with modern modems and EC/DC protocols, all of the speeds x1, x2, x3 can be different (and in fact should be, though x1 can equal x3)!!

The speed x2 is the baud specification for the modem (14400 baud, for example). However, since that is a _compressed data stream_, then data can come out of either modem at speeds faster than x2. Think of it this way: you can compress a 100k file to 50k, download it, and uncompress it back to 100k on your host machine. Thus, in a sense you transferred 100k in the time it takes to "really" transfer 50k. Another way to look at it is that you doubled your modem's "virtual" speed. EC/DC modems do this all by themselves in hardware. The potential compression for v.32bis is 4X (that is, data can come out of the modem at a maximum of 4 X 14400 = 57600 baud).

Now, here is the kicker. You want to define speeds x1 and x3 to be higher than the baud rate of the modem, x2. If you do not, you will not be able to get any advantage from the data compression! The modems must be able to talk to the computers faster than they can each other. That is why you want to set the baud rate in your terminal program higher than 14400.

Realistically, you will rarely have your modem go over about 2500 CPS (characters per second, calculated by assuming 10 bits per character), even

with data compression. You can certainly create cases where this is wrong (downloading a big file of English words as text, for example), but for real world use this is a good estimate. Note that this is for _text_, which compresses well. Most binary downloads are of already compressed files, which do not compress well. I average about 1650 CPS on binary downloads of .lzh and .zip files on my MegaSTE. This equates to 16500 baud (again, 10 bits per character), which means that I am getting some help from data compression (as it is above 14400 baud, the max "real" line speed), but not a huge amount.

Now, I am using a MegaSTE on the Modem 1 port (the regular ST port, restricted to 19200). So, I have my baud rate set to 19200. It is possible that I am "filling the pipe" occasionally when reading text (that is, the text might occasionally come in at 1920 CPS, and be hindered by the 19200 line speed). However, it probably does not happen often, and I don't miss it a bit. With binary downloads, I might get slightly better performance from a setting above 19200 (as occasional "bursts" could come in faster than 1920 CPS), but this is relatively unlikely. In other words, if I managed to set that port to 57600, I would still probably get around 1650 CPS during binary downloads.

Now, you CAN go faster than 19200 on ST/MegaST/STE, but you have to make hardware modifications to the machine to do this. There are a couple of nifty mods out there. One is called RSVE. It is a home-brew (though you may be able to buy ready-made boards from somewhere). The instructions (including negatives for the board traces) are available on atari.archive in the Utilities/Tosfixes section. Another option is TurboRS. This will be a commercial product that should be fairly easy to install. A couple of guys in Canada are doing it (sorry, I don't have the names handy), and they intend to include an RSVE emulation mode. This is important, as RSVE is a semi-standard for faster-than-19200-on-ST ports. Several excellent software packages "look" for the RSVE extensions (Connect, for example).

If you have a MegaSTE or TT (and maybe Falcon), there are modem ports that can go up to 57600 on the machine already. In the case of MegaSTEs, a lot of them are buggy (mine are :-( ). They can be fixed, however. Instructions for this can be found in fser09b.lzh on atari.archive.umich.edu, in the above mentioned Tosfixes directory.

Again, I doubt that you will be able to achieve any major advantage from a 57600 data line, given that you are using a 14400 baud v.32 modem (very common). Once the v.fast standard is settled upon, this might change. The v.fast protocol has a 28800 baud line speed (x2 above), and supposedly has a potential of 10x compression (though that is probably _very_ potential, as with the 57.6k potential for v.32).

Of course, if you wanted to do some null-modem transfers, or were directly connected to something that could talk at 57600 continuous, you would experience a performance increase by upgrading your port. If I ever get my faster ports to work, I'll do a comparison and post the results.

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3707. Re: Neodesk, memory hog?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:26:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sfkuc$r00@mailer.fsu.edu>
Source record: 186268

John Beranek (jpb3@ukc.ac.uk) wrote:

> I have a 2mb STE, and was wondering how much of a memory hog Neodesk
> is.
>
> Is it worth it, to leave Neodesk in memory permanently, if I have a
> 2mb machine? I have a hard drive, but reloading of Neodesk still takes
> a certain time, which sometimes can be annoying.

I used Neodesk 3.x on my Mega2ST for years without unloading it for
execution. You can use the "about" menu item to get the blotter pad that
shows the amount of free memory available.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3708. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:32:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sfl9m$r00@mailer.fsu.edu>
Source record: 186279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Matt McCabe (mbmccabe@bronze.coil.com) wrote:

> All,
> So, is it, or is it not, possible for me to acchieve 57.6Kbs
> transfers through a 'standard' 14.4Kbps modem while using built-in MNP
> error-correction and data-compression?
> I have an unmodified Mega St4 (no "E") and have installed
> HSMODE04. I do not know if I have installed it correctly though. What
> HSMODE04 files do I need in AUTO and are the "y, n, n, uuuuuu, y, 4096,
> 4096" settings suggested earilir sufficient to get to 57.6Kbps?
> Please help! I've seen this rate done on a friends PC with an
> internal card 14.4 modem and would _really_ like it here at home on my
> _more expensive_ INTeL modem! :)
> Thanks a bunch!

No, not without hardware modifications (I remembering seeing a section of
the HSMOD docs that seems to indicate otherwise, but I think it is just a
translation mishap). HSMODA0x does at least three broad things:

1. Fix TOS bugs having to do with hardware flow control (RTS/CTS).
2. Optimize serial driver routines to obtain more performance from
existing hardware.
3. Support RSVE, a hardware modification that allows faster speeds than
19200 on ST ports. I believe it can also be made to support other
hardware speed mods, though it is not guaranteed to work.

You simply cannot get more than 19200 baud _reliably_ on a stock ST/STE
without making hardware mods. The good news is that the hardware mods are
not very difficult, and that there is soon to be a commercial product to do
this that should be very easy to install. See my other (big) post on
modem stuff for more details. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3709. Re: Utils for MSTE Ramdisk and Ser Buffer Setting Needed

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:35:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sflf8$r00@mailer.fsu.edu>
Source record: 186280

Sol Poretsky (hsp4@columbia.edu) wrote:
> I'm in need of a RAMDisk that will be stable on my MSTE 4/Mono/2.05,
> and can coexist with NeoDesk, Warp9, Fpprnt, LED Panel and
> some other goodies.

Have you tried using the Neodesk clipboard? It is certainly robust, though
not as generally useful as a ramdisk. Depending on what you want to do, it
could be just the ticket.

> I also need a program to increase the size of my serial port buffers.
> I'm using STalker and I'd rtfm, but it's in New York in storage for the
> summer (I'm 55 miles from Atari US Headquarters).

HSMODA04. Consider no others :-). It is available from atari.archive, as
are lots of ramdisks.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3710. Re: FRAGE: ST-Kabel ???

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:42:38 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2sflte$s85@news.rhrz.uni-bonn.de>
Source record: 186278
Cross-posted to: zer.z-netz.rechner.atari.allgemein,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.atari.st,fido.atari,fido.atari.ger,fido.atarist,fido.atari_st,gate.amnet.atari-allgemeines,maus.sys.atari.hardware,maus.sys.atari.st,maus.sys.atari.talk,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari.hardware

In article <5PiAwp_KOKB@p024.kiste.pfalz.de> M.Rudolph@Kiste.Pfalz.De (Mark Rudolph) writes:

[First a 5-line newsgroup collection ... then a question in German]

>>>> BITTE ALS PM, da ich diese Gruppe aus technischen Gr&#65533;nden nur
> sporadisch lesen kann ... :-/

... and then he wants an email response.

Is this guy mad? No, he comes from the Palatine, home of our beloved
Federal Chancellor.

Sigh -- Volker
--
Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

3711. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:47:43 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May31.154743.20495@t.hfb.se>
Source record: 186283

In article pts@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
>
>: > Actually, at 50hz, you get 25fps, and at 60hz, you get 30fps. Interlacing,
>: > remember.
>
>: No, think again.
>: Most rez (all rez on the ST/STE) are non interlaced so you will get 50/60 fps
>: if your code is fast enough!
>
>Nonono. The REFRESH happens 25 or 30 times a second! The sync rate is double
>that because the other set of scanlines if drawn 1/50 or 1/60 second later.

In a non interlaced rez the other set of scanlines, as you refer to, is a
completly new frame! So you will get 50 or 60 fps!

>
>: > However, on the Falcon, a much faster machine, this should no longer be
>: > necessary. There should be plenty of time durring the vertical blank at 60hz
>: > to get the work done, regardless of the fact that 320x200xTC has 4 times as
>: > much data to manipulate than ST low....
>
>: Hmm, I think that is a contradiction... :-)
>: The F030 is operating 2-3 times as fast as the ST and has 4-8 times the data
>: to operate on! You really need all the clock-cycles you can get...
>
>I've written good code for the Falcon, taking advantage of the cache, that was
>more than 4 times faster than the ST.

Perhaps, but in one 50Hz frame, the ST can move maximum 32k of data.
The F030 can only move twice as much, and that is what counts.

/
/ Daniel
The Gambler of New Core. (IRC: TheG).
ST/STE/F030 game/demo programmer.
New Core - Coding for fame!

3712. Re: 38400/57600 BPS and Serial 1

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:50:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sfmbv$r00@mailer.fsu.edu>
Source record: 186285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gary G. Ford 286-9693 (ggford@cuug.ab.ca) wrote:
> I have unsucessfully for some time been trying to get my MegaSTE to work
> at 38400 or 57600 bps with my SupraFaxModem. I have recently discovered
> that Connect 2.46 lets me set both these speeds when using serial 1 or
> modem 2. I have tried, sucessfully, to use 57600 on serial 1. The problem
> is that while this speed appears to work with connect on serial 1, all other
> programs which I have only seem to work on modem 1. Is there some way to
> force programs to use Serial 1? If so, is there a way to lock the speed
> on serial 1? Is there any other way to obtain 38400/57600 bps on a MegaSTE.

Yes. First, you can select which serial port maps to "modem 1" with the
xcontrol panel (the CPX needed should be included). Then, you can use
HSMODA04 to map 57600 to whatever "standard" baud rate you want. In other
words, you would still select 19200 or whatever, but it would really be
57600.

However, I personally find Connect to be superior to Stalker. There is a
lot to the program that is not immediately apparent (you need to read lots
of help pages, or register it and get the manual to find them). With
NVDI, and my MegaSTE set to 16mHz, it is very nice indeed. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3713. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:53:18 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May31.155318.20697@t.hfb.se>
Source record: 186284

In article 62D@westminster.ac.uk, avsec@westminster.ac.uk (Philip Shore) writes:
>Is it possible to run demos (not true colour) ,which were designed for a TV,
> on a VGA monitor on the Falcon.
>
>I've tried Res_fooler but I can't get it to work. (It installs OK).

If the demo was designed to run on a TV, it is not possible because the
VGA-mode eats to much bandwith (more than twice as much as the TV does).

/
/ Daniel
The Gambler of New Core
ST/STE/F030 game/demo programmer
New Core - Coding for fame!

3714. Falcon F-16 flight sim on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 15:54:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sfmjm$r00@mailer.fsu.edu>
Source record: 186288

I was rather looking forward to some null-modem Falcon F-16 on my MegaST
and new MegaSTE. However, both my original Falcon and my Operation
Counterstrike mission disk seem to have problems on the MegaSTE.
Counterstrike gets much farther, but it still dies before any flight
is achieved.

So, has anyone gotten Falcon F-16 to work on:

a 1040STE
a MegaSTE w/2.06

Also, I seem to remember reading about some hacks that enabled one to install
Falcon on a hard disk. Does anyone have the instructions handy? Thanks in
advance for any help.

Oh, for those that have not tried it, Falcon on two machines (null modem) is
extremely cool. It is definitely worth the trouble to set up!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3715. Re: 2 questions : Mac disks and SIMMs

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 16:03:07 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <wF77mc1w165w@tsoft.net>
Source record: 186269

kootstra@rivm.nl (Peter Kootstra) writes:

> In article <9405261441.AA00101@montp.cirad.fr>, Bales_N@CIRAD.fr wrote:
>
> > A) Is there a way to read Macintosh disks and files (simple plain vanilla
> > ASCII) other than getting Spectre ? and BTW what is Aladin ?
> There no other way for an Atari to read real Macintosh disks other than
> with Spectre (still the best I think). Simply because the Mac uses a
> variable speed which will give you an extra 10% more bytes (800 kbytes
> instead of 720 kbytes for a DD-disk).

==========
Primary addr: bbs.ruscal@tsoft.net (UUCP apple.com!tsoft!bbs.ruscal)
Tsoft Public Access Unix, Mt. View, CA 415/428-0190
Secondary addr: ruscal@west.darkside.com (Home of Waffle BBS Software)

"The last run of Twinkies was 1978; If you want'm fresh, wait'l 1996."

3716. Re: 2 questions : Mac disks and SIMMs (corrected)

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 16:05:50 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <Fk77mc2w165w@tsoft.net>
Source record: 186270

apologies...hit "send" by mistake...here's corrected post:

...If a HARD DISK is formatted on a real Mac, Spectre 128 and Spectre GCR
can both read and write to the disk. Also, the Mac now supports a 720k
MFM format, however I have not tested it wxtensively. Seemed to work ok
when I tried it. (accessable via the Mac's File Exchange program).

==========
Primary addr: bbs.ruscal@tsoft.net (UUCP apple.com!tsoft!bbs.ruscal)
Tsoft Public Access Unix, Mt. View, CA 415/428-0190
Secondary addr: ruscal@west.darkside.com (Home of Waffle BBS Software)

"The last run of Twinkies was 1978; If you want'm fresh, wait'l 1996."

3717. Re: lets get rid of "make money fast" post

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 16:55:32 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405311615.AA01367@ilmen.lanl.gov>
Source record: 186272

In article CDr@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <9405271429.AA00566@ilmen.lanl.gov>, hutch@ilmen.lanl.gov said:
>>
>>Tell you what, Ofir. Why don't you let us YANKS flame our own heads of state
>> [...]
>
>OK. But just as a side issue. Many people outside the USA see the American
>president as an important if not _the_ leading political figure in the
>world. That's why the BBC televised the American elections. I doubt if the
>American public is as interested in the British election.

Hmmm... you offer a valid point. And perhaps it is worth considering.

Mind you, I _still_ don't care for non-Americans flaming American politicians,
even those that deserve it. After all, what do I pay taxes for? :) But it is
certainly within your right to voice an opinion on any subject.

Regardless, my apologies for the public ranting and raving. My comments were
meant to be sent in email but I struck the wrong button <again>.

-Hutch- @ Fair Dinkum Tech

3718. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 17:13:05 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405311632.AA01372@ilmen.lanl.gov>
Source record: 186256

In article <2s2h34$56@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>
>I don't know why everyones going so mad about it. Outside the US, hardly anyone
>has even heard of him. I know that on more than one occassion he embarrassed
>Atari

That's ridiculous, Ian. Sure, Bob has made his share of goofs, has spoken when he should have kept quiet, inadvertently passed out false or misleading information, etc, etc. He has made me angry with the occasional inappropriate public statement too. But I still count him among my friends.

The fact is that Bob Brodie was (and is) an Atari USER and he always kept that in mind when dealing with the public. He was good for Atari and he was good for us (users _and_ developers). He worked very hard for us under less than ideal circumstances (putting it mildly) and frequently put his job on the line when he had an opinion that differed from one held by the Tramiels. He is leaving Atari on his own decision due to personal, family considerations and I for one wish him the best of luck in all his future endeavors.

He will be missed.

-Hutch- @ Fair Dinkum Tech

P.S.: Those that appreciate Bob's efforts at Atari might wish to send him a short 'thanks and good luck' message at bob-brodie@genie.geis.com.

3719. Re: Looking for DTP software

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 17:15:39 UTC
From: g051@cpcw6.uea.ac.uk
Message-ID: <2sfrbr$n9s@cpca3.uea.ac.uk>
Source record: 186258

use the current ST Review offer :
Calamus 1.09 for 59.99 ukp

Ian B.
g051@uea.ac.uk

3720. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 18:50:11 UTC
From: njdc@newcastle.ac.uk
Message-ID: <CqoKBo.DCy@newcastle.ac.uk>
Source record: 186208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Robert Anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: Cool. Would it be safe to assume then that MiNT-Net would work
: on top of this version, without having to go patching at the
: sources like you have to for 1.10? Just wondering...

Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
including Kay Roemer's patches to allow TCP as well as UDP. You
will be able to use the binaries of MiNT and MintNet without having
to compile anything (hopefully!). I'm not sure of the timescale
for 1.11 though.

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

3721. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 19:19:38 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <2sg2ka$s6q@karhu.Helsinki.FI>
Source record: 186286

>The only ones I know off are the ICDCDZ2.XFS drivers supplied by ICD on
>their Pro disks. If you are going to spend money on a driver, Extendados
>is probably a better bet.

with what do these .xfs drivers work ?

they are not red by AHDI or TOS are they ?

bottom line is: I've got a cdrom and a TT with tos 3.06 NO MULTITOS and
I'd like to get photo-cd's visual with say GemView...

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

3722. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 20:19:36 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2sg64o$lu3@golem.wcc.govt.nz>
Source record: 186212

Problem is, virtually all of the file-size consists of huge sample files, half of which are quite difficult to understand!

Stick to "Hector Vs The Vampire Tomatos from Hell" Now *that* is a good PD/SW game!

3723. Re: Neodesk, memory hog?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 20:22:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2sg69a$lu3@golem.wcc.govt.nz>
Source record: 186213

Letsee, with around 330K of cache, GBell (50K buffer), half a dozen accessories, UIS-3, and neodesk. I've still got about 1.1Meg of RAM free. Neodesk doesn't seem to take up a heck of a lot! I've always got it resident, and it's never given me any RAM troubles or otherwise yet!

3724. Re: TOS error #35

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 21:10:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199405312310.a17625@m4.maus.de>
Source record: 186120

>While it is true that the value -35 (note the minus) is defined to mean
>that no more file handles are available, this doesn't seem very related
>to the TOS error #35 alert box. I have no explanation for the number,
>but from experience I know that this alert box pops up if the *.PRG file
>is not a GEMDOS executable.

This is because the alert shows the GEMDOS error number. Add -31 to get
the "real" return code of -66, which is (surprise) "Invalid program load
format".

bye, Peter

3725. Re:Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 22:08:00 UTC
From: Klaus_Luelff@ms3.maus.westfalen.de
Message-ID: <199406010008.a47669@ms3.maus.de>
Source record: 186054

mcssesw(mcssesw@dct.ac.uk) 1994May30.101821.1@dct.ac.uk 30.05.94 10:18

M>I have read that single tasking it will run faster than standard TOS.
M>Is this correct?
Yes.

M>How does Mag!X run GEM programs which do not use a window? Does it
M>place its own window around the display?
It run programms (TOS,TTP) in a Window like TOSWIN under Mint.
The Mag!X version is called VT52.PRG and you can use other programms
in the same time.

M>Does GFA Basic 3.6 run on Mag!X in multitasking mode?
Under Mag!X you can run old dirty programms as Singletask. Most of the
old Programms work with it but not all. (Calamus 1.09N)

Klaus

3726. Re: Atari Show in London

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 22:35:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqourJ.7qp@cix.compulink.co.uk>
Source record: 186244

>There must have been ooooh 12 stalls there. Maybe more.
>Definately not more than 20. I'm glad I didn't have to pay to get in,
>or I'd have felt ripped off. God help those that don't get sent
>complementary tickets!!

I must admit I was a bit dismayed at the size of the event. Luckily I had
a complementary ticket too. HiSoft had the only *proper* show stand, but
all in all there was enough Atari stuff there to make it worth visiting.
System Solutions didn't seem to be there which was a bit unfortunate.

Got to see my first Falcon in the flesh. Disapointingly slow in colour modes
(as expected) :-(Somehow I don't think I'm about to buy one.

Roland.

@CiX

3727. Re: C compiler for Atari STe

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 22:35:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqourL.7rA@cix.compulink.co.uk>
Source record: 186240

>GCC absolutely will not run without a HD.

Not true.

With 2.5 Mb of RAM and twin 720K floppies it *is* possible to run GCC
without a hard disk.

I haven't done it myself, but have talked to a couple of people who have
had 1.36, 1.37 and I believe 1.40 running successfully in this manner.
Anything later is just too large.

Its not pretty or much fun though.

:-)

Roland.

@CiX

3728. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 22:35:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqourn.7rv@cix.compulink.co.uk>
Source record: 186246

>Seriously, I hate propogating rumours/disinformation, but that *is*
>what the guy told me. Damn! I *knew* I should have got his name...
>Maybe he was a salesdroid, just repeating 'company wisdom', but I
>didn't think HiSoft were that big.

Well the 2 guys on the stand while I was there (*) - were both major HiSoft employees. No I can't remember their names either - but I sure *did* recognise the faces.

:-)

Roland.

@CiX

(*) 10-12 Sat.

3729. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 22:35:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqourp.7sG@cix.compulink.co.uk>
Source record: 186245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :

Well - for what its worth (my opinion that is ;-)

>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre

No.

>BTW what is Aladin ?

Another Mac emulator which ceased production a long time ago. There was
a sort of Aladin translator cartridge which would read Mac disks - so you
might be able to get hold of one of those.

>Can I use these 32bit SIMMS to get 2.5Mb ?

No.

I just don't think you will be able to fit them in you SIMM slots.

:-)

Roland.

@CiX

3730. Re: Upgrading and old STFM

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 22:35:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqourq.7t3@cix.compulink.co.uk>
Source record: 186242

>I have just acquired an ST FM. It has 512kb of soldered ram. I would like
>1-4mb of ram.

You would probably be better off getting a SIMM cage from Marpet. If you start soldering in RAM now, and at a later date decide you need more than 1Mb of RAM, then you will have to undo this upgrade. With a Marpet SIMM cage, you just plug in SIMMs like you do on an STE.

:-)

Roland.

@CiX

3731. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 23:45:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqoxzI.C8G@cix.compulink.co.uk>
Source record: 186241

In message <2sg2ka$s6q@karhu.Helsinki.FI>, mluoto@cc.Helsinki.FI said:
>
>with what do these .xfs drivers work ?

MiNT or MultiTOS

>bottom line is: I've got a cdrom and a TT with tos 3.06 NO MULTITOS and
>I'd like to get photo-cd's visual with say GemView...

Try MetaDOS 2.3, it's free.

Ofir ogal@cix.compulink.co.uk

3732. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 23:45:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqoxzK.C91@cix.compulink.co.uk>
Source record: 186248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In message <CqoKBo.DCy@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>
>Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
>including Kay Roemer's patches to allow TCP as well as UDP. You
>will be able to use the binaries of MiNT and MintNet without having
>to compile anything (hopefully!). I'm not sure of the timescale
>for 1.11 though.

Is that a version that will load the gem.sys AES?

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

3733. Re: Neodesk, memory hog?

Newsgroup: comp.sys.atari.st
Date: 1994-05-31 23:55:57 UTC
From: andre@cix.compulink.co.uk
Message-ID: <CqoyH9.CsM@cix.compulink.co.uk>
Source record: 186247

In <2sg69a$lu3@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz wrote:
> Letsee, with around 330K of cache, GBell (50K buffer), half a dozen
> accessories, UIS-3, and neodesk. I've still got about 1.1Meg of RAM
> free. Neodesk doesn't seem to take up a heck of a lot! I've always
> got it resident, and it's never given me any RAM troubles or otherwise
> yet!

And even if you do have an application that needs that little bit of
extra RAM, you can always set Neodesk to unload itself for that one
program only. I have about three or four programs set up like that (mainly
DTP) and the rest leave Neodesk resident.

Andre

+-----------------------------------+------------------------------+
Andre Willey	Cygnus Software Development
Email: andre@cix.compulink.co.uk	Sutton Coldfield -- England
or: ...{mcsun}!uknet!cix!andre	Tel: (UK/+44) 021 308 5251
+-----------------------------------+------------------------------+

3734. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 00:05:33 UTC
From: millert@undergrad
Message-ID: <2sgjcd$52a@mother.usf.edu>
Source record: 186236

Samuel Arvidsson (samuel.arvidsson@p13.secom.ct.se) wrote:

: TM> From millert@undergrad (Timothy Miller)
: TM>
: TM>
: : >> Ands the information I gave you it is correct. Having the system
: : >> send data to the monitor or tv at 50Hz is completely different from
: TM> going in
: : >> with any of the system switchers and setting your system to 50Hz.
: : >> One is has to do with video data, the other with video synch.
: TM>
: TM> : I don't think this is the problem - the thing is that most modern
: TM> TVs can : handle both 50 and 60Hz, they just automatically switch. If
: TM> they don't - : you'll be shagged with a lot of demos.
: TM>
: TM>
: TM> : --
: TM> : sabbath@cix.compulink.co.uk (Graeme Rutt)
: TM> : --
: TM>
: TM> Here in the US, my TV does only 60hz NTSC. I wish European demo
: TM> writers would
: TM> realize this.
: TM>

: Never thought about buying a new TV, or maybe a monitor?
: My Philips CM8833-II works just fine in both 50Hz and 60Hz and the contrast is
: _much_ better than on a TV.

: Samuel Arvidsson.

Well, for one thing, you can't get a 50hz TV in the US, and for another, I
don't have the money for another monitor. I paid quite a bit for my SVGA
Multisync.

3735. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 00:09:36 UTC
From: millert@undergrad
Message-ID: <2sgjk0$52a@mother.usf.edu>
Source record: 186233

Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
: In article pts@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
: >
: >: > Actually, at 50hz, you get 25fps, and at 60hz, you get 30fps. Interlacing,
: >: > remember.
: >
: >: No, think again.
: >: Most rez (all rez on the ST/STE) are non interlaced so you will get 50/60 fps
: >: if your code is fast enough!
: >
: >Nonono. The REFRESH happens 25 or 30 times a second! The sync rate is double
: >that because the other set of scanlines if drawn 1/50 or 1/60 second later.

: In a non interlaced rez the other set of scanlines, as you refer to, is a
: completly new frame! So you will get 50 or 60 fps!

This correct, but the interlaced set is considered part of the same frame,
because they do not lie in the same positions as the frame before, but rather
between them.

In non-interlaced on a TV, you get 30fps.

In interlaved in a TV, you SORTOF get 60fps, but on a skewed set of scanlines.
You get 60 fields per second, making 30 frames per second.

: >
: >: > However, on the Falcon, a much faster machine, this should no longer be
: >: > necessary. There should be plenty of time durring the vertical blank at 60hz
: >: > to get the work done, regardless of the fact that 320x200xTC has 4 times as
: >: > much data to manipulate than ST low....
: >
: >: Hmm, I think that is a contradiction... :-)
: >: The F030 is operating 2-3 times as fast as the ST and has 4-8 times the data
: >: to operate on! You really need all the clock-cycles you can get...
: >
: >I've written good code for the Falcon, taking advantage of the cache, that was
: >more than 4 times faster than the ST.

: Perhaps, but in one 50Hz frame, the ST can move maximum 32k of data.
: The F030 can only move twice as much, and that is what counts.
:

Actually, the Falcon can move it faster because it doesn't have instruction
load time to deal with once the memory-move code is in the cache.

: /
: / Daniel

: The Gambler of New Core. (IRC: TheG).
: ST/STE/F030 game/demo programmer.
: New Core - Coding for fame!

3736. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 00:18:54 UTC
From: millert@undergrad
Message-ID: <2sgk5e$52a@mother.usf.edu>
Source record: 186232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

J.D.Coleman (njdc@newcastle.ac.uk) wrote:
: Robert Anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: : Cool. Would it be safe to assume then that MiNT-Net would work
: : on top of this version, without having to go patching at the
: : sources like you have to for 1.10? Just wondering...

: Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
: including Kay Roemer's patches to allow TCP as well as UDP. You
: will be able to use the binaries of MiNT and MintNet without having
: to compile anything (hopefully!). I'm not sure of the timescale
: for 1.11 though.

: J

How about an update to MultiTOS... like to make it run at a tollerable speed?

3737. Help needed: convert "Fastbase"->"Adresse1.8" data

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 00:19:18 UTC
From: hallvart@ifi.uio.no
Message-ID: <2sgk66$mau@solva.ifi.uio.no>
Source record: 186235

I've gotten hold of the excellent address database "adresse 1.8" by
Carsten Setje Eilers.
I've previously used "Fastbase", and have all my addresses there, but
want to export them into "adresse".
The "export" function of "Fastbase" works fine- it makes a file with a .CSV
ending after, but the problem arrives when I try to re-load the data into
"adresse". I have tried all sorts of combinations with the formats, but
my addresses seem to be spread all over. I don't really feel like typing
in all of my addresses into "adresse" again, when I have them in "fastbase", and
as all the documentations for "adresse" is in German I don't understand much (the
program itself however has an English resource file).
Can anybody help me with this? I have the format listed, I just need to know how to
set it up.

Hallvard, Oslo, Norway

3738. RESULT: comp.sys.atari.announce moderated passes 266:33

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 00:51:07 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.announce-RESULT@uunet.uu.net>
Source record: 186249
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.atari.talk,ctdl.sys.atari.st,fido.ger.atari,fr.comp.sys.atari

RESULT
moderated group comp.sys.atari.announce passes 266:33

There were 266 YES votes and 33 NO votes, for a total of 299 valid votes.
There was 1 abstain.

For group passage, YES votes must be at least 2/3 of all valid (YES and NO)
votes. There also must be at least 100 more YES votes than NO votes.

There is a five day discussion period after these results are posted. If no
serious allegations of voting irregularities are raised, the moderator of
news.announce.newgroups will create the group shortly thereafter.

Newsgroups line:
comp.sys.atari.announce Atari related hard/software announcements. (Moderated)

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Sui <ysiu@lexicor.com>

CHARTER (Yat Siu)

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hardware and software
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

Yat Siu (Lexicor@world.std.com) will be the moderator.

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three
groups are discussion forums for their (specific) related hard and
software. Product announcements in these discussion forums of new
releases by either commercial, shareware groups can often be
considered a service but not encouraged. The atari computer market is
not very widely distributed and it is getting increasingly harder to
know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari
computer users. It will also allow the reader to focus for a new

newsgroup only for product announcements or press releases and will
also make the reader more aware of his/her options.

comp.sys.atari.announce Final Vote Ack

Do NOT use this as a mailing list. Voters are not necessarily
interested in receiving email about the subject of the vote, and some
may react rather violently and try to get your account pulled.

Voted Yes
---
aa37+@andrew.cmu.edu Ali E Aydar
aa700@cleveland.Freenet.Edu Michael Current
adelino@ci.uminho.pt
adm2@cs.city.ac.uk Alan Messer
ae103@city.ac.uk NoRM
ae24@iamk4516.mathematik.uni-karlsruhe.de Peter Januschke
afsfpel@cmc.aes.doe.ca Yves Pelletier
ai063@freenet.carleton.ca Walter A. Cole
akeady%malaga@BUREAU.ucc.ie Aidan Keady
alan@papaioea.manawatu.planet.co.nz Alan Brown
albi@fido.sub.org Albi Rebmann
Alexander_Bochmann@traveller.fido.de Alexander Bochmann
alexv@comtex.co.nz
alrashi@ecf.toronto.edu AL RASHID SHAHIR
Andreas_Hoffmann@k.maus.de Andreas Hoffmann
andyl@harlequin.com Andy Latto
anisko@usdtsg.daytonoh.NCR.COM
Annius.Groenink@cwi.nl
aq255@freenet.buffalo.edu Paul W. Zablotski
arch@insane.apana.org.au Arch Larizza
aspect@cats.ucsc.edu
ault@cs.albany.edu Jim Ault
bach@satan.vmsmail.ethz.ch
Bales_N@CIRAD.fr
bart@dutncp8.tn.tudelft.nl Bart Schipper
berrah@litsun.epfl.ch Karim Berrah
bertil.jagard@straight.ct.se Bertil Jagard
BIBLINSKI@delphi.com GORDIE MEYER, ASST. AREA MGR., DELPHI'S ATARI ADVANTAG
bili6745@mach1.wlu.ca bilinsky keith
bjgrier@bnr.ca brian (b.j.) grier
bleekman@cpp.ob.open.de Juergen Bleekmann
boisso_s@epita.fr stephane boisson
bourlon@gla.ecoledoc.ibp.fr
bouronm@trout.ime.dec.com Marc CR Bouron
bouton@eurecom.fr Ayukawa Madoka's priest
boyd@GAUSS.MATH.FSU.EDU Mickey Boyd
brarda@vxclia.cern.ch
bruck@brachot.jct.ac.il Elad Bruck
buglady@bronze.lcs.mit.edu Aliza R. Panitz
butta1@acs.bu.edu nelson chin

bwwl@sun.rz.tu-clausthal.de Wolfgang Ley
C.J.Ridd@computer-science.birmingham.ac.uk
caro@ihtws1.e-technik.uni-stuttgart.de Carsten Rose
Carsten_Dunst@h2.maus.de Carsten Dunst
cb170@city.ac.uk
cb@spia.univ-tours.fr Christophe Boyanique
ceebsm@clust.hw.ac.uk
cfav1@leonis.nus.sg Victor Pang
cfuhrman@csugrad.cs.vt.edu Christopher Fuhrman
cherborth@semprini.waterloo-rdp.on.ca Chris Herborth
chris@buran.fb10.tu-berlin.de Christian Nieber
Christoph_Peus@un.maus.ruhr.de Christoph Peus
Christoph_Roessig@hb.maus.de Christoph Roessig
cole@Gandalf.camber.com John Cole
combee@prism.gatech.edu Benjamin L. Combee
Craig.Graham@newcastle.ac.uk Craig Graham
cs93dlh@atlas.ex.ac.uk
csulw@csv.warwick.ac.uk Paul Donovan
czekall@uni-muenster.de
D.Corps@helios.hertfordshire.ac.uk cs4bq
D.Remmer@uqvax.cc.uq.oz.au
dag.dao@dada.ct.se Dag Dao
davecook@multi.multiline.com.au Dave Cook
daveh@silvaco.com Dave Halliday
davidli@simvax.labmed.umn.edu David Paschall-Zimbel
David_Reitter@wi2.maus.de David Reitter
dbanarse@sees.bangor.ac.uk D S Banarse
dcure@ifremer.fr David Cure
deand@lore.kla.com Dean Dierschow
debski@cs.tu-berlin.de Andreas Debski
derekl@harlequin.co.uk Derek Law
desnogue@mimosa.unice.fr Desnogues
Dirk_Johannwerner@k.maus.de Dirk Johannwerner
Dominik.Strasser@mch.sni.de
donaldp@sco.COM Donald Page
DPJ@delphi.com
dud@u.washington.edu Daniel Aylward
dunham@mpd.tandem.com Jerry Dunham
dw4g+@andrew.cmu.edu David L Watson
ee91ddt@brunel.ac.uk Dimitrios Tsotsos
Eick_Wagner@ki.maus.de Eick Wagner
ekl@sdf.lonestar.org Evan K. Langlois
eliot@ircam.fr Eliot Miranda
erichall@io.org
error@stack.urc.tue.nl Erlend Nagel
esj@harvee.billerica.ma.us Eric S Johansson
etmwnou@crosby.ericsson.se Wim Nouwens
f93mael@dd.chalmers.se Mats Elfving
felber@lsesun5.epfl.ch Pascal FELBER
frankp@GOEDEL.UNI-MUENSTER.DE Frank Ploessel

Frank_Mueller@sb.maus.de Frank Mueller
Franz_Urbanski@hl.maus.de Franz Urbanski
galibero@mines.u-nancy.fr Olivier Galibert aka Sarayan
GardEggesboe.Abrahamsen@mrih.no Gard Eggesboe Abrahamsen
gert@ttgk.textlitho.nl Gert van der Knokke
gijs@mbase97.hacktic.nl Gijs Bok
gio@wcl.bham.ac.uk Giovanni Ciampa
Graham.Irvine@grin.mettav.royle.org Graham Irvine
graham@rbhp56.rbg.informatik.th-darmstadt.de
gregk@nskernel.tandem.com Greg Kilfoyle
grillo%xsft1@Olivetti.Com Savino Grillo
gspear+@CMU.EDU Geoffrey Spear
gt1448b@prism.gatech.edu David Forrai
Hayo_Schmidt@hh.maus.de Hayo Schmidt
hn@Pool.Informatik.RWTH-Aachen.DE Helmut Neukirchen
hoga0006@gold.tc.umn.edu
hohmuth@freia.inf.tu-dresden.de Michael Hohmuth
hqs3269@acf4.NYU.EDU hqs3269
hsp4@columbia.edu Haim S. Poretsky
hutch@ilmen.lanl.gov John Hutchinson
I.M.Rae-SE1@computer-science.birmingham.ac.uk
iagaw@mlucom.urz.uni-halle.de Matthias Baesken (Stud. 92)
ipoorten@cs.vu.nl Ivo van Poorten
irscscm!mlake@uunet.UU.NET Marshall Lake
Jason.Julyan@tiuk.ti.com
jeremyb@alf.pec.co.nz Jeremy Bowen
jferris@cwa.com Jim Ferris
jfortt@dorsai.dorsai.org Joseph Fortt
jk@panix.com Jim Kalb
Joachim_Doerr@wi2.maus.de Joachim Doerr
john@albemuth.equinox.gen.nz John Collis
jon@hpfs1.physik.uni-jena.de J. Nullmeyer
JONAL@dhhalden.no Jon Lovstad
jonord@solace.mh.se Joakim Nordlander
jteske%moacs11@NL.net Joop Teske
junkster@halcyon.com James Hague
Karl.Brokstad@gades.uib.no Karl A. Brokstad
Karl.Meyland@dbce.csiro.au Karl Meyland
keithj@cse.lbl.gov Keith J Groves
kendrick@vax.sonoma.edu Bill Kendrick
kepper@rs6000.ivcc.edu Richard John Kepper
kfason@csn.org Kevin Fason
kim@vax.mpiz-koeln.mpg.d400.de Jan T. Kim
kkimes@npvsrv2.napervilleil.NCR.COM
Klaus_Tenter@du.maus.de Klaus Tenter
Konstantinos.Xonis@math.uni-giessen.de Konstantinos Xonis
krasel@alf.biochem.mpg.de Cornelius Krasel
ktessner@isle.waterloo-rdp.on.ca Kevin Tessner
L15D@ZFN.UNI-BREMEN.DE Martin Schroeder
LANNIE@INS.INFONET.NET

lbrink@cd.chalmers.se Lars Brinkhoff
Lexicor@world.std.com
lmuniz@is1.bfu.vub.ac.be MUNIZ LUIS
ltg@gome4.physik.uni-bremen.de Lothar Guthmann
ma2ljg@sl1.bath.ac.uk L J Greenhalgh
maba@mk.maus.ruhr.de Martin Bartsch
madmax@lucky.muc.de Stefan Traxler
maestro@cybernet.cse.fau.edu Kenneth Matheis
marbud@u14003.skm14.svskt.se Martin Budsjo
Marcel_Sacksen@nextjk.textlitho.nl
Marcus_Endberg@pb.maus.de Marcus Endberg
Mario.Illgen@Informatik.TU-Chemnitz.DE Mario Illgen
Mark-Moraes@deshaw.com
martin@gw6hva.demon.co.uk Martin Vernon
martin@mahu.muc.de Martin Huber
Max.Denebian@f318.n105.z1.fidonet.org Max Denebian
maxilys@email.teaser.com Remi Villatel
mbaffoni@farad.elee.calpoly.edu Michael Baffoni
mbmccabe@bronze.coil.com Matt McCabe
MC3408@mclink.it Cesare Gianuzzi
mczane@verdi.Eng.UniPR.IT Francesco Zanichelli
mdulcey@PRYDER.PN.COM Mark J. Dulcey
merc@WPI.EDU Christopher Robert Hahn
mforget@elfhaven.ersys.edmonton.ab.ca Michel Forget
michaelk@pacifier.rain.com Michael Kelsey
Michael_Depke@b.maus.de Michael Depke
Michael_Neuffer@wi2.maus.de Michael Neuffer
Michael_Nolte@k.maus.de Michael Nolte
Michael_Wolf@du.maus.de Michael Wolf
mike@seb.se S-E-Banken
mipap@ars.ath.forthnet.gr
mk@anuurn.do.open.de Martin Koehling
mkite@lincoln.gpsemi.COM Martin Kite LDC 2414
mm68@unix.brighton.ac.uk Allanon
mmartin@neumann.une.edu.au Mark Martin
moriarty@imada.ou.dk Peter Mogensen
mperry@cairo.anu.edu.au Mark Perry
mughal@alumni.caltech.edu A. M. Mughal
nexus@netcom.com Vootie
nijhof@th.rug.nl Jeroen Nijhof
nj1@ukc.ac.uk
nk@aaron.ON-Luebeck.DE Nils Kassube
nsa@link.hacktic.nl nsa software
oberle@mailhost.uni-koblenz.de Christoph Oberle
ogal@cix.compulink.co.uk Ofir Gal
orres@teleport.com Bob Luneski
palmen@acds05.physik.rwth-aachen.de Patrick Palmen
papadaca@mines.u-nancy.fr Papadacci Alexandre
paries@labri.u-bordeaux.fr Alain PARIES
Patrick_Koehne@un.maus.ruhr.de Patrick Koehne

patrik.sanfridsson@p2.stacken.ct.se Patrik Sanfridsson
Paul.Civati@civ.mettav.royle.org Paul Civati
pbouige@pasteur.fr Philippe Bouige
pburgel%moacs11@NL.net Piet Burgel
PDIRECT@delphi.com
pfs@pslu1.psl.wisc.edu Paul Schnettler
pierre@WPI.EDU Edwin P Jacques
plhays@ucdavis.edu
pmbarry@acs.ucalgary.ca Paul Martin Barry
ptucker@alsvid.scu.edu.au
pwp@cs.indiana.edu Paul Purdom
quinn@phoenix.Princeton.EDU Michael J. Quinn
R.J.Laukam@student.lut.ac.uk Richard J Laukam
Rainer_Muehlenstaedt@kl.maus.de Rainer Muehlenstaedt
randyh@hpsadqa.sr.hp.com Randy Hosler
rchan@terapin.com Ron Chan
rdo@kynes.bison.mb.ca Russell Ochocki
Reinhard_Bartel@lu.maus.de Reinhard Bartel
rfernand@chuma.cas.usf.edu Robert Fernandez (ENG)
RG9@VAX.YORK.AC.UK
rgibson@cs.strath.ac.uk
richara@westminster.ac.uk Alan Richardson
RICHARDSON@sscl.uwo.ca
rick@bcm.tmc.edu Richard H. Miller
rimfax@acs.bu.edu Wayne Schultz
roba@it.ntu.edu.au Rob Adams TopFM
Robert_Lechler@ka2.maus.de Robert Lechler
robing@galadriel.bt.co.uk Robin Gape
robmach@iglou.com Robin Mach
rodrojo@abello.seci.uchile.cl
rover@nephilim.ON-Luebeck.DE Ralf Over
rufinus@cae.wisc.edu
rvenable@helix.nih.gov Rick Venable
S.Berndtsson@ped.gu.se Stefan Berndtsson
S.P.Taylor@bradford.ac.uk Steve Taylor
s002893@RW420B15.rz.fhtw-berlin.de Harun Scheutzow
sanders@sci.kun.nl Sander Stoks
savetz@rahul.net Kevin Savetz
sbarnes@mcd.on.ca Steve Barnes
schwab@issan.informatik.uni-dortmund.de Andreas Schwab
scott@bse.com Scott A. Krutsch
ScottM@cup.portal.com
seibert@informatik.tu-muenchen.de Ewald Seibert
SHALL@OREGON.UOREGON.EDU Stanley Wayne Hall
sjdrew@maths.ex.ac.uk S J Drew
sjg@phlem.ph.kcl.ac.uk phlem
smirk@acs.bu.edu Sheldon Chang
smustain@magnus.acs.ohio-state.edu Mike Mustaine
st39@unix.brighton.ac.uk Stephen Ticehurst
Stefan_Damerau@sl.maus.de Stefan Damerau

Stephane.Chauveau@irisa.fr Stephane Chauveau
Stewart.Hilson@def.bae.co.uk Stewart.Hilson
Stig.Bakken@pvv.unit.no Stig S{ther Bakken
STIRRE31@MAINE.maine.edu
sven@joliet.deceiver.sub.org Sven Hoffmann
sys1@assam.exnet.com Xavier Gallagher
tele@tubul.limmat.net.ch Patrick Seemann
tj@ais-dortmund.de Theo Janssen
tmiller@suntan.eng.usf.edu Timothy Miller (EE)
Toby_Deinhardt@k.maus.de Toby Deinhardt
Tommy.Pollak@eua.ericsson.se Tommy Pollak
ton@wrestler.wlink.nl Ton de Graaff
Torgny.Lindberg@eua.ericsson.se Torgny Lindberg
TREVOR@ccc.govt.nz Trevor Ingham
tvoverbe@wk.estec.esa.nl Ton van Overbeek
veneman@tv99ad.hacktic.nl Hans Veneman
Vincent.Lefevre@ens.ens-lyon.fr Vincent Lefevre
walra%moacs11@NL.net Waldi Ravens
walsh@yooper.switch.rockwell.com Walsh_J.
Walter_Loepsinger@m4.maus.de Walter Loepsinger
warwick@everest.cs.uq.oz.au Warwick Allison
wdb@zeppo.geosurv.gov.nf.ca Doug Boyce
weiner@terminator.rs.itd.umich.edu Jeff Weiner
whitema@ranger.rtsg.mot.com Michael A. White
ylva.budsjoe@p11.f109.n203.z2.ct.se Ylva Budsjoe
zieg0008@gold.tc.umn.edu

Voted No
---
adams@kona.wes.army.mil F. P. Adams, Jr.
anders@uss-enterprise.bu.edu Anders M Jorgensen
antersbe@informatik.tu-muenchen.de Stefan Antersberger
bjv@herbison.com B.J. Herbison
catseye@minerva.cis.yale.edu Mark Kupferman
cb541@cleveland.Freenet.Edu James R. Gilbert
cjackson@csugrad.cs.vt.edu Chris "ASCII Console Monster Man" Jackson
cmarble@osiris.ac.hmc.edu Chris Marble
crouchkp@flidh102.delcoelect.com
dconner@clark.net David Conner
devuns@alsys.fr Olivier Devuns
Don_Maple@kr.maus.de Don Maple
drayer@minerva.cis.yale.edu Rebecca Drayer
georg@marie.physik.tu-berlin.de Georg Schwarz
grohol@alpha.acast.nova.edu John Grohol
HD0022%ALBNYVMS.bitnet@UACSC2.ALBANY.EDU Chip Dunham
hson@ludd.luth.se Roger Hakansson
j414@midway.uchicago.edu mary-frances jagod
jrm@globalvillag.com John R. MacWilliamson
Kari.Hurtta@fmi.fi Kari E. Hurtta
kherron@ms.uky.edu

knarf@nasim.sta.sub.org Frank Bartels
kregg@cs.wisc.edu Kregg Brooks
neilb@khoros.unm.edu
obryan@gumby.cc.wmich.edu Mark O'Bryan
potechin@genie.geis.com
Russ.Gilbert@apk.wariat.org Russ Gilbert
rzb20@juts.ccc.amdahl.com Roger Burrows
SAAST8@vms.cis.pitt.edu THE PRINCE
smailer@titan.ucs.umass.edu IRA SMAILER
srogers@tad.eds.com Steve Rogers
stainles@bga.com Dwight Brown
WARD@ernie.van.forintek.ca Ward F. Bush

Abstained
---
mmt@RedBrick.COM Maxime Taksar KC6ZPS

3739. CAIN Newletters (all issues) available at archive

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 01:42:07 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2sgp1f$542@usenet.INS.CWRU.Edu>
Source record: 186155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

All CAIN Newsletters are now available at the ftp site: atari.archive.umich.edu

The Cleveland Free-Net Atari SIG thanks Mickey Boyd, the System Administrator,
for putting them up for everyone to get.

3740. MIKNET for Atari and IBM????

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 01:44:18 UTC
From: tekmar@oar.net
Message-ID: <2sgp5i$bto@dialup.oar.net>
Source record: 186234

All,

Someone mentioned a few days ago that there exists a version of MIKNET that allows an ST to network with an IBM system. I have a version of MIKNET that allows two ST's to network together, but no IBM connection.

I would appreciate someone dropping me an email message if the program exists somewhere on an FTP site on the net. I really need the ability to link my TT and 386 together right now.

Mike Hill
tekmar@oar.net

3741. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 03:11:27 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5s7OGlf.lmcclure@delphi.com>
Source record: 186222

In a message dated 5-31-94, Roger Sheppard said:

"ARM Risc chips are used in the Apple Newton, and I think in
some new Lazer printers...."

An ARM chip is also used as the CPU in the 3DO machine(s).

3742. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 03:23:41 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5u8u+1V.lmcclure@delphi.com>
Source record: 186160

In a message date 5-31-94, Roger Sheppard said:

"You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the
unused 9th bit must have the inputs terminated to 0v or +v,
so just connect pins 28,29 and 30 together....pin 30 is +v...."

What is supposed to be the effect if you don't do this? This is the first time I have ever heard of a mod being suggested to use 9-bit SIMMS in an STe.

Seeing as my STe is currently running with a mix of two 8-bit SIMMs, and two 9-bit, and has not had any problems, it would seem to be unnecessary. Perhaps Atari already tied the connections you mentioned to ground?

3743. NVDI2.5 + BlowUp030 question

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 03:27:55 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cqp8AJ.pn@freenet.carleton.ca>
Source record: 186164

I am using (trying to :-) NVDI 2.5 and the demo version of BlowUp030 but when I boot up in my BlowUp resolution (880x560) the screen is completely garbled. When I change to any of the other regular modes everything works very well. I greatly would appreciate any help .

Also is there a newer version of NVDI I can upgrade to (or patches) if I encounter any problems? (I haven't yet but I'm sure I'm bound to :)

Lastly, where can I find some other fonts for NVDI?

thanks

(I never realized it would be this fast! :-)

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3744. Re: Utils for MSTE Ramdisk and Ser Buffer Setting Needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 04:16:36 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2sh234$cvg@apakabar.cc.columbia.edu>
Source record: 186282

In article <2sflf8$r00@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Sol Poretsky (hsp4@columbia.edu) wrote:
>> I'm in need of a RAMDisk that will be stable on my MSTE 4/Mono/2.05,
>> and can coexist with NeoDesk, Warp9, Fpprnt, LED Panel and
>> some other goodies.
>
>Have you tried using the Neodesk clipboard? It is certainly robust, though
>not as generally useful as a ramdisk. Depending on what you want to do, it
>could be just the ticket.

I LOVE the NeoDesk clipboard, except that it won't let me run programs
stored on it--I wanted a RAMdisk solely for un-LZHing big files (since I
still haven't gotten a bigger HD and I wouldn't want to frag it up, anyways).

I wiped out all of my old RamDisks (RAMBaby comes to mind) when I went from
my Mega2 to a MSTE4 (the major HD crash also had a lot fo do with that),
and therefore am looking for a good MSTEable RAMdisk...

>HSMODA04. Consider no others :-). It is available from atari.archive, as

Got it from Paderborn (ftp to aaue was busy, as usual, and I still hadn't
figured ot that I could gopher to it)...

Thanks a lot!

```
*******************************************************************************
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"
```

3745. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 04:58:26 UTC
From: abarbiero@delphi.com
Message-ID: <xS-vGza.abarbiero@delphi.com>
Source record: 186273

Patrik Sanfridsson <patrik.sanfridsson@p2.stacken.ct.se> writes:

>They seem to be concentrating on the US, and a big presence is expected at the
>summer CES.

Expect to see about 20 games at CES. I was in at Atari the day Bob
resigned and there are things in the works to provide larger online
presence epecially on the 'net.

>They just made a fresh million $ or so from selling some stock to Time-Warner.
>I don't think money is the problem at Atari right now, but the lack of new
>games released for the Jaguar is...

Releasing games will solve this hopefully.

Andreas@Atari Explorer

3746. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 05:01:54 UTC
From: abarbiero@delphi.com
Message-ID: <5Q3N+Za.abarbiero@delphi.com>
Source record: 186275

John Hutchinson <hutch@ilmen.lanl.gov> writes:

>good for us (users _and_ developers). He worked very hard for us under less
>than ideal circumstances (putting it mildly) and frequently put his job on the
>line when he had an opinion that differed from one held by the Tramiels. He is
>leaving Atari on his own decision due to personal, family considerations and I
>for one wish him the best of luck in all his future endeavors.
>
>He will be missed.

Bravo Hutch!
Bob stuck his dick out a coupla times, and it was for Atari USERS, and
not for anything else. Sorry to see him go, but it will be better for
him, and his family. And family concerns are paramount when you are a
father.

Andreas@AEO

3747. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 05:26:19 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2sh65r$rrn@scapa.cs.ualberta.ca>
Source record: 186152

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>>I'm not sure what FTP server... I have it here on my computer, how would I
>>go about putting on a server? (I'm kind of a newbie at that one).. perhaps
>>I could also post it in the binaries area or something.

>Post it to binaries.

Okay I'll give it a shot.... see if I can figure it out.

>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix
--
\o/\o/\o/\o/ \o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3748. Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 06:09:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dec34b4@p10.secom.ct.se>
Source record: 186218

Does anyone know how to run the Gfa Basic 3.5E editor in higher resolutions
than 640x400. Usually I run my Falcon in 800x608.

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

3749. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 07:15:42 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.P9ns6VwYtx6@lumumba.sh.sub.de>
Source record: 186139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2se6r2$cf@bronze.coil.com>, Matt McCabe writes:
>
> All,
> So, is it, or is it not, possible for me to acchieve 57.6Kbs
> transfers through a 'standard' 14.4Kbps modem while using built-in MNP
> error-correction and data-compression?
> I have an unmodified Mega St4 (no "E") and have installed
> HSMODE04. I do not know if I have installed it correctly though. What
> HSMODE04 files do I need in AUTO and are the "y, n, n, uuuuuu, y, 4096,
> 4096" settings suggested earilir sufficient to get to 57.6Kbps?
> Please help! I've seen this rate done on a friends PC with an
> internal card 14.4 modem and would _really_ like it here at home on my
> _more expensive_ INTeL modem! :)

Sorry, but the normal ST's can do only 19200Bps at maximum. HSMODEM doesn't
change this fact, it replaces only some faulty serial routines and speeds
up some interrupt handling things, that you will get maximum performance
also with standard 8 MHz ST's.

But there is a small hardware serial speeder called RSVE from the author
of HSMODEM (and compatible from others, too). It maps three of the never
used slow rates 110Bps, 134Bps and 150Bps to the faster ones 38400,
57600 and 115200. For the case that you've installed RSVE, HSMODEM
can install a cookie called RSVE.
Other programs can recognise the speedup hardware then and offer
the new Bps-rates directly in menues like CoNnect does.

Nevertheless, the slow 8 MHz ST's can handle rates only up to 38400Bps with
RSVE and HSMODEM, but with accelerator cards you can go up to 115200Bps.
I use 57600Bps, because my modem can't do it faster.

Greetings,
Stefan

3750. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 08:31:47 UTC
From: fraserc@dcs.gla.ac.uk
Message-ID: <CqpMCz.2s7@dcs.gla.ac.uk>
Source record: 186289

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>Problem is, virtually all of the file-size consists of huge sample files,
>half of which are quite difficult to understand!

Not if you are a native English speaker. ;-)

Campbell
--
Campbell Fraser <fraserc@dcs.gla.ac.uk>

3751. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 08:48:38 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2shi16$pc0@turing.fwi.uva.nl>
Source record: 186290

warwick@cs.uq.oz.au (Warwick Allison) wrote:

:dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
:
:
:>I just played with this game for the first time last night and was
:>actually moved enough to post about it. This is really a fun litle game.
:
:It appears to be based on (but more than) the board game `Labyrinth'.
:
:The only problem I had with it was that it was very difficult to see which
:way walls went. The graphics should make the walls secondary and the paths
:on the floor primary. Instead, I had to turn up the brightness on my
:monitor to see the paths. Graphics for the players is very nice though.
:
:--
:Warwick

I had no problems with the graphics and I play it on a colour TV (as I
only have a mono monitor). I like this game.

--
Martijn Dekker +---+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3752. Screensaver/Speed up?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 09:35:40 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun1.093540.24227@cc.ruu.nl>
Source record: 186293

Hi,

I'm looking for the most simple screensaver you can imagine:
It should make the screen black after a certain time of inactivity.

I now use Dave Baggett's screensaver which switches colors, which is not very pleasant in the dark.
But I do like the smallness of the program (it uses only 3K!).

Yes, I know I could write this myself, but hey, why bother if one of you knows where to get it.
Perhaps someone has the source code of Dave Baggett's screensaver?
An alternative is to hack his executable, but I don't like that solution.

A related question:

Several years ago I programmed the Atari 800 XL.
For this computer it was possible to disable screendisplay alltogether (I don't remember which POKE that was), increasing computing speed with about 20%.

Is there a similar mechanism in the Atari ST?
I'm really interested in this, since my Atari is spending most of his time computing.

Thx,

Richard.

3753. Re: NVDI2.5 + BlowUp030 question

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 09:46:04 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <2shlcs$38c@hpsystem1.informatik.tu-muenchen.de>
Source record: 186294

In article <Cqp8AJ.pn@freenet.carleton.ca>, ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
|>
|>
|> I am using (trying to :-) NVDI 2.5 and the demo version of BlowUp030 but
|> when I boot up in my BlowUp resolution (880x560) the screen is completely
|> garbled. When I change to any of the other regular modes everything works
|> very well. I greatly would appreciate any help .
|>

BLOWBOOT.PRG has to be after NVDI in the AUTO folder. That should make things work!

mfG Michael

3754. Re: which archiver generates fli files ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 09:59:24 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqpqBu.MEq@westminster.ac.uk>
Source record: 186224

Darren Coull (dcoull@cix.compulink.co.uk) wrote:
: FLI files aren't archived, they are animation files from the PC. You
: need Brainstorm's FLI player to view them.

You may get a FLI player programmed by Brainstorm, called Movie Player
from
micros.hensa.ac.uk

in the directory
micros/atari/tos/n/n136

Hope this helps

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3755. Re: Falcon F-16 flight sim on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 10:00:38 UTC
From: steve-j@teleport.com
Message-ID: <2shm86$bno@elaine.teleport.com>
Source record: 186291

In article <2sfmjm$r00@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>I was rather looking forward to some null-modem Falcon F-16 on my MegaST
>and new MegaSTE. However, both my original Falcon and my Operation
>Counterstrike mission disk seem to have problems on the MegaSTE.
>Counterstrike gets much farther, but it still dies before any flight
>is achieved.
>
>So, has anyone gotten Falcon F-16 to work on:
>
>a 1040STE
>a MegaSTE w/2.06

Nope! Unfortunately, Spectrum Holobyte's FALCON doesn't work on
ANYTHING other than a standard ST (i.e. no STE/TT/Falcon!). SH
isn't interested in making a 'fix' for it either, so unless some
hackers here want to do it, you can ONLY play it on a plain old
ST.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3756. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 10:24:01 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Jun1.102401.6113@t.hfb.se>
Source record: 186179

In article 52a@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
>Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
>: In article pts@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
>: > Nonono. The REFRESH happens 25 or 30 times a second! The sync rate is double
>: > that because the other set of scanlines if drawn 1/50 or 1/60 second later.
>
>: In a non interlaced rez the other set of scanlines, as you refer to, is a
>: completly new frame! So you will get 50 or 60 fps!
>
>This correct, but the interlaced set is considered part of the same frame,
>because they do not lie in the same positions as the frame before, but rather
>between them.
>In non-interlaced on a TV, you get 30fps.
>In interlaved in a TV, you SORTOF get 60fps, but on a skewed set of scanlines.
>You get 60 fields per second, making 30 frames per second.

Hmm, it's beginning to make sense...
But why doesn't the images look skewed if you move them, say one pixel horisontally
every 50 Hz? And why is it such a *BIG* difference between updating the screen every
vbi and every second vbi?

>: >I've written good code for the Falcon, taking advantage of the cache, that was
>: >more than 4 times faster than the ST.
>
>: Perhaps, but in one 50Hz frame, the ST can move maximum 32k of data.
>: The F030 can only move twice as much, and that is what counts.
>:
>
>Actually, the Falcon can move it faster because it doesn't have instruction
>load time to deal with once the memory-move code is in the cache.
>

What do you mean? Can you show me something faster than this?

```
; Instruction cache on
; Data cache off

loop: move.l (a0)+,(a1)+
dbra d0,loop
```

/
/ Daniel
The Gambler of New Core. (IRC: TheG).
ST/STE/F030 game/demo programmer.
New Core - Coding for fame!

3757. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 10:55:33 UTC
From: nj1@ukc.ac.uk
Message-ID: <8194@merlin.ukc.ac.uk>
Source record: 186101

In article <Up-EE5MBBYB@tecnozid.mubo.saar.de> b_kirsch@tecnozid.mubo.saar.de (Bernhard Kirsch) writes:
>i have tested icdraw14 in the meantime!
>its GOOD!
>the first usable iconeditor for the falcon i know.
>two other testediconeditors are BAD!
>
>ftp-server: ftp.uni-kl.de (maybe still in the "incoming"-directory!

True, it is definately the best editor I have used...

The first one I tried didn't like NVDI (Bad start) and was unusable as well...
(Didn't let you create icons)...

The second one I tried the actual editor screen was so small I strained my
eyes.....

But ICDRAWUP.ZIP (Could be LZH) is definately the best so far....

Neil.
--
- -
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####
- -

3758. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:01:04 UTC
From: djs@jet.uk
Message-ID: <1994Jun1.120104.22123@jet.uk>
Source record: 186295

In <Cqourn.7rv@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
(Re: Atari/Amiga show in Hammersmith)

At the risk of getting a bit off-thread and irrelevent: I have never seen
so many odd geeks in one building before in my life! Apart from useful
talks with HiSoft and the Digital Village, it was one of the most horrid
shows I've been too.

The only significant Atari box shifting that I could see was the sale of
a large number of Jaguars.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3759. Re: Email address for FaST club, UK?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:17:05 UTC
From: djs@jet.uk
Message-ID: <1994Jun1.121705.22261@jet.uk>
Source record: 186229

In <2scu18$t06@kolsaas.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

>Has anyone got the email address to the FaST club in the UK?
My usual approach to finding someone's Email address is to phone them
up and ask. This won't work with the FaST club because their phones
are always engaged or unanswered.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3760. Re: NVDI2.5 + BlowUp030 question

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:21:09 UTC
From: djs@jet.uk
Message-ID: <1994Jun1.122109.22362@jet.uk>
Source record: 186230

In <Cqp8AJ.pn@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:

>I am using (trying to :-) NVDI 2.5 and the demo version of BlowUp030 but
>when I boot up in my BlowUp resolution (880x560) the screen is completely
>garbled. When I change to any of the other regular modes everything works
>very well. I greatly would appreciate any help .
>
>Also is there a newer version of NVDI I can upgrade to (or patches) if I
>encounter any problems? (I haven't yet but I'm sure I'm bound to :)
You don't need an upgrade to NVDI. I have v2.5 running with BlowUp030
(at approx 960x560). It depends on the ordering of NVDI and Blowboot in
your AUTO folder; I can't remember which should come first (Blowboot, I
would guess), but one way works and the other doesn't! So, reorder
your AUTO folder.

>Lastly, where can I find some other fonts for NVDI?
There are numerous free GDOS fonts on many ftp sites.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3761. STE system $250 (with monitor)

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:27:53 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94152.082753SAW151@psuvm.psu.edu>
Source record: 186114

```
STe Computer for sale-
1040Ste 1 meg ram
trakball
monomonitor w/swivel
-misc software-
$250+shipping...

=========================================================================
Scott Weiland - SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"If you choose not to decide... you still have made a choice.."-Rush
=========================================================================
```

3762. Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:36:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqpxoD.on@cix.compulink.co.uk>
Source record: 186194

Does anyone know why Martin Osieka (WinX) doesn't answer his mail? I've sent him some bug reports but had no reply. He did answer me last year...

Ofir ogal@cix.compulink.co.uk

3763. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:44:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1826@usdtsg.DaytonOH.NCR.COM>
Source record: 186298
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2sgk5e$52a@mother.usf.edu> millert@undergrad (Timothy Miller) writes:
[deleted misc on MiNT 1.11]

>How about an update to MultiTOS... like to make it run at a tollerable speed?

Something like AES 4.1, perhaps? If Atari ever decides to
release it...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3764. Re: Screensaver/Speed up?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:50:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1827@usdtsg.DaytonOH.NCR.COM>
Source record: 186201

In article <1994Jun1.093540.24227@cc.ruu.nl> huveneer@math.ruu.nl writes:
>Hi,
>
>I'm looking for the most simple screensaver you can imagine:
> It should make the screen black after a certain time of inactivity.

Have you tried Atari's MACCEL3. It's a mouse accelerator, but
also is a screen saver. I believe it simply inverses the colors on
my screen every so often when the saver kicks in (in monochrome
mode anyways)...

Either that, or I'm going crazy (no comments, please :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3765. Items still for sell.

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 12:59:51 UTC
From: lannie@picard.infonet.net
Message-ID: <2si0o7$kk4@insosf1.infonet.net>
Source record: 186297
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all!

I still have some items for sale. I have the following:

1040STf 1Meg, 1.44 Floppy notinstalled goes with it.

Cordless Mouse

Hard Drivin II
Outrun
Champ. Basketball
Champ. Wrestling
Karate Kid II
Gone Fish'in
DBMan
GFA Basic 3.07
Dungeon Master
Arena
Hunt for Red October

1224 Color Monitor

I will sell allof this Cheap!

I will sell any of it seperately.

Lannie Schafroth
Lannie@ins.infonet.net
Lannie@data.infonet.net

3766. Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:04:21 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2si10l$q5g@dunlop.cs.strath.ac.uk>
Source record: 186296

Does anyone out there use Calligrapher Professinal ?

I am thinking of buying it and could do with a few opinions first from
people who have used it.

Any comments welcome

Thanks.....

Ronnie
---
rgibson@uk.ac.strath.cs

3767. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:09:49 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqpz8D.2oC@cix.compulink.co.uk>
Source record: 186198

>If you have a MegaSTE or TT (and maybe Falcon), there are modem ports that
>can go up to 57600 on the machine already. In the case of MegaSTEs, a lot
>of them are buggy (mine are :-( ). They can be fixed, however. Instructions
>for this can be found in fser09b.lzh on atari.archive.umich.edu, in the
>above mentioned Tosfixes directory.

Just to confirm. The Falcon's serial port can, indeed, go up to 57600. In
fact you can set it even higher (up to some ludicrous speed) but I doubt
if the Falcon can actually cope with much over 57600.

Thanks for such a clear explanation, Mickey, I'm sure it'll be of great
use to a lot of people. Maybe it should be included in the FAQ?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3768. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:09:51 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqpz8F.2oy@cix.compulink.co.uk>
Source record: 186196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>You simply cannot get more than 19200 baud _reliably_ on a stock ST/STE
>without making hardware mods.

This hardware mod was explained in a recent issue of ST Applications -
people I know have done the (very simple) mod and are now running their
modems at 38400.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3769. Re: lets get rid of "make money fast" post

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:09:53 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqpz8H.2pL@cix.compulink.co.uk>
Source record: 186195

>Mind you, I _still_ don't care for non-Americans flaming American politicians,
>even those that deserve it. After all, what do I pay taxes for? :) But it is
>certainly within your right to voice an opinion on any subject.

I think a far more pertinent point would be 'why is it in here?' [g].

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3770. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:09:55 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqpz8J.2q6@cix.compulink.co.uk>
Source record: 186199

>Well, for one thing, you can't get a 50hz TV in the US, and for another, I
>don't have the money for another monitor. I paid quite a bit for my SVGA
>Multisync.

I find this first statement very difficult to believe. Most modern sets
I've seen (ie with SCART input) can do 50Hz and 60Hz. The second part I
find very easy to believe [g].

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3771. NetPBM?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:13:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1828@usdtsg.DaytonOH.NCR.COM>
Source record: 186202

Sorry if this is a simple question (I have a simple mind ;-) but
what is the NetPBM package on atari.archive.umich.edu? To me, PBM
is the portable bitmap libraries/binaries, but what then does the
"net" part of it do? I.e. what's the diff between plain old
PBM and NetPBM? Thanks in advance...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3772. Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:23:52 UTC
From: djs@jet.uk
Message-ID: <1994Jun1.132352.22549@jet.uk>
Source record: 186299

On 19 May 94 at 16:52:21, Bob did truly state.....

BL> We have seen this occur on several Falcons attached to either
BL> Archive Vipers or WangDAT. If this occurs on your Falcon then check
BL> your termination, make sure that the resistors are seated properly
BL> and in good shape, turn on termination power jumpers if your drive
BL> provides them. Then turn the components on in sequence first the tape
BL> drive and then the Falcon. The drive should be recognized normally.
Thanks for your suggestions Bob, I shall take my mini-tower case apart and check my SCSI devices terminations and power them up seperately (currently everything powers up together when I throw the switch on the tower case!)

I have also failed to get Diamond Back 3 working with an Archive Viper. HiSoft tried blaming it on the Falcon's SCSI implementation, or termination etc, but the same tape drive works fine with other software (eg GEMAR). Investigations still continuing...
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3773. Re: HiSoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:48:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cqq103.52M@cix.compulink.co.uk>
Source record: 186197

In message <1994Jun1.120104.22123@jet.uk>, djs@jet.uk said:
>
>At the risk of getting a bit off-thread and irrelevent: I have never seen
>so many odd geeks in one building before in my life! Apart from useful
>talks with HiSoft and the Digital Village, it was one of the most horrid
>shows I've been too.

It looked bad but business was good. I guess you didn't get a chance to
see my Voice Mail.

Ofir ogal@cix.compulink.co.uk

3774. FALCON SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 13:58:35 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2si46b$6nm@dux.dundee.ac.uk>
Source record: 185736

CAn anyone tell me what sort of FALCON specific (commercial) software
is available?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3775. Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:00:49 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2si4ah$6nm@dux.dundee.ac.uk>
Source record: 185732

I have heard of the existence of one, but is there any other software availble
on the net?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3776. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:23:56 UTC
From: njdc@newcastle.ac.uk
Message-ID: <Cqq2nw.17z@newcastle.ac.uk>
Source record: 186204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: Is that a version that will load the gem.sys AES?

I imagine that the official version of 1.11 will load the gem.sys AES.
If you want MiNT without the MultiTOS AES, you may need to compile your
own version. I'm not sure if it will be possible to distribute several
binaries of 1.11. Probably not - from Atari's point of view, isn't the
main reason to update existing MultiTOS users?

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

3777. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:29:56 UTC
From: njdc@newcastle.ac.uk
Message-ID: <Cqq2xx.1M6@newcastle.ac.uk>
Source record: 186205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Timothy Miller (millert@undergrad) wrote:
: How about an update to MultiTOS... like to make it run at a tollerable speed?

Apparently, there exists a 4.1 version of the MultiTOS AES (as opposed to the 4.0 version shipping). This has been given to (selected?) developers and is faster than the 4.0 version. It may have some other bugs. As far as I know, development of the AES has been put on hold. Anyone out there care to write a freely distributable version of the AES? :)

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

3778. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:32:47 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2si66f$qoj@csugrad.cs.vt.edu>
Source record: 186203

Ronald Gibson CS91 (rgibson@cs.strath.ac.uk) wrote:
: Does anyone out there use Calligrapher Professinal ?

: I am thinking of buying it and could do with a few opinions first from
: people who have used it.

If you can, find a copy of March's ST Review. It has a copy of
Calligrapher in it. My main hangup about the program is that it doesn't
support SpeedoGDOS fonts. You have to buy fonts separately.

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3779. ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:41:21 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2si6mh$6nm@dux.dundee.ac.uk>
Source record: 185729

Does ST stand for Sam Tramiel? and TT Tom Tramil or something?

Only joking.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3780. ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:43:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2si6qf$6nm@dux.dundee.ac.uk>
Source record: 185733

Does Elite or Elite II runon the Falcon?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3781. FALCON monitors

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:49:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2si75p$6nm@dux.dundee.ac.uk>
Source record: 185728

CAn anyone recommend a good cheap colour monitor capable of displaying hi-res
True Colour and Hi-res mono screens (for DTP).

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3782. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:53:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cqq41C.8xG@cix.compulink.co.uk>
Source record: 186193

In message <2si10l$q5g@dunlop.cs.strath.ac.uk>, rgibson@cs.strath.ac.uk said:
>
>Does anyone out there use Calligrapher Professinal ?
>
>I am thinking of buying it and could do with a few opinions first from
>people who have used it.

If you're getting the ST Review offer than it's fine, otherwise Papyrus
will be a much better choice.

Ofir ogal@cix.compulink.co.uk

3783. ST and VGA ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 14:54:26 UTC
From: stephan@Informatik.TU-Muenchen.DE
Message-ID: <2si7f2$9ut@hpsystem1.informatik.tu-muenchen.de>
Source record: 186214

Hello everybody !

Does anybody know a way to connect a normal 1040STF to a PC VGA monitor ?
I don't have the room for both, the SM 124 and the NEC on my Desk but want
to use both computers.
So please, excuse my English and give me a hint.

3784. Steinberg/Cubase Info?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 15:02:15 UTC
From: ad869@FreeNet.Carleton.CA
Message-ID: <Cqq4Fr.F4J@freenet.carleton.ca>
Source record: 186206

Can anyone in Atari-land tell me:

1) if Steinberg-Jones (of the sequencer Cubase) have an email mailing list?
2) What the differences between Cubase 2.01 and 3.0 are? (I might be able
to buy an old 2.01 package...)

Thanks...

--
****
*** Often I fear eating a boiled egg because there might ***
*** be a cooked chick embryo inside when I open it, again. ***
********** R.Prasad: ad869@freenet.carleton.ca **********

3785. Re: Vroom II for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 15:11:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2si8fc$6nm@dux.dundee.ac.uk>
Source record: 185730

abarbiero@delphi.com wrote:
: David Cowan <davidc@vissci.demon.co.uk> writes:
:
: >21st Century has also written Pinball Dreams, which is being held back !
:
:
: Does anyone have any more info on these Falcon030 games? I would
: like to publish the information in AEO... maybe we can coerce them
: into releasing Falcon software, seeing that it is already written.
:
: Andreas@Atari Explorer
:

I think the best thing to do is form a syndicate to publish FALCON only
games. the syndicate agrees to pay a royalty to the software house and
sells the games commercially itself, and uses the money to develop new
games. Basically it is a software house, but instead of being run by
1 person it is run by various, user groups, mags and users.

Rod

--

==
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==

3786. Re: Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 15:20:36 UTC
From: orres@teleport.com
Message-ID: <2si904$8ko@kelly.teleport.com>
Source record: 186207

In article <1994Jun1.132352.22549@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>
>I have also failed to get Diamond Back 3 working with an Archive Viper.
>HiSoft tried blaming it on the Falcon's SCSI implementation, or
>termination etc,.

Some Falcons do not provide correct/stable termination power out of pin 26. For these Falcons ID recogniotion can be a problem if everything is powered up at once, try powering things up sequentially(i.e. first the tape drive and then the Falcon). Also your Archive Viper ships from the factory with termination power disabled. Enabling termination power for the Archive is done with JP12. This has also solved some Falcons problems.

Bob Luneski

3787. Re: NVDI2.5 + BlowUp030 question

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 15:53:47 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cqq6to.HEB@freenet.carleton.ca>
Source record: 186209

In a previous article, djs@jet.uk (David Stevenson) says:

>You don't need an upgrade to NVDI. I have v2.5 running with BlowUp030
>(at approx 960x560). It depends on the ordering of NVDI and Blowboot in
>your AUTO folder; I can't remember which should come first (Blowboot, I
>would guess), but one way works and the other doesn't! So, reorder
>your AUTO folder.

Thanks. I checked my mail this morning before leaving for work and I was
informed by many very nice NVDI users that NVDI has to run before BlowUp.
Indeed when I copied BLOWBOOT.PRG to the end of the folder everything
worked very well when I rebooted. (even with MTOS :-)

Thanks go out to all the people who responede to my querry. :-)

I have one other question: what can I do to get the Atari Collor CPX to
load the default collors when I have the NVDI CPX's installed?
One the machine has booted in those ugly default collors I can go to the
COLOR CPX and reload them myself but I would like it to be done automatically.

thanks again
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3788. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 16:01:20 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <2sibcg$b83@hpsystem1.informatik.tu-muenchen.de>
Source record: 186215

What do you mean? Can you show me something faster than this?

```
; Instruction cache on
; Data cache off

loop: move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
dbra d0,loop
```

Sorry, couldn't resist :-)

ciao,
Michael

3789. Re: NVDI2.5 + BlowUp030 question

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 16:03:19 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <2sibg7$b8e@hpsystem1.informatik.tu-muenchen.de>
Source record: 186216

```
In article <1994Jun1.122109.22362@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> You don't need an upgrade to NVDI. I have v2.5 running with BlowUp030
|> (at approx 960x560). It depends on the ordering of NVDI and Blowboot in
|> your AUTO folder; I can't remember which should come first (Blowboot, I
|> would guess), but one way works and the other doesn't! So, reorder
|> your AUTO folder.
Probably you are right when you advice reordering, but the correct order is:
First NVDI, then BLOWBOOT!

ciao, Michael
```

3790. NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 16:07:56 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cqq7H8.HtB@freenet.carleton.ca>
Source record: 186210

This message is geared mainly towards Falcon owners who think that their screen updates are a little slow or their terminal screen doesn't scroll fast enough. This become even slower if you have BlowUP 030 or screenblaster installed. Whether you have Warp9 or are strugling with the regular VDI you should seriously consider purchasing NVDI (IMHO).
The installation was a snap, the manual brief and to the point and the results are astounding! The only problems are with arranging your auto folder programs correctly. (basically NVDI goes after programs such as superboot and before BlowUp030/Screenblaster)

Warp9 doesn't compare! NVDI works well in ANY resolution and collor depth and it works with MultiTos.

You have to see it to believe it.... :-)

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3791. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 16:35:03 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2sidbn$ngo@acmey.gatech.edu>
Source record: 186211

In article <J0yvWDU.abarbiero@delphi.com> abarbiero@delphi.com writes:

>MAC-See is a commercial program that may help you out here, I do

Not quite. MacSee will only read Mac hard drive partitions. It will
not read Mac formatted floppies. It may read Spectre formatted
floppies.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3792. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 17:05:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqqA5r.HJG@cix.compulink.co.uk>
Source record: 186067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <Cqq2nw.17z@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>
>I imagine that the official version of 1.11 will load the gem.sys AES.
>If you want MiNT without the MultiTOS AES, you may need to compile your
>own version. I'm not sure if it will be possible to distribute several
>binaries of 1.11. Probably not - from Atari's point of view, isn't the
>main reason to update existing MultiTOS users?

I hope so, in which case they will have to make the new AES available.
This could be a response to my column in ST Review a few months back. I
got a long letter from someone called Jim Jackson in Atari, saying that I
have opened his eyes or something.

Ofir ogal@cix.compulink.co.uk

3793. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 17:33:06 UTC
From: millert@undergrad
Message-ID: <2sigoi$adk@mother.usf.edu>
Source record: 186200

Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
: In article 52a@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
: >Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
: >: In article pts@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
: >: > Nonono. The REFRESH happens 25 or 30 times a second! The sync rate is double
: >: > that because the other set of scanlines if drawn 1/50 or 1/60 second later.
: >
: >: In a non interlaced rez the other set of scanlines, as you refer to, is a
: >: completly new frame! So you will get 50 or 60 fps!
: >
: >This correct, but the interlaced set is considered part of the same frame,
: >because they do not lie in the same positions as the frame before, but rather
: >between them.
: >In non-interlaced on a TV, you get 30fps.
: >In interlaved in a TV, you SORTOF get 60fps, but on a skewed set of scanlines.
: >You get 60 fields per second, making 30 frames per second.

: Hmm, it's beginning to make sense...
: But why doesn't the images look skewed if you move them, say one pixel horisontally
: every 50 Hz? And why is it such a *BIG* difference between updating the screen every
: vbi and every second vbi?

Because EVERY VBI is 30 times a second, not 60.

: >: >I've written good code for the Falcon, taking advantage of the cache, that was
: >: >more than 4 times faster than the ST.
: >
: >: Perhaps, but in one 50Hz frame, the ST can move maximum 32k of data.
: >: The F030 can only move twice as much, and that is what counts.
: >:
: >
: >Actually, the Falcon can move it faster because it doesn't have instruction
: >load time to deal with once the memory-move code is in the cache.
: >

: What do you mean? Can you show me something faster than this?

: ; Instruction cache on
: ; Data cache off

: loop: move.l (a0)+,(a1)+
: dbra d0,loop

On the 68000, you don't have an instruction cache, so the instructions have to
be loaded every time. On the 68030, they are loaded once. But on the 68030,
this is faster:

```
loop: move.l (A0)+,(A1)+
move.l (A0)+,(A1)+
move.l (A0)+,(A1)+
move.l (A0)+,(A1)+
dbra d0,loop
```

It's actually MUCH faster, in fact.

```
: /
: / Daniel
: The Gambler of New Core. (IRC: TheG).
: ST/STE/F030 game/demo programmer.
: New Core - Coding for fame!
```

3794. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 17:33:08 UTC
From: Gerry.Tomlinson@newcastle.ac.uk
Message-ID: <CqqBF8.BKA@newcastle.ac.uk>
Source record: 186085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9405301627.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi all,
>
>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :
>
>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
> Aladin ?
>

you can create an MS-DOS format floppy on a Mac and transfer files to it
using Apple File Exchange, then read it on an ST,

gerry.

Gerry.Tomlinson@newcastle.ac.uk
Department of Computing Science, University of Newcastle, Tel: +44 91 222 8139
Newcastle upon Tyne, NE1 7RU, United Kingdom. Fax: +44 91 222 8232

3795. comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 17:41:46 UTC
From: millert@undergrad
Message-ID: <2sih8q$adk@mother.usf.edu>
Source record: 186186

WHY would ANYONE vote NO for comp.sys.atari.announce? What reason could they come up with for not wanting it?

3796. Source to display .IFF Animations

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 17:58:32 UTC
From: si@dcs.ed.ac.uk
Message-ID: <CqqCLL.26H@dcs.ed.ac.uk>
Source record: 186119

Hi, I'm looking for 68k source code to display Delux paint .IFF animations or any text files describing the format of these files.. any information would be great.

Stuart

3797. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 18:09:23 UTC
From: lordthan@news.delphi.com
Message-ID: <2siisj$6nl@news.delphi.com>
Source record: 186237

millert@undergrad (Timothy Miller) writes:
>WHY would ANYONE vote NO for comp.sys.atari.announce? What reason could they
>come up with for not wanting it?

It would hardly ever be used, for one. I mean, it's not like Atari goes
out of their way to post product announcements -- and since they're not
going to be making any new computers (for the time being, at least), the
only thing they could post is video game news which isn't exactly
something that video gamers are going to see.

3798. Re: "Eco" game info

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 18:09:56 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2siitk$4mt@vishnu.jussieu.fr>
Source record: 186238

You have to unprotect your disk from writing : you know, by removing the
little piece of black plastic :-) ...

MB.

3799. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 18:16:33 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2sija1$4mt@vishnu.jussieu.fr>
Source record: 186116

In article dck@mother.usf.edu, millert@undergrad (Timothy Miller) writes:

}Actually, at 50hz, you get 25fps, and at 60hz, you get 30fps. Interlacing,
}remember.

At 25 fps and 30 fps, you get un-smooth animation. Believe me, or ask
whoever you want that coded some demo/game.

}
}One of the excuses given for 50hz demos is the extra time allowed between
}display refreshes. On the ST, this was very helpful, and something I proved
}to myself when trying to write my own sort of graphics demo.
}
}However, on the Falcon, a much faster machine, this should no longer be
}necessary. There should be plenty of time durring the vertical blank at 60hz

You seem to forget one thing : the more you get power, the more you need
power, the more you use power. If you do on Falcon what you did on ST, then, OK, you can
do it easily at 30 fps. If you want to make Falcon demos/games, you'll try to push the
beast as much as you can, using every single bit of CPU time ! (Just look at game coders
on PC : the more power they get, the more they want : I've heard of two games that can
run properly on Pentium only !)

}to get the work done, regardless of the fact that 320x200xTC has 4 times as
}much data to manipulate than ST low.... most ST demos were full screen, while

4 times as much data means :

- 4 times more bus bandwidth used
- 4 times more to draw
- 4 times more to clear

}most Falcon demos I've seen work in a little window on the screen.
}
}The Termfin demo worked very nicely on my TV!
}
Yes, but it is in line-doubling => 320x100!xTC => half the bandwith, the
drawing, etc...

MB.

3800. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 18:24:31 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2sijov$4mt@vishnu.jussieu.fr>
Source record: 186117

In article 6113@t.hfb.se, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

```
}; Instruction cache on
}; Data cache off
}
}loop: move.l (a0)+,(a1)+
} dbra d0,loop
```

Same config :

```
l:
move.l -(a0),-(a1)
dbf d0,l
```

MB.

3801. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 18:28:51 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2sik13$m0u@charm.magnus.acs.ohio-state.edu>
Source record: 186217

Hector vs the Vampire Tomatoes from Hell... Where's it at? Always up for trying out a new game. I was a litle bit irritated with the size of the sounds compared with the game, but they were clear on my falcon so I didn't mind too much.

Dan Ackerman
ackerman.29@osu.edu

3802. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 19:03:08 UTC
From: Lexicor@world.std.com
Message-ID: <CqqFL8.rt@world.std.com>
Source record: 186219

In article <2siisj$6nl@news.delphi.com>,
LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> wrote:
>millert@undergrad (Timothy Miller) writes:
>>WHY would ANYONE vote NO for comp.sys.atari.announce? What reason could they
>>come up with for not wanting it?
>

Timothy, there is always opposition for whatever anyone does :-), small or large......

>It would hardly ever be used, for one. I mean, it's not like Atari goes
>out of their way to post product announcements -- and since they're not
>going to be making any new computers (for the time being, at least), the
>only thing they could post is video game news which isn't exactly
>something that video gamers are going to see.
>

I think some of you miss the point of why Comp.sys.atari.announce was created in the first place (or to be that is)

I enclose again a copy of the RFD of WHY comp.sys.atari.announce was meant to be created...it was NOT only for atari corporation, it is for atari developers, atari magazines, software, shareware, pd, commercial, shows etc.

Atari Corporation is not doing to much for their developers and computer users as they are concentrating on the Jaguar...so developers and users need to help themselves...this is only on of the steps to help existing atari computer users...

It is meant to separate the news of new releases with the discussion followup in comp.sys.atari.st.

Cheers

Yat

Proposal for a new newsgroup
Request for Discussion: comp.sys.atari.announce

by: Yat Siu (Lexicor@world.std.com)

Group name: comp.sys.atari.announce
Status: moderated (Lexicor@world.std.com)
Distribution: world-wide

Summary: a newsgroup for the product announcement of atari computer
hard and software or related (eg. clones).

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three groups
are discussion forums for their (specific) related hard and software. Product
announcements in these discussion forums of new releases by either commercial,
shareware groups can often be considered a service but not encouraged. The
atari computer market is not very widely distributed and it is getting
increasingly harder to know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari computer
users. It will also allow the reader to focus for a new newsgroup only for
product announcements or press releases and will also make the reader more
aware of his/her options.

Charter:

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hard and soft
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

NOTE

This RFD is being issued in concordance with the guidelines set in the
"How to create a new usenet newsgroup" FAQ regularly posted to
news.announce.newgroups. Please refer to this article if you have any
questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will
be posted approximately three to four weeks after the posting of this RFD.

This RFD was (cross)-posted to the following groups:
news.announce.newgroups, news.groups, comp.sys.atari.st, comp.sys.atari.8bit

3803. some atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 19:58:16 UTC
From: aj217@FreeNet.Carleton.CA
Message-ID: <CqqI54.2xM@freenet.carleton.ca>
Source record: 186220

ok.

one external double-sided drive with power supply.(orig. 150+70)
will sell for 100.00

games: Simcity with codes, book et all 30.00

War in middle earth(maps books box) 25.00

final assault(mountaineering) 12.00

space harrier 12.00

all OBO!(make an offer i can't refuse. .ie will take fax software for most
of above if original program, etc)

--
Mark Templeton aka. Brian Findley, clan Salubri
aj217@Freenet.Carleton.ca Herald of Ottawa
"Hell hath no fury like a woman scorn'd!" <No woman hath a fury like ME!>
he beats his head against the post and still insists he sees three ghosts.

3804. Atari 1040 STFM Manuals?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 20:54:45 UTC
From: mcb@pleasca.Eng.Sun.COM
Message-ID: <2sisil$82@engnews2.Eng.Sun.COM>
Source record: 186221

Hi. I've got a friend in Eastern Europe who recently bought an old 1040 STFM without the manuals. I'd like to get a set for him, but Atari doesn't stock them any more. (Why am I not surprised?)

If anybody has an idea where I can get a manual set, I'd like to hear about it.

Please send me mail, since I don't usually read this group.

Thanks!
--Mike

3805. Re: Atari CAD

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 21:36:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2siv05$8vo@mailer.fsu.edu>
Source record: 186129

Dan Fox (fox@nrlssc.navy.mil) wrote:
> A friend of mine runs his landscaping business using a MegaST.
> He has the opportunity to purchase an HP 8-pen plotter
> (not flatbed but one of those that stands vertically and
> rolls the paper back and forth - large enough to do large
> architectural blueprints) and is interested in:

> 1. Can he drive a plotter from a DTP program like Pagestream
> or Calamus?

Yes, according to the readme file for Pagestream 2.2:

---begin included text---

[....]

Plotters and Sign Cutters

PageStream 2.2 has a new HPGL driver for printing to plotters and sign cutters. Instead of using limited specialty software on MS-DOS computers, you can have access to all the features of PageStream and push your plotter or sign cutter to the limit. (This is an excellent small business opportunity!) All of PageStream's features will work except for bitmap pictures which cannot physically be reproduced by plotter pens, and Compugraphic fonts which are incompatible at this time.

This driver has several command options which you can enter in the Special text field in the Configure Printer dialog box:

color: will switch pens if included. (Other wise will print entirely in black.)

fill: will print solid objects as solid. (This is suitable for small objects.)

stroke: will outline all objects and text with a black line.

The fill and stroke options are not applicable to sign cutters. If you are using a Roland CAMM1 sign cutter, an additional command has been provided for full compatibility:

camm1: will provide compatibility with the Roland CAMM1 sign cutter.

[....]

Soft-Logik Publishing
PO Box 510589
St. Louis, MO 63151-0589

Sales:800-829-8608, 314-894-8608 Tech Support:314-894-0431
SL BBS:314-894-0057 FAX:314-894-3280

---end included text---

It may be the case that Calamus can as well. I'm sure Dynacadd can, see below.

> 2. Are there professional-level CAD programs available for
> the ST? (He's bought most of the <$100 ones that have
> come along over the years, but none have been able
> to do the detailed house plans and landscape designs
> he needs.)

There is (or was) at least one: Dynacadd. It was comparable to AutoCAD several years ago. However, I don't know if it is still supported, and AutoCAD has definitely matured in the last couple of years. I seem to remember that Dynacadd had some wizz-features that sparked some reactions of "Get me whatever I need to have THAT", but this was several years ago.

To my knowledge, AutoCAD is quite the king in the PC CAD market. You have to go to a RISC based Intergraph workstation to get better (which is a major price jump). Thus, it is quite unlikely that Dynacadd could really compete with the newest versions of AutoCAD. On the other hand, Dynacadd was a pretty good CAD program a few years ago, and is probably still quite useful. Note that this is one of the few programs that can make good use of a floating point coprocessor, and it might be quite slow on an 8mHz ST/STE. Also, it is old enough that it might have problems running on newer (M)STE or Falcon. I seem to remember that it worked fine on a TT, which was the prefered system.

> He's also in the national guard and does drafting there using
> AutoCAD and a large flatbed plotter, so he may be spoiled
> by these expensive tools... How close can we come with an
> Atari solution?

I suggest you have your friend post some "wanted ads" on Genie, Compuserve, misc.forsale.computers.wanted, Current Notes magazine, etc. He might be able to pick it up for quite cheap (it listed for around $500, I seem to remember).

Note that I am not an architect. The above is scuttlebutt that I have picked up from various sources. Hope it helps, though.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3806. Re: Cheap video card

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 22:07:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sj0qa$8vo@mailer.fsu.edu>
Source record: 186051

FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
> I'm looking for a cheap videocard (under 1500$) for my TT that would
> let me use a standard multisynch monitor. No need for lots of colors
> but 800x600x16 (or even x2) would be nice.
>
> I'm in Belgium, so if you have an adress for a reseller in
> north of France or west of Germany, I'd like to have it.

There was a good series of articles on high-end graphics boards in the March and April 1994 Current Notes magazines. Here is a very brief summary of the author's conclusions:

NOVA, by Lexicor - by their own admission, it only works on 50% of TTs out there. They are not particularly cool if yours is not one of them (no refund). Author was not at all please at this, and raged on the company bigtime. Amusing reading, by the way.

Crazy Dots II, distributed by Gribnif in US - Can change modes during boot, offers a bunch of resolution/color-number combinations. Has some compatibility problems with software that supports 24-bit color modes. Fastest board, according to Qindex. Does not yet support 24-bit color (but should with upcoming software upgrade). Max res for 256 colors: 1024x768. Max res for 15-bit color (?): 800x600. In mono, up to 1664x1200 (!!).

Cyrel Sunrise, by Cybercube Research, Ltd - compatible with all 24-bit software tested, offers few mode choices, comes with cool color utilities, can use graphic pads or serial mice. Max res for 256 colors: 1600x1200. Max res for 16.7 million colors (24-bit color): 1024x512. No mono mode.

I suggest you try to get a copy of these two magazines and read the full articles. Here are the company addresses for the above mentioned cards.

Crazy Dots II, $795
Gribnif Software
P.O. Box 779
Northhampton, MA 01061
Tel: (413)247-5620
FAX: (413)247-5622

Cyrel Sunrise, $995
DMC Publishing
2800 John St. Unit #10
Markham, Ontario
Canada L3R OE2
Tel: (416)479-1991
FAX: (416)479-1882

Nova Card, $569
Lexicor Software Inc.
1726 Francisco St.
Berkeley, CA 94703
Tel: (510)848-7621
FAX: (510)848-7613

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3807. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 22:26:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqqp0H.G2u@cix.compulink.co.uk>
Source record: 186066
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've

>some QDOS programs. However, it is not a QDOS port in that the underlying
>operating system does many things in completely different ways. (e.g. the
>job control block is somewhat different.)

I didn't mean to imply that I thought SMS2 was a port of the QDOS OS. I
meant 'implementation' in the sense that SMS2 implemented QDOS functions
thus allowing some QDOS programs to run. In the same way that DR DOS
implements MS DOS functions - but isn't actually a port.

Roland.

@CiX

3808. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 22:26:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqqp0J.G3H@cix.compulink.co.uk>
Source record: 186064

>with what do these .xfs drivers work ?

MiNT

>they are not red by AHDI or TOS are they ?

No

>bottom line is: I've got a cdrom and a TT with tos 3.06 NO MULTITOS and
>I'd like to get photo-cd's visual with say GemView...

You need a copy of MiNT. Versions up to .95ish are available by FTP. After
that you need to compile your own from the sources (also available by ftp).
I haven't had any luck with .XFS drivers on MiNT above 1.04.

Ypu don't need MTOS, but the MiNT 1.04 supplied with MTOS (at least in the
UK) worked well with the .XFS drivers I tried.

Haven't tried any photo CD stuff as I only have a MSTE.

:-)

Roland.

3809. Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 22:37:24 UTC
From: Marcel_Sacksen
Message-ID: <2ded0dcc@f107.n283.z2.fidonet>
Source record: 186065

```
BN> I asked these two question last week but only got one reply. Come on,
BN> these aren't hard ones :) So here we go again :
BN>
BN> A) Is there any way to read Macintosh disks and files (simple plain
BN> vanilla ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW
BN> what is Aladin ?

Take a look at MacSee by Alan D. Reeve, in Europe DMC sells his programm. It
works only with 1.44 HD floppydrives and 44 Mb Syquest cartridges.

Marcel

--- JetMail 0.99beta8
* Origin: -MinMsgs 50 (FidoNet 2:283/107)
SEEN-BY: 2:281/202 283/107 .2
```

3810. Re: DSP programming info for Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-01 22:58:10 UTC
From: csterpin@vub.ac.be
Message-ID: <2sj3q2$n83@rc1.vub.ac.be>
Source record: 186223

Philip Shore (avsec@westminster.ac.uk) wrote:
: Is there any info about regarding DSP prog'ing on the Falcon ?
: From the Falcon side of things, I mean.
: Example code, tutorials, stuff like that.

: Cheers,
: Phil.
: --
: /*--*/

: Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
: email: avsec@westminster.ac.uk

Hi Philip

There are some examples of dsp codes in ftp sites like
ftp.uni-kl.de (56000.zip)...
What do you need exactly ???
have you some problem of communication ? (030-56001)
have you some problems with the language (56001) ?
Tell me what you need, I can maybe help you.

Cu, Cster
csterpin@is1.vub.ac.be

3811. AES v4.1

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 00:05:05 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jun2.000505.11405@beaver.cs.washington.edu>
Source record: 186225
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is AES version 4.1 available yet for MultiTOS? Iconifiers, toolbars, and Speedo Fonts in dialogs are supposed to be the major features...

3812. Re: CAIN Newletters (all issues) available at archive

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 00:17:57 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2sj8fl$j4n@mailer.fsu.edu>
Source record: 186226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Atari SIG (xx004@cleveland.Freenet.Edu) wrote:
>
> All CAIN Newsletters are now available at the ftp site: atari.archive
>
> The Cleveland Free-Net Atari SIG thanks Mickey Boyd, the System Administrator,
> for putting them up for everyone to get.

Actually, some of the other archivists were responsible for putting them away.
Let's just give a bit thanks to all the atari-archivists folks.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

3813. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 01:10:08 UTC
From: howard@harry.lloyd.com
Message-ID: <2sjbhg$9g7@harry.lloyd.com>
Source record: 186056

In article <2s7qql$4ss@charm.magnus.acs.ohio-state.edu>,
Daniel D Ackerman <dackerma@magnus.acs.ohio-state.edu> wrote:
> Now when an american boots their machine with a european demo, which is
>assuming the system is running at 50Hz, you get rolling screens. Now if before
>you run this demo, you instead switch your system to PAL or 50Hz whatever you
>want to call it, then run the demo VOILA it works. The machine now knows what
>it's doing. The same thing plagued amiga owners. If you are lucky you can
>adjust your TV or monitor so that it's close enough to both not to care. If
>not you have to rely on switchers.

Sorry to disagree with you Dan, but I think you're painting an incomplete
picture of the situation here. There are a number of issues, and you only touch
on a couple of them.

There are certainly a number of European demos written that assume a 50 hz
refresh rate, and don't actively set the refresh rate themselves. When you run
these on a US machine at 60 hz, the screen rolls, but this is generally caused
by a "side-effect" - a 50hz screen has more scanlines per screen than at 60hz.
Demo code that's counting hblanks and such will get screwed up mainly for this
reason; then when you run a program that switches your ST into PAL mode this
problem will generally go away.

But there's a second problem - few modern US TVs will sync properly to a 50hz
video signal. Back in the analog days it was pretty simple to tweak a TV so
that you could fake it and get by, but modern TVs with digital picture control
circuitry won't cut it. Generally the modern TVs have a digital scanline
counter; the TV "knows" that it's only supposed to get 262.5 scanlines per
field, and when it gets the 315 scanlines per field that a 50 hz video source
puts out, it's just going to choke. The image rolls, and no software switch in
the world can fix that.

On my Sony XBR TV, I can put the set into service mode and adjust the refresh
rate from the remote control, but the set has to be powered off and on for the
changes to take effect, and there's no middle-ground position that works for
both 50hz and 60hz. On my other Sony TV, there's no adjustment at all, so I'm
pretty much stuck to using an SC1224, or using my Multiscan monitor with the
SC1224 video adapter block...

> Again it's not that big of a topic. If you have the problem adjust your
>set or run a switcher.

I agree it's not that big of a deal, but then again, I just wiped out the
demo tree from my hard drive. I got tired of unpacking code that said "must be
run with a TV or RGB monitor" or this/that/th'other... The fact is, there's a
lot of interesting stuff out there that cannot be used by a large portion of
the user base, and it's a shame.

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3814. Re: Falcon F-16 flight sim on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 01:19:26 UTC
From: howard@harry.lloyd.com
Message-ID: <2sjc2u$9hs@harry.lloyd.com>
Source record: 186172

In article <2sfmjm$r00@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>I was rather looking forward to some null-modem Falcon F-16 on my MegaST
>and new MegaSTE. However, both my original Falcon and my Operation
>Counterstrike mission disk seem to have problems on the MegaSTE.
>Counterstrike gets much farther, but it still dies before any flight
>is achieved.
>
>So, has anyone gotten Falcon F-16 to work on:
>
>a 1040STE
>a MegaSTE w/2.06
>
>Also, I seem to remember reading about some hacks that enabled one to install
>Falcon on a hard disk. Does anyone have the instructions handy? Thanks in
>advance for any help.

Hm, I don't actually remember if I ever ran it on my 1040 STe, but I think it worked OK. I for sure haven't tried it since installing TOS 2.06 though.

I used to run Falcon off my hard drive on my Mega ST; the original trick I used was to use the Supra boot code because their driver was very small, and the Falcon booter loaded at a fixed absolute address in low memory. The ICD and AHDI booters were too large and the Falcon code would overwrite them, after which point the hard drive was unusable... Later on I disassembled the booter and just reassembled it as a relocatable program.

I kept meaning to finish the job and disassemble the rest of the game, particularly since Falcon doesn't run on my Falcon, but never got the time. It was kind of a pain, there's a bit of self-modifying code, etc. (probably one of the main reasons it fails on the Falcon's 68030, hm...), but not much else that I recall.

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3815. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 01:32:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sjcrv$dhf@golem.wcc.govt.nz>
Source record: 186133

In article <5u8u+1V.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
>In a message date 5-31-94, Roger Sheppard said:
>
> "You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the
> unused 9th bit must have the inputs terminated to 0v or +v,
> so just connect pins 28,29 and 30 together....pin 30 is +v...."
>
>What is supposed to be the effect if you don't do this? This is the first
>time I have ever heard of a mod being suggested to use 9-bit SIMMS in
>an STe.
>
>Seeing as my STe is currently running with a mix of two 8-bit SIMMs, and
>two 9-bit, and has not had any problems, it would seem to be unnecessary.
>Perhaps Atari already tied the connections you mentioned to ground?

No, on a STE that I had to replace the SIMM sockets, those pins were no
connected, I suguested +v as this is next to these pins and is very easy to
link across...

Check on a Cmos data book, all unused inputs must be connected to 0v or +v,
if they are not, the device can draw large amounts of current and the device
will get hot, and damage its self....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3816. Re: [Q] Atari Dealers in LA Area: where to get Compendium

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 01:35:20 UTC
From: howard@harry.lloyd.com
Message-ID: <2sjd0o$9ka@harry.lloyd.com>
Source record: 186227

In article <CqM6pt.G8E@cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>P.S.: Does the Compendium also contain info about the 56001, or should I buy
>a seperate book to program that one. Which one would you recommend?

The Compendium documents the system calls that access the DSP, but you will
still need a 56001 reference for actual programming info; just as you would
need a 680x0 reference if you wanted to program the CPU in assembly...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3817. Re: uw.prg on a 520STE with 2MB

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 01:43:09 UTC
From: mbaffoni@hertz.elee.calpoly.edu
Message-ID: <1994Jun02.014309.161475@zeus.aix.calpoly.edu>
Source record: 186228

In article <8122@merlin.ukc.ac.uk>, D.M.Hoare <dmh1@ukc.ac.uk> wrote:
>
>Does anyone know anything about the UNIX windows program uw.prg?
>I've downloaded it onto my machine and have got all the bits for
>the UNIX end but dunno how to run it. I have tried from the auto
>folder and running the startgem.prg supplied but it comes up with
>2 bombs.
>
>it is just a dodgy unarchived file or what?

First make sure you are using a monochrome resolution.

Second, don't use startgem - just run the executable WIN.PRG. Running
that will put you in a pretty typical terminal program. You can edit func.
keys, set terminal speed,etc. You cannot change the port number if you are
using a TT or Falcon so make sure the modem is on Modem1.

Third, login to your host site as per normal. Download the uw archive
at atari.archive.umich.edu (I'm not sure which one) and untar the unix source
distribution. You will need to compile these on your host, and will require
modification of the Makefile. You need to change the lib and bin dirs so you
don't try to write to /bin. :) BTW, I have tried to compile this on AIX
(IBMs version of UNIX) and was completely frustrated. Unless you are a C
guru, I would not recommend it.

Fourth, once you have a compiled binary (called uw I believe), place
it somewhere safe and delete all the source files/directories. You can run
this anywhere but wherever you run the binary becomes your "root" directory
where each succeeding window starts up in. You may want to run it first to
make sure it works, then delete the files.

Fifth, run uw. You will want to make sure that your emulation is
adm31 (just do a "setenv TERM adm31"). It (the ST host) does not do VT100
but the adm31 is a reasonable substitute. There is no real messages that
say it is running, it just goes to the next command line - only by opening a
new window will you know that it is working.

At this point you can create new windows using the pull-down menus.

When you logout, don't forget to "quit-proto" first so that the uw
program is quit, then you are in standard terminal mode and can quit as per
normal.

>Cheers
>
>Davie
>

>
>--

Hope that helps.

-MikeB

3818. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 02:15:33 UTC
From: mbaffoni@hertz.elee.calpoly.edu
Message-ID: <1994Jun02.021533.176749@zeus.aix.calpoly.edu>
Source record: 186231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqoxzK.C91@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <CqoKBo.DCy@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>>
>>Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
>>including Kay Roemer's patches to allow TCP as well as UDP. You
>>will be able to use the binaries of MiNT and MintNet without having
>>to compile anything (hopefully!). I'm not sure of the timescale
>>for 1.11 though.
>
>Is that a version that will load the gem.sys AES?

Also, will they (or perhaps someone already has) release the source
complete (so all I have to do is download and compile)? Normally I'm not this
lazy but I am not very confident with patches, and since I am already having
problems compiling the Mint 1.09 sources, I think I may have let a bug creep
into my compiler setup.

>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------

-MikeB

3819. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 02:26:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._LWXCPfceDM@semprini.waterloo-rdp.on.ca>
Source record: 186189

In <2s4prs$1sc@comfrey.csv.warwick.ac.uk>, Paul Donovan writes:
> Hi,
>
> Recently there has been a set of patches for POV 2 released by
> someone in Germany, named FasterThan POV. It gives significant
> speed increases over POV but is still completely compatible with
> it. A friend of mine has it on his PC, and another has just compiled
> it for his Archimedes.
>
> Has anyone compiled it for the Atari yet? I'd do it, but I can't
> even get POV 2.2 to compile correctly!! (It bombs during parsing)

I couldn't get POV 2.2 to work either; if you tell me where to find the
FTPOV patches, I'll give it a go. I was looking for them earlier, but
didn't see them in the usual spots.

You might have to wait a while; I'm in Atlanta from Friday to Thursday
on a business trip. Maybe I'll pick up that Jaguar I saw last time I
was there... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3820. Re: Ms-dos disk and ST atari. HELP.

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 02:34:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xSSdpBvBNqw@semprini.waterloo-rdp.on.ca>
Source record: 186190

In <1803@usdtsg.DaytonOH.NCR.COM>, Robert Anisko writes:
> In article <2rs02n$9d8@ionews.io.org> diehl@io.org (Eric March) writes:
> >RE: MS-DOS DISKS IN AN ATARI
> >
> > Only if the disk is formatted 720k.
>
>
> Unless you have a MSTe, TT, or Falcon with a 1.44meg drive...

Some mutant STs (like mine) can deal with high-density floppies, too...
I like to do backups on 1.66M floppies.

(Actually, that's a lie... I hate doing backups!)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3821. Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 02:39:16 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <25b_9406030506@nisc.fidonet.org>
Source record: 186055

In a message of 25 May 94 17:24:32, Sys1@exnet.Com wrote:
S> I need (Ha! *want*) a good DTP to do the company news letter, occaisional
S> promotional material and proofs for the adverts we run. The two main
S> contenders seem to be Calamus and DA's Layout.
S>
S> Any ideas anyone?
S>

Definately Go with Calamus SL, the best DTP program on the computer market,i have worked with DTP on the IBM and MAC but nothing beats calamus. in fact DMC have just released it (or are about too) for the IBM market.

You could go with a descent HP laserjet printer, excellent reproduction, depends on your needs and budget though, they are very resonable priced, i would go with something either 300 or 600 dpi , 600 being are far superior quality when printing small text and photographic images, you could even go for the colour version?

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@n616.f2605.z1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

3822. Re: Screensaver/Speed up?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 02:55:55 UTC
From: diehl@io.org
Message-ID: <2sjhnr$t6b@ionews.io.org>
Source record: 186153

RE: DISABLING SCREEN DISPLAY

POKE 559,0. I remember that from the 8-bit days, turning ANTIC off for faster processing times. There is no actual way to completely turn off the display on the ST, however, at least none that I know of. However you can switch down to PAL mode for a slight increase in processor speed... it's not much, but it can help.

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

3823. Wanted: ICD Host Adaptors

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 05:29:05 UTC
From: osteele@u.washington.edu
Message-ID: <2sjqn1$slh@news.u.washington.edu>
Source record: 186239

I'm looking for a couple of working ICD host adaptors, if anyone has extras or doesn't need one please drop me a line in e-mail.

Steve

3824. Empire maps anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 06:16:02 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2sjtf2$m8g@canopus.cc.umanitoba.ca>
Source record: 186250

I've been meaning to ask this for a long time now...

Does anyone have any collection of Empire maps they'd like to share with the other atari users out there (maybe via atari archives?). I have about 40 that are pretty good that'd I wouldn't mind trading...

Someone *must* have extra maps, the game was *so* popular a while back. I was shocked not to find any when I looked in the various ftp sites!

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
==

3825. Paladin quest files anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 06:17:30 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2sjthq$m8r@canopus.cc.umanitoba.ca>
Source record: 186151

In a similar vein as my request for Empire maps, does anyone have any
Paladin quest files they'd like to share? If there's enough interest,
maybe I could collect them all and the upload a big archive to aa.umich.

Thanks!

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
==========

3826. ATARI MEGAFILE 44 (SyQuest) FOR SALE !

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 07:11:47 UTC
From: jcmonier@muguet.saclay.cea.fr
Message-ID: <1994Jun2.071147.15401@nenuphar.saclay.cea.fr>
Source record: 186154
Cross-posted to: comp.sys.atari.st,fr.misc.divers,misc.forsale,misc.forsale.computers.other,rec.music.makers.synth,rec.radio.amateur.equipment

A friend of mine sale a ATARI MEGAFILE 44 (SyQuest for ST, MEGA ST, TT) with cartridges and software.

He sold this hardware 2000 FF (approximatly 350 US $)

Please dont send me E-Mail, contact directly my friend at :

Mr. SRANON Freddy
14, allee des Nympheas
92 BEZON
FRANCE

Phone : (33) 30.76.24.13
From France : (1) 30.76.24.13

It's near Paris, and you can phone at any time on the day or on the night !

```
/~\
/ \
/-----\
| o o |
\_=_/
-----------------------------------oOO-+-OOo----------------------------------
ATHESA FRANCE - AGENCE CEA Defense I MONIER Jean-Christophe
BP 28 I 87, rue Juliette Adam
91 192 GIF SUR YVETTE I 91 190 GIF SUR YVETTE
FRANCE I FRANCE
---------------------------------------+--------------------------------------
```

E-Mail : jcmonier@muguet.saclay.cea.fr
Via MS-Mail : monier@ulysse.cea.fr

3827. Re: ATARI MEGAFILE 44 (SyQuest) FOR SALE !

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 08:05:51 UTC
From: lordthan@news.delphi.com
Message-ID: <2sk3sv$ede@news.delphi.com>
Source record: 186070
Cross-posted to:
comp.sys.atari.st,fr.misc.divers,misc.forsale,misc.forsale.computers.other,rec.music.makers.synth,rec.radio.amateur.equipment

jcmonier@muguet.saclay.cea.fr (Jean-Christophe MONIER) writes:
>A friend of mine sale a ATARI MEGAFILE 44 (SyQuest for ST, MEGA ST, TT) with
>cartridges and software.
>He sold this hardware 2000 FF (approximatly 350 US $)

If the MegaFile 44 is a standard SCSI-type SyQuest drive, advise your
friend that they can be had for as little as $199 here in the States,
while new carts sell for about $60 (used for as little as $25).

-Steve

3828. SC1435, pinouts?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 08:08:57 UTC
From: wilsont@rahul.net
Message-ID: <CqrFyy.Eux@rahul.net>
Source record: 186157

I lost my manual for the SC1435, and I need to know what the 9 pin
RGB jacks signals are.

Thanks alot.
--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

3829. Info on Falcon towers needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 08:13:12 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <2sk4ao$a0v@nyheter.chalmers.se>
Source record: 186156

I'm looking for information on tower cases for the Falcon. I`ve seen a couple of firms selling such things in STComputer, but there is never close to enough information in those adverts.

Hard & Soft's Falcon BIG Tower is the one I'm most interested in, but if anyone knows anything about another one, please let me know.

Some things I`d like to know more about:
- Are all ports extended by cables, or are there simply holes drilled to make them available?
- I hope it's possible to add a SCSI drive without routing a cable back in.
- Can BlowUP030 be fitted inside?
- Keyboard?
- How many drives can be added?
- Quiet fan?

I'd really appreciate some answers to this as quickly as possible.

Many thanks beforehand,
Johan

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3830. Re: Cheap video card

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 08:44:48 UTC
From: Lexicor@world.std.com
Message-ID: <CqrHMp.5xt@world.std.com>
Source record: 186158

In article <2sj0qa$8vo@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
>> I'm looking for a cheap videocard (under 1500$) for my TT that would
>> let me use a standard multisynch monitor. No need for lots of colors
>> but 800x600x16 (or even x2) would be nice.
>>
>> I'm in Belgium, so if you have an adress for a reseller in
>> north of France or west of Germany, I'd like to have it.
>
>There was a good series of articles on high-end graphics boards in the
>March and April 1994 Current Notes magazines. Here is a very brief summary
>of the author's conclusions:
>
>NOVA, by Lexicor - by their own admission, it only works on 50% of TTs out
>there. They are not particularly cool if yours is not one of them (no
>refund). Author was not at all please at this, and raged on the company
>bigtime. Amusing reading, by the way.

Mickey,

The Review had a lot of mistakes and errors. There are several
NOVA Users out there who run the NOVA and are very pleased with it, please
check STInformer or STComputer in Germany for a more just review of the
Graphics Board.

The response towards 50% is NOT by admission of Lexicor, this is a
blatant lie, we also offer refunds and have refunded NOVA Graphics Boards
if it cannot get to work so that statement was also wrong from the author
of the Review.

The reviewers board by the way runs fine on another customers
machine, if you read the Review you will find that the reviewer damaged had
admitted to damaging the board, then after damaging requested a refund.

Lexicor's policy does not refund damaged hardware by the User.

You can contact in America STInformer for a review at
1-800-800 2563 for Orders or adderss is:

909 NW Starlite Place
Grants Pass, OR 97526
Support (503) 476-0071

The Graphics Board NOVA has several thousand happy customers around the globe,
and there have only been positive reviews other than Current Notes, which
was not a fair Review for several reasons (some stated above).

If you like to have more information on fthe board I will be happy to send you details on it...

Cheers

Yat @ Lexicor

ps: NOVA is a 24bit Color Graphics Board, there are also SuperNOVA and NOVA VME Plus versions...

>
>Crazy Dots II, distributed by Gribnif in US - Can change modes during boot,
>offers a bunch of resolution/color-number combinations. Has some
>compatibility problems with software that supports 24-bit color modes.
>Fastest board, according to Qindex. Does not yet support 24-bit color (but
>should with upcoming software upgrade). Max res for 256 colors: 1024x768.
>Max res for 15-bit color (?): 800x600. In mono, up to 1664x1200 (!!).
>
>Cyrel Sunrise, by Cybercube Research, Ltd - compatible with all 24-bit
>software tested, offers few mode choices, comes with cool color utilities,
>can use graphic pads or serial mice. Max res for 256 colors: 1600x1200.
>Max res for 16.7 million colors (24-bit color): 1024x512. No mono mode.
>
>I suggest you try to get a copy of these two magazines and read the full
>articles. Here are the company addresses for the above mentioned cards.
>
>Crazy Dots II, $795
>Gribnif Software
>P.O. Box 779
>Northhampton, MA 01061
>Tel: (413)247-5620
>FAX: (413)247-5622
>
>Cyrel Sunrise, $995
>DMC Publishing
>2800 John St. Unit #10
>Markham, Ontario
>Canada L3R OE2
>Tel: (416)479-1991
>FAX: (416)479-1882
>
>Nova Card, $569

The price is 469 U$D btw ^_-

>Lexicor Software Inc.
>1726 Francisco St.
>Berkeley, CA 94703
>Tel: (510)848-7621
>FAX: (510)848-7613
>
>--
>***

>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>**

3831. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 08:51:56 UTC
From: steve-j@teleport.com
Message-ID: <2sk6jc$5js@kelly.teleport.com>
Source record: 186159

In article <5u8u+1V.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>In a message date 5-31-94, Roger Sheppard said:
>
> "You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the
> unused 9th bit must have the inputs terminated to 0v or +v,
> so just connect pins 28,29 and 30 together....pin 30 is +v...."
>
>What is supposed to be the effect if you don't do this? This is the first
>time I have ever heard of a mod being suggested to use 9-bit SIMMS in
>an STe.
>
>Seeing as my STe is currently running with a mix of two 8-bit SIMMs, and
>two 9-bit, and has not had any problems, it would seem to be unnecessary.
>Perhaps Atari already tied the connections you mentioned to ground?

I also know LOTS of people who have 9-bit SIMMs in their STEs
without any modification. This is the FIRST TIME I've ever
even seen a SUGGESTION to do so! Mac users also have no
problems using 9-bit SIMMs.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3832. Mono to Color Icons question

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 08:58:35 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Jun2.005835.1@aurora.alaska.edu>
Source record: 186161

ICDRAW is, as everyone has been saying, open of the best Falcon icon editors so far, but I have a ton of mono icons and would like to use them as templates to fill in with color. ICDRAW doesn't seem to be able to load the old .RSC files. Is this true, or am I doing something wrong? Is there any way to convert the old .RSC files into extended resource or .ICO type or something?

3833. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 09:24:05 UTC
From: howard@harry.lloyd.com
Message-ID: <2sk8fl$a5d@harry.lloyd.com>
Source record: 186076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqoxzK.C91@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <CqoKBo.DCy@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>>Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
>>including Kay Roemer's patches to allow TCP as well as UDP. You
>>will be able to use the binaries of MiNT and MintNet without having
>>to compile anything (hopefully!). I'm not sure of the timescale
>>for 1.11 though.

>Is that a version that will load the gem.sys AES?

Any version of MiNT (> 1.0, I guess) will load gem.sys if you set it to in
the mint.cnf file. There's nothing special there, the MiNT kernel is pretty
much the same whether or not you package "MultiTOS" or really Multi-AES
around it.

(re: another article in this thread - I never had much luck running 1.09
either, my sources got corrupted somehow. 1.10 made a huge difference, as
far as stability goes. 1.11 will be even better yet.)
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3834. Re: Falcon F-16 flight sim on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 09:31:25 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Jun2.213125.29226@waikato.ac.nz>
Source record: 186162

In article <2shm86$bno@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
> In article <2sfmjm$r00@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>>I was rather looking forward to some null-modem Falcon F-16 on my MegaST
>>and new MegaSTE. However, both my original Falcon and my Operation
>>Counterstrike mission disk seem to have problems on the MegaSTE.
>>Counterstrike gets much farther, but it still dies before any flight
>>is achieved.
>>
>>So, has anyone gotten Falcon F-16 to work on:
>>
>>a 1040STE
>>a MegaSTE w/2.06
>
>
> Nope! Unfortunately, Spectrum Holobyte's FALCON doesn't work on
> ANYTHING other than a standard ST (i.e. no STE/TT/Falcon!). SH
> isn't interested in making a 'fix' for it either, so unless some
> hackers here want to do it, you can ONLY play it on a plain old
> ST.
>
Bollocks - it works on my STE. Apparently it won't work on a MEGA STE.

Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand

3835. Re: What doesn't MiNT get?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 09:35:47 UTC
From: howard@harry.lloyd.com
Message-ID: <2sk95j$a76@harry.lloyd.com>
Source record: 186163

In article <2s2gq9$buk@hermod.uio.no>,
Chuck An <dave.buss@studorg.uio.no> wrote:
>Hi, everybody,
>
>I'm no ??nix user, but a Mac one. Havin got a MacMiNT package on my HD, I find myself
>getting more and more attracted to play with it. However, a question just got me-- to what
>extend does MiNT do any good? Besides a develop environment. If one can't go further into
>something like graphic draw, or windows, menues,.. and if the os isn't close enough to
>any others like UNIX, why should I start to hang around it in the first place.

MacMiNT was developed because there was no other cheap/free way to get free
Unix tools (mainly GNU software) running on a Mac. In particular, for a hacker
looking for a development environment, it provides a cheap entry that leverages
all the work us fanatical Atari-hackers have put into porting Unix software to
MiNT. If you like Unix, or if you want to play with C programming but don't
want to shell out the bucks for MPW or whatever other commercial development
system on the Mac, then MacMiNT is a decent alternative. If you're not a
programmer and don't care about having a Unix programming environment, then I
don't think MacMiNT gives you anything.

My general observation is that trying to say "Mac user" and "Unix" in the same
sentence is usually pretty ludicrous, but who knows...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3836. Re: Dungeon Master saved games.

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 09:45:49 UTC
From: howard@harry.lloyd.com
Message-ID: <2sk9od$a8o@harry.lloyd.com>
Source record: 186079

In article <2sfjk3$555@percy.cs.bham.ac.uk>,
Lea E Anthony <lea@cs.bham.ac.uk> wrote:
> Can someone please direct me to anywhere/anyone who knows how
> dungeon master stores it's saved games. It is to everyones benefit
> as I am writing a new DM editor and hope to include everything you
> need, so any suggestions are welcome. I've used DM_13E or whatever
> and found it adequate but could be improved a great deal. If there
> is already a new DM editor after this program then could someone
> tell me ? Cheers.

The saved games are crypted, I never bothered to decode them. It was easier
to use Ultradisk and SwitchBack to edit the characters after they were loaded
into memory. [Someone once told me it was possible to kill Lord Chaos, so I
took my party of characters, bumped all their stats to max, and sat around
for a couple hours trying to do that. Never happened. Oh well. Even with
characters regenerating mana faster than they could lob level 6 bolts...]

> Oh yes and does anyone know where to FTP "WALLS OF ILLUSION" ??
> This looks *Exactly* like Dungeon Master and is PD !!

Sounds cool, never heard of it.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3837. New company: New Upload

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 09:52:33 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-020694114436@bransen.mac.phil.ruu.nl>
Source record: 186166

Holland Game Design proudly presents itself and their first sharewhare release: UFO WAR (c) 1994.

We're a game designing company, working on board games, book case games aswell as software. Our address is:

Holland Game Design
's Gravelandseweg 127
1217 ER, Hilversum,
The Netherlands.

email: Joost.vanderleij@phil.ruu.nl

Our first shareware game is a 2 player game written for the Falcon030, in which each player controls a UFO, and must destroy the other. It's Falcon030 only (256 colours, 768-240 screen mode, DSP mod music). I uploaded it today to ftp.uni-kl.de, but as it is my first upload, a few things could have gone wrong. If you want please email us, and we'll send you a uuencoded version. At the moment I am unable to reach the a.a.u.e. site, but permission is given to place a copy of the game here as well. I'll also try it in the future. Further more permission is given for the ftp.cs.ruu.nl site. All other please refer to text file included with the game.

I hope you enjoy it, and please do send your comments etc.

Joost.

Computers: Atari 2600, 800 XL, Mega STE, Falcon, Lynx and Jaguar.

Mail to: Joost.vanderleij@phil.ruu.nl

3838. Re: Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 09:56:55 UTC
From: jimt@motx1.uk.mdis.com
Message-ID: <CqrKyv.44@mdis.co.uk>
Source record: 186165

Stein Arne Jensen (stein.arne.jensen@p10.secom.ct.se) wrote:
: Does anyone know how to run the Gfa Basic 3.5E editor in higher resolutions
: than 640x400. Usually I run my Falcon in 800x608.

: STein Arne Jensen / Atari Users Of Norway
: Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
: Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
: Internet: stein_arne_jensen@p10.secom.ct.se

The GFA Basic editor should run fine in any mode except
256 color or truecolor. I run GFA 3.6 at 1152x832x16 with no
problems.

--
++

Jim Twynam
Email: jtwynam@uk.mdis.com

++

3839. Hack wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 10:02:17 UTC
From: bobk@htsa.aha.nl
Message-ID: <1994Jun2.100217.24741@htsa.aha.nl>
Source record: 186113

Does someone have got the game HACK.I have it now on a Terminal at school
but I want it on my atari 1040ST.

Is this game PD/Sharware, if so, where could I get it (NO FTP, I don't have FTP-acces), or could somebody be so kind to E-mail it to me.

If not, where could I order it?

Bob Koeman
bobk@htsa.aha.nl
HTS-Amsterdam

3840. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 10:10:08 UTC
From: dsime@mcs.dundee.ac.uk
Message-ID: <2skb60$5qf@dux.dundee.ac.uk>
Source record: 185731

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:

: Hector vs the Vampire Tomatoes from Hell... Where's it at?

Both of these games can be found at....

Host src.doc.ic.ac.uk (146.169.2.10)

Location: /computing/systems/atari/umich/Games
FILE -r--r--r-- 604776 bytes 06:51 6 May 1994 wyrdways.arc

Location: /computing/systems/atari/umich/Games
FILE -r--r--r-- 187283 bytes 01:30 12 May 1994 hector.lzh

--

_TT /|
>====ttt===< | parp! |~ e-mail to:
{_|||_} \| O|
dsime@mcs.dundee.ac.uk
David J. Sime
Perth, Scotland.

3841. Re: Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 10:28:04 UTC
From: djs@jet.uk
Message-ID: <1994Jun2.102804.27631@jet.uk>
Source record: 186169

In <2si904$8ko@kelly.teleport.com> orres@teleport.com (Bob Luneski) writes:

>In article <1994Jun1.132352.22549@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>>
>>I have also failed to get Diamond Back 3 working with an Archive Viper.
>>HiSoft tried blaming it on the Falcon's SCSI implementation, or
>>termination etc,.

>Some Falcons do not provide correct/stable termination power out of pin
>26. For these Falcons ID recogniotion can be a problem if everything is
>powered up at once, try powering things up sequentially(i.e. first the
>tape drive and then the Falcon). Also your Archive Viper ships from the
>factory with termination power disabled. Enabling termination power for
>the Archive is done with JP12. This has also solved some Falcons problems.

Yes, but you edited out an important part of my posting. IT WORKS WITH
OTHER SOFTWARE! (eg Gemar, but there are good reasons why I would prefer
to use DB3 than Gemar, if we can get it working).

HiSoft just sent me v3.02; at least this version doesn't hang when trying
to load the tape. It Bus Errors instead. (This is with all AUTOs and
ACCs disabled, just to be safe).

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3842. Re: Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 10:29:38 UTC
From: djs@jet.uk
Message-ID: <1994Jun2.102938.27721@jet.uk>
Source record: 186170

In <1994Jun1.132352.22549@jet.uk> djs@jet.uk (David Stevenson) writes:

>On 19 May 94 at 16:52:21, Bob did truly state.....

> BL> We have seen this occur on several Falcons attached to either
> BL> Archive Vipers or WangDAT. If this occurs on your Falcon then check
> BL> your termination, make sure that the resistors are seated properly
> BL> and in good shape, turn on termination power jumpers if your drive
> BL> provides them. Then turn the components on in sequence first the tape
> BL> drive and then the Falcon. The drive should be recognized normally.
>Thanks for your suggestions Bob, I shall take my mini-tower case apart and
>check my SCSI devices terminations and power them up seperately (currently
>everything powers up together when I throw the switch on the tower case!)
^^^^Actually, I didn't say this bit. My apologies for misquoting someone!
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3843. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 10:38:39 UTC
From: jimt@motx1.uk.mdis.com
Message-ID: <CqrMwF.1A7@mdis.co.uk>
Source record: 186171

Howard Chu (howard@harry.lloyd.com) wrote:

: On my Sony XBR TV, I can put the set into service mode and adjust the refresh
: rate from the remote control, but the set has to be powered off and on for the
: changes to take effect, and there's no middle-ground position that works for
: both 50hz and 60hz. On my other Sony TV, there's no adjustment at all, so I'm
: pretty much stuck to using an SC1224, or using my Multiscan monitor with the
: SC1224 video adapter block...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

What exactly does the SC1224 video adapter block do to the RGB signals from
the Falcon. Is it performing a conversion of the analogue RGB signal from
15.75kHz per scan line to 31kHz?. If so where can I get one in the UK.

--
++

Jim Twynam
Email: jtwynam@uk.mdis.com

++

3844. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:19:00 UTC
From: king@tintin
Message-ID: <2skf74$odd@snlsu1>
Source record: 186181

As far as my 2 cents goes, I have used it Calligrapher for quite a while in both English and French. Lots of features, handles imported graphics pretty well, creates quality output. Pretty slow printing (I'm using a HP Deskjet, but the printing is much slower than TeX .) Not to debate or flame,but stuff like Microsoft Word and Lotus AmiPro cannot really be compared to what exists for Atari. I use it at home and for the money it performs admirably well. I cannot give comparisons with other Atari wp's but the multi-language and number of features have satisfied me.

+---+
| Bradley King Tel:47.46.66.83 Fax:46.46.69.52 |
| Schlumberger Industries - Gas Engineering Montrouge France |
+---+

3845. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:28:32 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jun2.112832.1@dct.ac.uk>
Source record: 186168

In article <2si10l$q5g@dunlop.cs.strath.ac.uk>, rgibson@cs.strath.ac.uk (Ronald Gibson CS91) writes:
> Does anyone out there use Calligrapher Professinal ?
>
> I am thinking of buying it and could do with a few opinions first from
> people who have used it.
>
> Any comments welcome

I bought a copy of Calligrapher Junior three years ago. Since then I have upgraded to Calligrapher Professional and then onto Gold. It is very versatile, allowing the me to write books, reports, letters, leaflets, etc.

The only disadvantages are speed and fonts. It can sometimes be slightly slow on an 8 MHz ST, however it is still very usable. Professional and Gold come supplied with 5 fonts. To add new fonts you have to buy them from the company which is not cheap.

The moans aside Calligrapher is a very nice package. Most useful options I find are: spell checker, thesaurus, indexer, flextext and grammer checker. The package also supports RTF export and import. This is useful it you need to transfer documents between the ST and the PC.

```
-------------------------------------------------------
| These are my views, not those of my computer. |*
------------------------------------------------------- *
*********************************************************
```

3846. RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:38:19 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cqrpnv.9DM@westminster.ac.uk>
Source record: 186182

I want some pop-up menus in my programs (for my Falcon).

Are there any resource file editors that allow
pop-up menus to be created ?

I could program the objects myself I suppose, but I'm too lazy!

(Hierachical menus would be nice too)

I'm using WERCS at the mo, as supplied with Lattice C v5.6,
but sadly it doesn't cope with these Falcon fetures.
--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

3847. IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:40:21 UTC
From: avsec@westminster.ac.uk
Message-ID: <CqrprB.9Mo@westminster.ac.uk>
Source record: 186183

Are there any PD hard disk de-fragmenters that can handle
the Falcon's IDE drive ?

Cheers,
Phil.
--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

3848. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:46:44 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <2skgr4$7co@irzr17.inf.tu-dresden.de>
Source record: 186173

In article <Cqq2nw.17z@newcastle.ac.uk>,
J.D.Coleman <njdc@newcastle.ac.uk> wrote:

> [...]
> If you want MiNT without the MultiTOS AES, you may need to compile your
> own version. I'm not sure if it will be possible to distribute several
> binaries of 1.11. [...]

From what Eric Smith said on the MiNT mailing list, Atari will allow
binary distribution of MiNT 1.11.

Michael

(Newsgroups: line changed to comp.sys.atari.st only)

--
Internet: hohmuth@freia.inf.tu-dresden.de

3849. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:52:33 UTC
From: alpldbia@w351zrz.zrz.tu-berlin.de
Message-ID: <2skh61$h85@brachio.zrz.TU-Berlin.DE>
Source record: 186174

>Does anyone know why Martin Osieka (WinX) doesn't answer his mail? I've
>sent him some bug reports but had no reply. He did answer me last year...

AFAIK there are/were some problems with the gateway Internet <-> MausNet. Maybe some mails have gone lost.

Except that - if I remember correctly - his email address changed some months ago. Since I haven't got his email address right here at the university I'll look for it at home and then post it in here.

Andre

3850. Gem List (unsubscribe with wrong headers)

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:53:54 UTC
From: Lexicor@world.std.com
Message-ID: <CqrqDv.5xx@world.std.com>
Source record: 186175

The following gem-list members have been removed because of repeated
delivery failures

uunet!mimsy!bogart!irscscm!mlake (user unknown)
michael_nolte@maus.k.de (Host unknown)

If you read this, and you are one of them, OR if you happen to know who
they are please contact me at ysiu@lexicor.com so that we can find a
solution.

Sincerely,

Yat Siu

3851. papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 11:57:39 UTC
From: alpldbia@w351zrz.zrz.tu-berlin.de
Message-ID: <2skhfj$h85@brachio.zrz.TU-Berlin.DE>
Source record: 186176

Ofir Gal wrote on Wed, 1 Jun 1994:

>otherwise Papyrus will be a much better choice.

Has an English (demo)version of papyrus already been released (Hello Christian)?

Andre

3852. Re: Mono to Color Icons question

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 12:04:06 UTC
From: alpldbia@w351zrz.zrz.tu-berlin.de
Message-ID: <2skhrm$h85@brachio.zrz.TU-Berlin.DE>
Source record: 186177

>Is there any way toconvert the old .RSC files into extended resource
>or .ICO type or something?

Interface (RSC editor) or Zoom! (colour & mono icon editor from Interface) will do without any problem.

Andre

3853. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 12:19:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1829@usdtsg.DaytonOH.NCR.COM>
Source record: 186180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jun02.021533.176749@zeus.aix.calpoly.edu> mbaffoni@hertz.elee.calpoly.edu (Michael Baffoni) writes:

[STuff deleted]

> Also, will they (or perhaps someone already has) release the source
>complete (so all I have to do is download and compile)? Normally I'm not this
>lazy but I am not very confident with patches, and since I am already having
>problems compiling the Mint 1.09 sources, I think I may have let a bug creep
>into my compiler setup.

I believe this is what MiNT 1.11 will in fact be - basically taking
the place of all those 1.10 patches... (I can do occasional patches
like the 1.08->1.09, but I'm not on the mailing list :~(

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3854. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 12:30:46 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Jun2.123046.1792@t.hfb.se>
Source record: 186187

In article adk@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
>Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
>: In article 52a@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
>: >Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
>: >: In article pts@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
>: >: > Nonono. The REFRESH happens 25 or 30 times a second! The sync rate is double
>: >: > that because the other set of scanlines if drawn 1/50 or 1/60 second later.
>: >
>: >: In a non interlaced rez the other set of scanlines, as you refer to, is a
>: >: completly new frame! So you will get 50 or 60 fps!
>: >
>: >This correct, but the interlaced set is considered part of the same frame,
>: >because they do not lie in the same positions as the frame before, but rather
>: >between them.
>: >In non-interlaced on a TV, you get 30fps.
>: >In interlaved in a TV, you SORTOF get 60fps, but on a skewed set of scanlines.
>: >You get 60 fields per second, making 30 frames per second.
>
>: Hmm, it's beginning to make sense...
>: But why doesn't the images look skewed if you move them, say one pixel horisontally
>: every 50 Hz? And why is it such a *BIG* difference between updating the screen every
>: vbi and every second vbi?
>
>Because EVERY VBI is 30 times a second, not 60.

NO, that is wrong!
If I do a loop that waits for 500 VBIs, it will take exactly 10 seconds to finish
on my 50Hz RGB monitor. I have tried it! Have you?

>: What do you mean? Can you show me something faster than this?
>
>: ; Instruction cache on
>: ; Data cache off
>
>: loop: move.l (a0)+,(a1)+
>: dbra d0,loop
>
>On the 68000, you don't have an instruction cache, so the instructions have to
>be loaded every time. On the 68030, they are loaded once.

Sorry, I thought that was too trivial to mention.

> But on the 68030, this is faster:
>
>loop: move.l (A0)+,(A1)+

```
> move.l (A0)+,(A1)+
> move.l (A0)+,(A1)+
> move.l (A0)+,(A1)+
> dbra d0,loop
>
>It's actually MUCH faster, in fact.
>
>
```

Really?
I will try that and come back to you!

/
/ Daniel
The Gambler of New Core. (IRC: TheG).
ST/STE/F030 game/demo programmer.
New Core - Coding for fame!

3855. Falcon/TT owners unite!

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 12:45:27 UTC
From: whern@bnr.ca
Message-ID: <1994Jun2.124527.26116@bnr.ca>
Source record: 186185

Attention Falcon/TT owners!

Do you find it difficult to get support for your machine? Do you have no fellow owners to talk to and swap hints and information? If so then Falcon FacTT-File is the answer!

Falcon FacTT-File has been set up to help isolated Falcon/TT owners get the help and support they need for their machine. FFF is a database of Falcon/TT users, listing their machine configurations and interests. Subscribers can look for owners with similar machine setups or interests and then contact them to swap advice.

Registration with the FFF is free. Owners send in the completed application form along with a blank disk and a stamped addressed envelope. The disk will then be sent back to them containing the latest version of the FFF database along with as much Falcon/TT PD software as space permits. The disk also contains a mini-magazine which has sections for hints and tips and classified advertising.

Copies of the application form can be obtained by writing to the FFF at

11 Pound Meadow,
The Green,
Whitchurch,
Hants. RG28 7LG,
ENGLAND

and enclosing a stamped addressed envelope. Users living outside the United Kingdom should send an international reply coupon instead of stamps.

The FFF has been running since December of 1993 and has attracted a wide range of users so far. Users have registered from as far afield as Norway and Singapore.

FFF is a non-profit organisation. There is no charge for registration so it is important to remember to include stamp addressed envelopes when requesting either an application form or a copy of the database. Only FFF members will be given copies of the database - no commercial companies will be allowed access, nor will PD libraries be able to distribute it.

Falcon FacTT-File is a great way to make contact with other Falcon/TT users. At the very least, you'll get a disk of great PD software.

William Hern.
"ST Applications" columnist.

3856. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:05:32 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqrtp8.C1r@cix.compulink.co.uk>
Source record: 186140

>Warp9 doesn't compare! NVDI works well in ANY resolution and collor depth
>and it works with MultiTos.

I wish more people (like, everyone) would buy a copy of NVDI. It's the fastest, it's the best, it's the most compatible - it's the most essential program for any Atari computer. At least, if you do anything other than play games or run FZT or Protext.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3857. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:05:34 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqrtpA.C2C@cix.compulink.co.uk>
Source record: 186141

```
>On the 68000, you don't have an instruction cache, so the instructions have to
>be loaded every time. On the 68030, they are loaded once. But on the 68030,
>this is faster:
>
>loop:move.l(A0)+,(A1)+
>move.l(A0)+,(A1)+
>move.l(A0)+,(A1)+
>move.l(A0)+,(A1)+
>dbrad0,loop
>
>It's actually MUCH faster, in fact.

Is that the maximum that will fit in the instruction cache? And what's
faster, (a0)+,(a1)+ or -(a0),-(a1)?

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

3858. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:26:24 UTC
From: teler@pita.cs.huji.ac.il
Message-ID: <2skmm0$6ll@pretzel.cs.huji.ac.il>
Source record: 186188

In article <CqqFL8.rt@world.std.com>, Lexicor@world.std.com (ysiu@lexicor.com) writes:
|> I enclose again a copy of the RFD of WHY comp.sys.atari.announce was meant
|> to be created...it was NOT only for atari corporation, it is for atari
|> developers, atari magazines, software, shareware, pd, commercial, shows
|> etc.
|>
|> Atari Corporation is not doing to much for their developers and computer
|> users as they are concentrating on the Jaguar...so developers and users need
|> to help themselves...this is only on of the steps to help existing atari
|> computer users...
|>
|> It is meant to separate the news of new releases with the discussion
|> followup in comp.sys.atari.st.

Agreed. Check c.s.amiga.announce. It mainly contains news about PD programs,
and I think that it's a Good Thing, as such programs are rarely reviewed in
magazines, so you usually don't know about them (there are less reviews of PD
programs than reviews of commercial ones, even though there are more PD
products).
In recent troubled times (for the Amiga) c.s.amiga.announce was also a place
for companies to show their support (or lack of :( ) of the Amiga.

3859. Atari Archive /Falcon dir reorganized

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:27:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2skmn4$jdn@cxc1.cl.msu.edu>
Source record: 186184

I spent some time last night reorganizing the atari/Falcon directory at atari.archive. It should make things easier to find as more and more files appear in the future. I simply created a series of subdirectories based on the Atari Archive's root directory, and moved the files to their appropriate place within that new structure.

I doubt this bit of knowledge is gonna make a whole lot of difference to most FTPers, however the mirror sites may be interested in knowing of the changes...

--

=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=

|||

Keep up the fight ||| I love my country

or lose the right... / | \ but I fear my government

3860. Re: lets get rid of "make money fast" post

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:41:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.pYq0z4WuEC_@semprini.waterloo-rdp.on.ca>
Source record: 186087

In <9405311615.AA01367@ilmen.lanl.gov>, John Hutchinson writes:
> Mind you, I _still_ don't care for non-Americans flaming American politicians,
> even those that deserve it. After all, what do I pay taxes for? :) But it is
> certainly within your right to voice an opinion on any subject.

Can I flame American politicians? I'm only about a 1-2 hour drive from
the border, and I work for an American company, and I've always got to
look at these damn magazine ads where stuff is really cheap
_in_America_, but expensive up here, and there's those damn Cantor and
Siegel lawyers or whatever that posted that stupid GREEN CARD thing
everywhere, and the undying MAKE.MONEY.FAST chain-letter, and...

> Regardless, my apologies for the public ranting and raving. My comments were
> meant to be sent in email but I struck the wrong button <again>.

That's ok. At least you weren't cross-posting it to every newsgroup
there is.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3861. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:43:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&BIRdPRYKP2@semprini.waterloo-rdp.on.ca>
Source record: 186086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CqoKBo.DCy@newcastle.ac.uk>, J.D.Coleman writes:
> Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
> including Kay Roemer's patches to allow TCP as well as UDP. You
> will be able to use the binaries of MiNT and MintNet without having
> to compile anything (hopefully!). I'm not sure of the timescale
> for 1.11 though.

It should be Real Soon Now(tm), but before Atari releases a new
computer.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3862. Re: MiNT-Net 0.4 Problems (was re MiNT FSP now available)

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:44:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hGctaC6G3t_@semprini.waterloo-rdp.on.ca>
Source record: 186093

In <2ses77$juf@tuegate.tue.nl>, Erlend Nagel writes:
> roemer@hera.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
>
> >You MUST MUST MUST first of all setup the loopback interface. The switched
> >order you use worked with 0.3x but not with 0.4x, because some routing
> >internals have been changed.
>
> Can't someone write some simple install program that extracts the
> software. Let's the user fill in some numbers and then does the
> configuration? I'm sure many more people would test the software that
> way.

I would _really_ love something like this; UNIX software (especially the networking stuff) can be *hell* to install if you don't know what you're doing.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3863. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:49:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2LpFAZq4Alc@semprini.waterloo-rdp.on.ca>
Source record: 186088

In <2s56os$13r@charm.magnus.acs.ohio-state.edu>, Daniel D Ackerman writes:
>
> >Ok, how's this... I just made it up, though I _am_ going to a
> >multimedia show in Toronto on Saturday, so maybe I'm not really lying!
>
> >Atari Hawk/AXP
>
> Boy talk about blowing away your non disclosure! Boy that's probably the
> last time they let you into one of those closed door unvielings ;)

So I went to this multimedia show, and what did I see? Tonnes of Macs
doing awesome stuff, a few PCs that looked pretty junky, some SGI
workstations that were very cool, and two Sun workstations...

...and COMMODORE had an _Amiga_ booth!

Any sign of Atari? No; not that I expected it... until the Jaguar has
some "real" things, they won't be at this sort of show... the Jag is
100% games box, and this was a professional-oriented multimedia show.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3864. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 13:50:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dAtMU2xlPk6@semprini.waterloo-rdp.on.ca>
Source record: 186089

In <CqHFvx.1Gq@world.std.com>, ysiu@lexicor.com writes:
> Well..there is ALWAYS the Medusa ^_-
>
> It was demonstrated at two SSAG meetings and at yesterdays Computer Zone
> Meeting...people could see the speed and performance of the Medusa, a
> direct comparison was made between TT and Medusa side by side..truly astounding
>
> The Medusa was about 4-6 times faster (not counting graphics)

What are the SPECint and SPECfp ratings of the Medusa system? I have a
feeling it's not cost-effective for someone that wants decent
floating-point performance (like I do) for rendering...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3865. CPX programming with GFA-basic?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 14:09:52 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Jun2.140952.43805@yogi>
Source record: 186178

```
hi,
anyone out htere who knows how to program or where
to download CPX with GFA basic?

Alexander
```

3866. Looking for GFA MID(I) play source

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 14:13:50 UTC
From: Danny_Terweij
Message-ID: <2dede9bd@f152.n2801.z2.fidonet>
Source record: 186136

Hi ....

Is there someone having a source in GFA for playing MID files?

Thanx in advange.

Greetings Danny.

```
***************************************************************
* COZMIC BBS Amsterdam Tel: +31-(0)20-6106164 24 ours online!! *
* Member of: *
* FidoNet 2:2801/152 ABC TOO!! *
* NeST 90:500/214 NeTwork ST *
* FAN 190:100/102 Free Atari Net *
* MidiNet 32:1500/0 (Host Noord Holland) *
* FileNetwork : Final Atari Net & Internet : danny@textlitho.nl *
***************************************************************

--- ScanMail 0.70
* Origin: COZMIC BBS Amsterdam +31-(0)20-6106164 24 U. (2:2801/152)
```

3867. Re: Skinny Dip

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 14:14:22 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <grpa21.770566462@cent.gla.ac.uk>
Source record: 186072

In <2rs8bi$5no@anshar.shadow.net> keogh@anshar.shadow.net (Matt Keogh) writes:

> *** THIGH CREAM ***

> The ORIGINAL thigh cream, as seen on [...]

NO!!!!!

Not more irrelevant advertising crap!

You might as well head your message "MAKE MONEY FAST!" for all it's usefulness!

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

3868. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 14:26:00 UTC
From: djs@jet.uk
Message-ID: <1994Jun2.142600.28933@jet.uk>
Source record: 186191

In <Cqqp0J.G3H@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>with what do these .xfs drivers work ?
>MiNT...
It depends on which CDROM drive you have. None of the .xfs drivers
worked with my NEC 2Xi, I had to buy ExtenDOS (30 quid, Systems Solutions).
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3869. Calamus SL: How does one disable the Calamus file selector?

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 14:46:26 UTC
From: djs@jet.uk
Message-ID: <1994Jun2.144626.29089@jet.uk>
Source record: 186192

Subject line says it all. I can't see any explanation of how to do
this in TFM. Although the Calamus selector may be an improvement on the
TOS one, I want to use my preferred replacement selector with *all* programs.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3870. Re: ATARI ST FTP LIST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 16:07:46 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <2sl04i$12p@elna.ethz.ch>
Source record: 186102

A forgotten ATARI-ftp-server:

ftp.coli.uni-sb.de
==========
By
Thomas


```
-----------------------------------------------------------------------
| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/256'0823) |
| Signal and Information Processing Laboratory ISI ||| ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ / | \ |
-----------------------------------------------------------------------
```

3871. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 16:21:23 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2sl0u3$m1d@vishnu.jussieu.fr>
Source record: 186103

SORRY !!! But at 60 Hz, it's 60 fps. You're on computer, not a TV. And I can tell you that there's a HUGE difference between 50 fps and 25 fps !

MB.

3872. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 16:24:21 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2sl13l$m1d@vishnu.jussieu.fr>
Source record: 186104

Sorry, but all of you who did some

```
loop:
move.l (a0)+,(a1)+ n times
dbf loop
```

are mistaken. Did you even try it ? I don't think so. Due to the fact that
the data cache is in write-trhough, each move.l must wait the end of the previous one
before executing. When you've got only one move, the dbf is executed during the memory
write time. Please, test things before spreading errors.

MB.

3873. Re: Cheap video card

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 16:49:41 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2sl2j5$f3c@mailer.fsu.edu>
Source record: 186110

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
> In article <2sj0qa$8vo@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
> >
> >There was a good series of articles on high-end graphics boards in the
> >March and April 1994 Current Notes magazines. Here is a very brief summary
> >of the author's conclusions:
> >
> >NOVA, by Lexicor - by their own admission, it only works on 50% of TTs out
> >there. They are not particularly cool if yours is not one of them (no
> >refund). Author was not at all please at this, and raged on the company
> >bigtime. Amusing reading, by the way.
>
> The Review had a lot of mistakes and errors. There are several
> NOVA Users out there who run the NOVA and are very pleased with it, please
> check STInformer or STComputer in Germany for a more just review of the
> Graphics Board.

Ok. I was careful to note that those were the author's conclusions, not
mine (I do not own a graphics board, nor am I shopping for one at this
time). Also, note that I included your company address at the end of the
post, just like the other two cards. This was intended as a "review of a
review", and to point the original poster at some magazine articles.

> You can contact in America STInformer for a review at
> 1-800-800 2563 for Orders or adderss is:
>
> 909 NW Starlite Place
> Grants Pass, OR 97526
> Support (503) 476-0071

Perhaps the original poster will find this useful. Also, if you could give
some references to the other magazine articles concerning the Nova, this
might help the original poster find them.

As an aside: I just called the 1-800 number above, and ST Informer offered
me a trial subscription to evaluate the magazine (which I have never seen,
BTW). Sounds pretty neat! I suggest all stateside STers give them a call
and check it out. I can also recommend Current Notes (possibly inaccurate
graphics card reviews notwithstanding <grin>).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

****

3874. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 16:51:13 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2sl2m1$f3c@mailer.fsu.edu>
Source record: 186128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
> >You simply cannot get more than 19200 baud _reliably_ on a stock ST/STE
> >without making hardware mods.
>
> This hardware mod was explained in a recent issue of ST Applications -
> people I know have done the (very simple) mod and are now running their
> modems at 38400.

I believe the instructions for that 38400 mod are on atari.archive in
Utilities/Tosfixes/38400.lzh. There are several such mods out there, and
they have different capabilities (and difficulties of installation).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3875. Syquest 44 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 17:02:32 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FC9A959.SPERNA1@ua1vm.ua.edu>
Source record: 186130

My Syquest 44 quit working. Syquest said repair would be $125 or
$245 to upgrade to an 88c. Any offers?

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

3876. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 17:13:23 UTC
From: millert@undergrad
Message-ID: <2sl3vj$i0n@mother.usf.edu>
Source record: 186105

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: >Well, for one thing, you can't get a 50hz TV in the US, and for another, I
: >don't have the money for another monitor. I paid quite a bit for my SVGA
: >Multisync.

: I find this first statement very difficult to believe. Most modern sets
: I've seen (ie with SCART input) can do 50Hz and 60Hz. The second part I
: find very easy to believe [g].

Have all the trouble with it that you want, but it's true. I guess American
TV designers didn't think PAL was important enough to want to support it.

3877. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 17:14:19 UTC
From: millert@undergrad
Message-ID: <2sl41b$i0n@mother.usf.edu>
Source record: 186106

```
Michael Eberl (eberl@Informatik.TU-Muenchen.DE) wrote:

: What do you mean? Can you show me something faster than this?

: ; Instruction cache on
: ; Data cache off

: loop: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: move.l (a0)+,(a1)+
: dbra d0,loop

: Sorry, couldn't resist :-)

: ciao,
: Michael

Probably... that might overfill the cache, making it MANY times slower.
```

3878. Let 'em Fly II

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 17:16:00 UTC
From: st4w1@rosie.uh.edu
Message-ID: <2JUN199412161423@rosie.uh.edu>
Source record: 186131

Hello world! It's Ken Hollis from Bitgate Software. You may have been wondering what happened to Let 'em Fly for the past year.

Let 'em Fly has been cancelled by Oliver Scheel, for reasons still unknown. Recently, I talked to Oliver Scheel, and he gave me the permission to update the program and release it on a regular basis, so that is EXACTLY what I intend to do.

Right now, Let 'em Fly is under a re-vamping, meaning that it is being completely reprogrammed. Many of the same functions will remain the same, like the flying routines, and the other good routines he's got. Many things will change and it will not only be faster, but it will take up less memory.

One of the major additions will be the inclusion of NKCC in the program as the natural keyboard handler. NKCC is a much more easier-to-follow and easier to understand routine, which offers better keycodes. Talk to Harald Siegmund for more on that.

If any of you out there are very interested in Let 'em Fly, please write to me in E-Mail, NOT posting on this system. If you post, it will be ignored... I have to post from another system.

Please, if you are interested, write to:

khollis@bitsink.gbdata.com.

I would be interested in getting any input you have, or if you have any suggestions on what new can be put in there, PLEASE, let me know.

Let 'em Fly is being developed by myself, Ken Hollis, and Darryl Piper (drpiper@cix.compulink.co.uk).

Let 'em Fly is hereby known as XAES Background. All new updates for Let 'em Fly will be released under the name of XAES-Background. If you are looking for updates, please write to me or Darryl. XAES Background's very first version was released last week.

I have the program, so if you are interested, please write to me and I can UUE it and send it off to you.

Don't delay! Get LTMF-2 today!

-- Ken Hollis

3879. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 17:20:21 UTC
From: millert@undergrad
Message-ID: <2sl4cl$i0n@mother.usf.edu>
Source record: 186107

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: Sorry, but all of you who did some

: loop:
: move.l (a0)+,(a1)+ n times
: dbf loop

: are mistaken. Did you even try it ? I don't think so. Due to the fact that
: the data cache is in write-trhough, each move.l must wait the end of the previous one
: before executing. When you've got only one move, the dbf is executed during the memory
: write time. Please, test things before spreading errors.

: MB.

I TESTED IT! I used the system's 200hz clock to time what I was doing and did
all sorts of things. I found that unrolling the loop was faster than what you
have above. I tested it thoroughly and compared executions times.

3880. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 17:25:10 UTC
From: millert@undergrad
Message-ID: <2sl4lm$i0n@mother.usf.edu>
Source record: 186108

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: millert@undergrad (Timothy Miller) writes:
: >WHY would ANYONE vote NO for comp.sys.atari.announce? What reason could they
: >come up with for not wanting it?

: It would hardly ever be used, for one. I mean, it's not like Atari goes
: out of their way to post product announcements -- and since they're not
: going to be making any new computers (for the time being, at least), the
: only thing they could post is video game news which isn't exactly
: something that video gamers are going to see.

I see. If you feel this way, why don't you push to have removed the 2000+
other newsgroups that even even less traffic?

3881. Re: New company: New Upload

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 17:28:33 UTC
From: millert@undergrad
Message-ID: <2sl4s1$i0n@mother.usf.edu>
Source record: 186109

I'd be interested in seeing the game.

3882. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 18:10:09 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2sl7a1$oq7@news.ysu.edu>
Source record: 186111

>I heard of a program called MacSee. I have never used it, but that is

>what it was supposed to do. As for Aladin, it is the interface for GEnie.

Macsee only works with 1.44 high density drives. If you have a DD/DS
floppy drive forget it!

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu)

3883. Mouse-ka-Mania II - Question

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 18:31:23 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Cqs8sC.D89@arc.ab.ca>
Source record: 186118

I have recently started playing with this program/accessory and it's kind of a hoot. The problem I have run into is that I have redefined some of my mouse pointers and one of them uses an animation. I have made an AUTOLOAD.PRG and put it in the AUTO folder. Everything works fine except the animated pointer (replacing the busy bee) moves across the screen until it hits the right hand side and just sits there!? If I load the MKMII.ACC with the autoload program this doesn't happen. Any ideas what is going on? I don't really want to have to load MKMII.ACC all the time and my impression from the documentation is that it's not required. I have quite a few other autoload programs and have also used up all my accessory slots (lucky we have Chameleon). I would like to use this but the way it sits right now it's not acceptable. Note the non-animated pointers work fine.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3884. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 18:39:48 UTC
From: lordthan@news.delphi.com
Message-ID: <2sl91k$e5@news.delphi.com>
Source record: 186115

millert@undergrad (Timothy Miller) writes:
>: It would hardly ever be used, for one. I mean, it's not like Atari goes
>: out of their way to post product announcements -- and since they're not
>: going to be making any new computers (for the time being, at least), the
>: only thing they could post is video game news which isn't exactly
>: something that video gamers are going to see.
>I see. If you feel this way, why don't you push to have removed the 2000+
>other newsgroups that even even less traffic?

That's not the point, and why should I waste the time? The point is this:
Why bother CREATING a newsgroup that will get precious little traffic? I
acknowledge the many existing newsgroups that get little or no traffic;
yes, they should be removed (IMO), but I'm not gonna bust my ass over it.
But to CREATE a newsgroup that will be devoid of postings...That's
something else entirely.

3885. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 19:05:17 UTC
From: mod4g108@cix.cict.fr
Message-ID: <2slahd$dve@reseau.cict.fr>
Source record: 186112

In article <2sl4cl$i0n@mother.usf.edu>, millert@undergrad (Timothy Miller) writes:
|> Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
|> : Sorry, but all of you who did some
|>
|> : loop:
|> : move.l (a0)+,(a1)+ n times
|> : dbf loop
|>
|> : are mistaken. Did you even try it ? I don't think so. Due to the fact that
|> : the data cache is in write-trhough, each move.l must wait the end of the previous one
|> : before executing. When you've got only one move, the dbf is executed during the memory
|> : write time. Please, test things before spreading errors.
|>
|> : MB.
|>
|> I TESTED IT! I used the system's 200hz clock to time what I was doing and did
|> all sorts of things. I found that unrolling the loop was faster than what you
|> have above. I tested it thoroughly and compared executions times.

This is impossible ! the instruction "move.l (a0)+,(a1)+" is in the instruction cache ! And with your
method, the instruction is never in the cache !!
If you made :

```
loop: rept 64
move.l (a0)+,(a1)+
endr
dbra d0,loop
```

this is faster than :

```
rept (d0+1)*64
move.l (a0)+,(a1)+
endr
```

it's sure !!!

Emmanuel.

3886. Printing through serial port problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 19:20:55 UTC
From: bobz@crl.com
Message-ID: <2slben$ktm@crl.crl.com>
Source record: 186125

A few years ago, when I failed to make my ST (TOS 1.4, 2.5 meg) print to an HP Deskjet 500, I concluded that I was stupid or that it needs a special serial cable. I live happily using the centronics parrallel interface.

Now a buddy calls needing advice about connecting his STe to an apple laserwriter using the serial line. He's purchased a cable with RS232 on one end and the RS244 (I hope I got that right) on the other. The cable was intended for a dos box, but should be the same don't you think ?

Checking the Abacus "Internals" book for pin-outs I discover a line of text that suggests that printing will not be possible due to a bug in the rts/cts routines. Unfortunately both my buddy and I have tried every rts/cts "fix" program and still have NO RESULTS.

eg from gulam we say :

cp testfile.txt prn:

nothing happens.

From pagestream (configured to print to the serial port) nothing happens. No blinking, no gibberish, no motor activity ... nothing whatsoever is happening on the printers.

What have we missed?

thanks,
bob zawalski bobz@crl.com

3887. Re: AGAIN: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 20:47:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406022247.a7627@pb2.maus.de>
Source record: 186033

At about a quarter to twelve, bp@sxb.bsf.alcatel.fr (#Bruno PALAGI) wrote:

#P>ATTENTION ALL FAST MONEY MAKING SKEPTICS! PLEASE READ AND ANALYZE THE
#P>FOLLOWING AND DETERMINE IF $5 IS WORTH KNOWING IF THIS IS REALLY
#P>POSSIBLE!!!!!

Can't we do *anything* about this sh*t?

Is it possible to kill this bozo's account?

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3888. Re: Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 20:47:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406022247.a7629@pb2.maus.de>
Source record: 186036

At about ten past eleven, taylord@netcom.com (Doug Taylor) wrote:

DT>Does it exist?

Sure it does!

I'm using TeleOffice from TKR, Germany. It works well with Class 2- and
Sierra-modems.

You should be able to find *JuniorOffice* (Shareware-version of TO) on an
FTP
site somewhere.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3889. Re: Can't get Mega 2 beyond 19200

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 20:47:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406022247.a7630@pb2.maus.de>
Source record: 186038

At about a quarter past eleven, taylord@netcom.com (Doug Taylor) wrote:

DT>It's capable of 14.4 with bis. It's got a available throughoutput of
DT>57.6k of which I've seen some patch software for the port although
DT>it's all in german...ouch!

You're probably talking about the *HSMODAxx* software package of Harun
Scheutzow (see below). Current version is *04*

And there _definitely_ is an English version of the docs. It's always
behind the German texts.

```
-------------------------------cuthereplease------------------------------
---
Mausnetz: Harun Scheutzow @B
Internet: Harun_Scheutzow@b.maus.de
(Because of the limitations in the mausnet, PLEASE DON'T send mails
greater than 16kbyte)
-------------------------------cuthereplease------------------------------
---
```

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3890. Re: WYRDWAYS.ARC

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 21:30:44 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2slj24$n2s@golem.wcc.govt.nz>
Source record: 186134

I found Hector Vs The Killer Tomatos from Hell at atari.archive.umich.edu
in the atari/Games directory. Filename is hector.lzh (or .zip)

3891. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 22:06:23 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32dee57d3@sirius.herts.ac.uk>
Source record: 186121
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Richard Zidlicky...
|> >I shouldn't imagine an X port is very likely.

How about ZeST then?

Duncan.

--
**********************************************************************
* Duncan P. Corps \ EMail: D.Corps@herts.ac.uk *
* Student, Radio DJ, \ Address: 47-2 Coales Hall, Bishops Rise, *
* PWEI/ Utah Saints fan \ Hatfield, Hertfordshire AL10 9BT *
**********************************************************************
* Lyric from: "I Still Think Of You (Too Much To Swallow Part 2)" *
* Out on all formats on June 6th, 1994. Addresses valid until *
* July 1st, 1994. Disclaimer: "It wasn't me, I was at home" *
**********************************************************************
UTAH * I'm waiting for a reason like waiting for a train * UTAH
SAINTS * I'm waiting for reality to slap my face again * SAINTS
* Waiting for disaster to show me what to do *
UTAH * I'm feeling guilty now, and so I think of you * UTAH
SAINTS ************************************************** SAINTS
```

3892. BASE 64

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 22:37:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2slmvs$nfp@golem.wcc.govt.nz>
Source record: 186135

I posted this befor but did not get a reply..?

How do I read a text file that has been encoded in BASE 64..???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3893. Re: Mono to Color Icons question

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 23:18:24 UTC
From: hallvart@ifi.uio.no
Message-ID: <2slpc0$d9c@solva.ifi.uio.no>
Source record: 186122

In article <2skhrm$h85@brachio.zrz.TU-Berlin.DE>, alpldbia@w351zrz.zrz.tu-berlin.de (Andre Leistner) writes:
>
>
> >Is there any way toconvert the old .RSC files into extended resource
> >or .ICO type or something?
>
> Interface (RSC editor) or Zoom! (colour & mono icon editor from Interface) will do without any problem.
>
> Andre

Is "Interface" PD/shareware? If it is, where is it available, if not- how much does it cost,
and who makes it?

Hallvard, Oslo, Norway

3894. Re: codehead bbs

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 23:20:46 UTC
From: hallvart@ifi.uio.no
Message-ID: <2slpge$da1@solva.ifi.uio.no>
Source record: 186123

In article <2s5fvl$f6l@opine.cs.umass.edu>, michael@tapestry.cs.umass.edu (Michael Kieras) writes:
> Does anyone know what the current number for the CodeHead BBS is? I read on
> their system that they would be changing numbers from their old 213 numbers,
> but the 818 numbers that were listed as replacements yield "that number has
> been disconnected" messages.
>
> Anybody know the scoop?
>

Do they have an Internet address too? I'd like to get in touch with them.
Thanks.

Hallvard, Oslo, Norway

3895. Re: Printing through serial port problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 23:27:54 UTC
From: bobz@crl.com
Message-ID: <2slptq$f5l@crl.crl.com>
Source record: 186124

Opps, I made an obvious error in my last posting which I do not
regularly make trying to print using a serial connection.

I said:

>eg from gulam we say :

>cp testfile.txt prn:
^^^
what I do say of course is: cp testfile.txt aux:

I forgot to mention thatI have set baudrates to match as well.

Thanks for any assistance.
Bob Zawalski bobz@crl.com

3896. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-02 23:30:06 UTC
From: azog@world.std.com
Message-ID: <CqsMM7.1qt@world.std.com>
Source record: 186090

avsec@westminster.ac.uk (Philip Shore) writes:

>Are there any PD hard disk de-fragmenters that can handle
>the Falcon's IDE drive ?

sure! Look for ST_TOOLS, forget what the latest version is, 193 or
something.

--
Billy D'Augustine azog@world.std.com

Jesus Christ looks like me. (TO-)

3897. Private FTP uploads possible?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 00:11:04 UTC
From: hallvart@ifi.uio.no
Message-ID: <2slseo$drn@solva.ifi.uio.no>
Source record: 186126

I was wondering if it would be possible to use certain FTP sites for transferring binary files to a friend of mine?
The situation is this:
My friend has an ST, and so do I, and we both have samplers (though different types), and found a program that can be used via the ST to take both standards, via MIDI dump.
I usually UUencode/decode small binary files, but samples can be pretty long, so email might not work, so- would it be possible to use an FTP site to simply upload files, then download them again, shortly, by the other person?

I remember getting a file from someone this way- he gave me a password that I had to write when decompressing the file.

Hallvard, Oslo, Norway

3898. Util to copy directory trees from ST to Unix

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 00:44:21 UTC
From: bobz@crl.com
Message-ID: <2slud5$lr7@crl.crl.com>
Source record: 186127

I have on atari HD many megs of client files arranged as follows:
j:\client1\
j:\client1\ldw\
j:\client1\ldw\files*
j:\client1\pgstrm\
j:\client1\pgstrm\files*
j:\client2\
j:\client2\ldw\
j:\client2\ldw\files*
j:\client2\pgstrm\
j:\client2\pgstrm\files*
j:\client3\
j:\client3\ldw\
j:\client3\ldw\files*
j:\client3\pgstrm\
j:\client3\pgstrm\files*
etc.

To back these up, I've written a wrapper for lharc (quester) which creates client1.lzh client2.lzh etc. which contains all of the files, (or if I specify arguments - only files which match the file-mask).

This takes a very long time (severly impairing pgstream or ldw if run in the background under MiNT).

This done, I've used rz to put it onto my sun filesystem for archiving.

I'd prefer to archive (tar) and compress (gzip) on the sun and only send the directory tree to the sun. I'd like to do this without creating temporary files on the ST's filesystem, but rather to just copy them (recursively) to aux: and then have a process such as: tar cf backup.tar - running on the sun archive them.

A way to redirect the output of tar.ttp to aux: is all that I need. An experiment: tar.ttp cf - testdir*.* which was captured into a FLASH telecom buffer which was then "uploaded ascii" seemed to start to work. If I could redirect tar's output to the aux: I'm sure this would do.

What do others do to transfer megs of stuff from ST to unix?

thanks,
bob zawalski bobz@crl.com

3899. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 01:42:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sm1q5$rnh@mailer.fsu.edu>
Source record: 186035

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
>
> That's not the point, and why should I waste the time? The point is this:
> Why bother CREATING a newsgroup that will get precious little traffic? I
> acknowledge the many existing newsgroups that get little or no traffic;
> yes, they should be removed (IMO), but I'm not gonna bust my ass over it.
> But to CREATE a newsgroup that will be devoid of postings...That's
> something else entirely.

Announce groups generally have very little traffic. The point of creating
one is to be able to, er, announce things. That is, announcments of stuff
that are presumed to be of interest to many will not be buried in the
general news articles of the other groups. I have a bunch of announce groups
at the head of my newsgroup list, and there are probably 10 posts a month
to them _combined_. However, they are 10 posts that I definitely want to read.

Another way to look at it is: Why not? If it provides even a small amount of
convenience, I say go for it (in fact, I did say go for it).

If this group becomes sufficiently widespread (some groups don't seem to
make it to some sites, even comp.* ones), I am considering having the
"weekly new stuff" postings from atari.archive.umich.edu routed there.
IMHO, this would be an ideal application for such a group. Any comments?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3900. Re: SC1435, pinouts?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 01:48:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sm24i$rnh@mailer.fsu.edu>
Source record: 186037

Timothy Wilson (wilsont@rahul.net) wrote:

> I lost my manual for the SC1435, and I need to know what the 9 pin
> RGB jacks signals are.

1 Ground
2 Ground
3 Red
4 Green
5 Blue
6 -
7 -
8 H. Sync
9 V. Sync

Analog RGB: 0.7 Vpp/75 Ohm
Stereo input: 177 mV/10 K Ohm

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3901. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 02:24:19 UTC
From: lordthan@news.delphi.com
Message-ID: <2sm48j$k8s@news.delphi.com>
Source record: 186132

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Another way to look at it is: Why not? If it provides even a small amount of
>convenience, I say go for it (in fact, I did say go for it).
>If this group becomes sufficiently widespread (some groups don't seem to
>make it to some sites, even comp.* ones), I am considering having the
>"weekly new stuff" postings from atari.archive.umich.edu routed there.
>IMHO, this would be an ideal application for such a group. Any comments?

Boy, looks like another innoculous statement made by yours truly has started a barrage of "you hate Atari" posts. Thanks (for nothing) to the dozen or so people who left me hate mail about this topic. You guys REALLY have to lighten up and get lives, y'know?

But anyway...I want to make something crystal clear. I'm not enthusiastic about a comp.sys.atari.announce group for the reasons I'd already stated. Someone asked for comments, I gave it. Period. Any more questions will be deviated to dev/null, thankyouverymuch.

(And Mikey...This message isn't tended to be a barbarous attack on you, so please don't take it that way.)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3902. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 03:01:06 UTC
From: Lexicor@world.std.com
Message-ID: <CqswDu.K2J@world.std.com>
Source record: 186034

In article <2sm1q5$rnh@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>
>Announce groups generally have very little traffic. The point of creating
>one is to be able to, er, announce things. That is, announcments of stuff
>that are presumed to be of interest to many will not be buried in the
>general news articles of the other groups. I have a bunch of announce groups
>at the head of my newsgroup list, and there are probably 10 posts a month
>to them _combined_. However, they are 10 posts that I definitely want to read.
>
>Another way to look at it is: Why not? If it provides even a small amount of
>convenience, I say go for it (in fact, I did say go for it).

You have just described the very nature of nearly every comp*announce news-
group. The idea is just that, to help manage and to make the news that is
not discussed in this comp*announce.

Not everyone get's to read comp.sys.atari.st at a daily basis, some read it
weekly..some just don't, because of the volume of posts. I know there are
newsgroups with 100 times more posts/drivel etc. however, that isn't the
point.

People who are more busy, or who just don't spend so much time on the net can
read the announcements group BECAUSE there is so little of it. It focuses
as well, then if they want to discuss it, they can always know whereand
what to search for in comp.sys.atari.st

I mean, all I have to do is not read this newsgroup for 1 month and I could
never catch up (not like I read all the posts anyways..that is close to
impossible anyhow given time etc.).

>
>If this group becomes sufficiently widespread (some groups don't seem to
>make it to some sites, even comp.* ones), I am considering having the
>"weekly new stuff" postings from atari.archive.umich.edu routed there.
>IMHO, this would be an ideal application for such a group. Any comments?
>

I think this would be a good idea to post the weekly new stuff in announce,
afterall it is announce nature ^_^

Cheers

Yat

>--
>***
>* Mickey Boyd *

>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>**

3903. Help needed:converting "Fastbase" files to "Adresse 1.8"

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 03:35:54 UTC
From: hallvart@ifi.uio.no
Message-ID: <2sm8eq$foh@solva.ifi.uio.no>
Source record: 186007

I've gotten hold of the excellent address database "adresse 1.8" by
Carsten Setje Eilers (Germany).
I've previously used "Fastbase", and have all my addresses there, but
want to export them into "adresse".
The "export" function of "Fastbase" works fine- it makes a file with a .CSV
ending after, but the problem arrives when I try to re-load the data into
"adresse". I have tried all sorts of combinations with the formats, but
my addresses seem to be spread all over. I don't really feel like typing
in all of my addresses into "adresse" again, when I have them in "fastbase", and
as all the documentations for "adresse" is in German I don't understand much (the
program itself however has an English resource file).
Can anybody help me with this? I have the format listed, I just need to know how to
set it up.

Hallvard, Oslo, Norway

3904. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 03:59:21 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2sm9qp$njp@news.dmpe.CSIRO.AU>
Source record: 186148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>A) Is there any way to read Macintosh disks and files (simple plain vanilla
>> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
>> Aladin ?
>what it was supposed to do. As for Aladin, it is the interface for GEnie.

Uhm, Aladin was the competition to Spectre for Mac Emulation until Spectre went
GCR. Never heard of it since ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |
```

3905. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 04:20:49 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2smb32$nm0@news.dmpe.CSIRO.AU>
Source record: 186149
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
>Weiner, Jeff.....................weiner@atari.archive.umich.edu
> weiner@terminator.rs.itd.umich.edu
> Maintainer of the atari.archive.umich.edu ftp site.

Uhm, didn't he like retire from duties a few weeks ago!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |
```

3906. ATARI FTP SITES LIST

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 04:30:27 UTC
From: hallvart@ifi.uio.no
Message-ID: <2smbl3$g6c@solva.ifi.uio.no>
Source record: 186137

This is an update of my FTP list for the Atari ST series computers, if you know of any other sites that aren't on the list, or you have suggestions for improvement etc. contact me on: hallvart@ifi.uio.no

Last edit: 3-June-1994
Additions/changes since last list: 1
- ftp.coli.uni-sb.de

Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

CZECH REPUBLIC:
---
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
---
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/

```
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
-------
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ......... /micros/atari/

SWITZERLAND:
------------
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/
- (umich.edu, USA)
```

archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
---
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].

- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 3-June-1994

This file may by all means be reproduced and distributed freely, but only
with all data intact.

3907. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 04:45:54 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2smci2$e2f@lyra.csx.cam.ac.uk>
Source record: 186138
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan <rgivan@cix.compulink.co.uk> wrote:
[somebody deleted the attributions...]
>>>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>
>>some QDOS programs. However, it is not a QDOS port in that the underlying
>>operating system does many things in completely different ways. (e.g. the
>>job control block is somewhat different.)
>
>I didn't mean to imply that I thought SMS2 was a port of the QDOS OS. I
>meant 'implementation' in the sense that SMS2 implemented QDOS functions
>thus allowing some QDOS programs to run. In the same way that DR DOS
>implements MS DOS functions - but isn't actually a port.

Yes... The purpose of DRDOS is to mimic MSDOS as close as possible,
however, and presumably add some extra bits. Whereas SMS2 is (or so
we're told) supposed to be able, in time, to do quite a bit more than
QDOS.

(Compare SMS2 with SMSQ, which is a re-implementation of QDOS from
scratch which is supposed to be as close to QDOS as possible.)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3908. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 05:33:12 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2smfap$nt9@news.dmpe.CSIRO.AU>
Source record: 186052

Seeing as Miller's address bounces ....

>Well, for one thing, you can't get a 50hz TV in the US, and for another, I
>don't have the money for another monitor. I paid quite a bit for my SVGA
>Multisync.

Uhm, you CAN get a 50hz TV in the US, you just have to know where to look.
If you have a SVGA Multisync, and it does 15.8khz, make yourself a cable!
They're a doddle to make, cost you max US$15 for parts, and you can then use
TV/RGB modes as well...

Otherwise you have a problem boy ... ;^)

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

3909. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 05:46:09 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cqt40y.Grw@sdf.lonestar.org>
Source record: 185965

```
==========================================================================
I'm not talking about any great feature of the system. I'm just talking
about how it works and has worked. Some what a pain, but easy to get around
and live with.
==========================================================================

Sorry, Dan, but you don't know what you are talking about. You are making
invalid assumptions about how the video system works.

When a demo uses vblank for timing video/animation then it will be independant
of the screen refresh rate. The demos that cause the screen to flip
set the video mode directly to 50Hz, and your TV/monitor probably can't
handle it - OR it doesn't use vblank. If a demo were trully hardcoded for
50Hz and didn't use the Vblank, it would use some other MFP timer or
I think there is a 50Hz clock independant of vblank (I seem to remember it
being talked about, but I can't find any hardware locations, but you could
make one using the MFP divide-by counters. If this was done, =AND= the
demo did not set itself to 50Hz, then to get the display timing and the
video in sync you would need to run a program to set the video mode.

However, this rare case will cause flicker, NOT vertical scrolling of the
display. I believe there is a "patch" for programs that set the screen to
50Hz that works be polling the location until it is 50Hz and then sets it
back to 60Hz and stops polling. This will let most 50Hz demos run on
a 60Hz TV or Monitor.

In =NO= case, whatsoever, can you "send" data to the video system. The
video system will not "accept" data at all. The only thing you can do is
change from 50 to 60Hz, and change the screen pointer since the video
system uses DMA access to screen memory. You write to the screen, and the
video hardware reads it later. You can't EVER get a scrolling screen from
improper programming - that is purely from the display being unable to
sync to the video hardware output. Changing to 50Hz first won't fix this
problem.

Another possibility that may look like th weird screen flipping, is to
count hblanks, since there are fewer hblanks in NTSC than PAL you can get some
timing problems, but I doubt it would EVER look like screen flipping.
There are lots of possibilities, but you simply have to try real hard
to hard-code a demo for 50Hz. It may switch into 50Hz and make your TV
flip around, but other than that, there is no "sending data @ 50Hz"

--
==========================================================================
Thanks!
Evan K. Langlois
```

ekl@sdf.lonestar.org

3910. Re: Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 05:49:10 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cqt45z.Gu5@sdf.lonestar.org>
Source record: 185964

```
==========================================================================
It's not the modem you should be worrying about; it's the computer. The
problem is that computers earlier than the TT have a serial chip that can't
handle higher than 19200 bps for async.
==========================================================================

Actually it can, but not without additional hardware. You can also turn
off the divide by 16 clock in software, but I think you need at least an
STe or else you are put into synchronoius mode when this happens. Generally,
you should use a TT since the interrupts @ 38400 and higher happen too
frequently for an 8Mhz ST (with all the other stuff the ST must service).

--
==========================================================================
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org
```

3911. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 05:54:13 UTC
From: Stefan Berndtsson <s.berndtsson@ped.gu.se>
Message-ID: <Cqt4EE.2Iz@mta.ca>
Source record: 186045

In article <1994Jun1.102401.6113@t.hfb.se> Daniel Hagg - HFB T ep93,
ep93dha@t.hfb.se writes:
>>Actually, the Falcon can move it faster because it doesn't have
instruction
>>load time to deal with once the memory-move code is in the cache.
>>
>
>What do you mean? Can you show me something faster than this?
>
>; Instruction cache on
>; Data cache off
>
>loop: move.l (a0)+,(a1)+
> dbra d0,loop

Isn't this actually faster:

loop: move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
move.l (a0)+,(a1)+
dbra d0,loop

Or am I totally wrong here???

Doesn't the dbra take any time?? In that case your version is faster,
but...

NoName of NoCREW!!
Falcon Coder, and Netter!!
Email: s.berndtsson@ped.gu.se
pedstef@hands.ped.gu.se
pedstef@jej.ped.gu.se
stefan.berndtsson@ub.gu.se
gubsb@servux.ub.gu.se
stefan.berndtsson@straight.ct.se (Don't use this one!)
stefan_berndtsson@straight.ct.se (Don't use this either!)

Sorry haven't got any more (yet!!)
Since this .sig is starting to get big i better finish!!!

Bye!!

3912. Mosaic and WWW

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 06:16:00 UTC
From: albury@sunburn.eng.usf.edu
Message-ID: <2smhr0$lr1@mother.usf.edu>
Source record: 186011

Basically is there a version of Mosac for the atari ST? Or any thing
else to use the World Wide Web?

I presume you don't need to be directly connected to the net to use
this, Do you? (I connect by modem) Also hopefully something that will run on
a 1040{that'll be the biggest problem i'm sure}

Thanks

--
|"What was always yours is now mine; Now i learn,
albury@suntan.eng.usf.edu |on you my back I'll never turn! you and your...
albury@cfrrisc1.cfr.usf.edu|TRUE COLORS!!" M.O.D. --Gross Misconduct--
Paul Albury _aka_ Blackstaff

3913. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 07:38:43 UTC
From: millert@undergrad
Message-ID: <2smmm3$mgo@mother.usf.edu>
Source record: 186142

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: >On the 68000, you don't have an instruction cache, so the instructions have to
: >be loaded every time. On the 68030, they are loaded once. But on the 68030,
: >this is faster:
: >
: >loop:move.l(A0)+,(A1)+
: >move.l(A0)+,(A1)+
: >move.l(A0)+,(A1)+
: >move.l(A0)+,(A1)+
: >dbrad0,loop
: >
: >It's actually MUCH faster, in fact.

: Is that the maximum that will fit in the instruction cache? And what's
: faster, (a0)+,(a1)+ or -(a0),-(a1)?

No, that's not the max, but you do want to maintain some control over how much you want to copy.

And I don't think either one is any faster on the 68030, but it doesn't matter, because you'll be forced to use one or the other if the source and destination blocks overlap.

3914. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 07:41:48 UTC
From: millert@undergrad
Message-ID: <2smmrs$mgo@mother.usf.edu>
Source record: 186143

Emmanuel (mod4g108@cix.cict.fr) wrote:

: This is impossible ! the instruction "move.l (a0)+,(a1)+" is in the instruction cache !
And with your
: method, the instruction is never in the cache !!
: If you made :

: loop: rept 64
: move.l (a0)+,(a1)+
: endr
: dbra d0,loop

: this is faster than :

: rept (d0+1)*64
: move.l (a0)+,(a1)+
: endr

: it's sure !!!

: Emmanuel.

You should have paid attention to the thread. If you COMPLETELY unroll the
loop, then you're wasting time and memory. But PARTIALLY unrolling the loop
makes significant speed increases.

3915. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 07:43:19 UTC
From: millert@undergrad
Message-ID: <2smmun$mgo@mother.usf.edu>
Source record: 186144

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
: >Warp9 doesn't compare! NVDI works well in ANY resolution and collor depth
: >and it works with MultiTos.

: I wish more people (like, everyone) would buy a copy of NVDI. It's the
: fastest, it's the best, it's the most compatible - it's the most essential
: program for any Atari computer. At least, if you do anything other than
: play games or run FZT or Protext.

Why do you care what other people buy? :)

Seriously, though, NVDI was SO much more expensive than Warp 9, that there was no choice in the matter. I bought Warp 9 because I could afford it.

3916. Re: ATARI FTP SITES LIST

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 07:53:05 UTC
From: bobz@crl.com
Message-ID: <2smnh1$2r5@crl.crl.com>
Source record: 186145

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

>This is an update of my FTP list for the Atari ST series computers, if you
>know of any other sites that aren't on the list, or you have suggestions for
>improvement etc. contact me on: hallvart@ifi.uio.no

<Very nice list of ftp sites deleted>

>DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
>--------------------------------
>1) Go to the directory where you want the files to be downloaded.
>2) ftp [CR].

< 3-13 deleted.

All of the work described in points 3 to 13 (and the "bin" transfer
mode instructions) are radically simplified if one uses the "getit"
and "lsit" utilities. "lsit" allows you to retrieve a listing of any
directory accessible at an ftp site by typing:

lsit machine.site.domain:dir/subdir

where you'd substitute (for example) "atari.archive.umich.edu" for
"machine.site.domain" and "pub/Newitems" for "dir/subdir" .

You can browse this file at your liesure and then if you wanted to get
(for example) "tcpip.faq" from this directory you'd type:

getit atari.archive.umich.edu:pub/Newitems/tcpip.faq >/dev/null &

and do something else while the file is transfered speedily. I
apologize if the path pub/Newitems is incorrect. I've aliased this
all away some time ago to getumichnew .

The getit logs you in (anonymous : you@site) sets binary transfer,
cd's to the right place, "get"s your file and "quits" reliably and
speedily. Using it for over a year now, I compare the interactive mode
of cd_dir_get to typing modem AT commands by hand :-(

These programs are not confused by instructions in .netrc files so you
don't have to loose "tailored" interactive ftp-ing to use "getit".

lsit and getit are freely available and can be found in several ftp
sites using archie.

bob zawalski bobz@crl.com

3917. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 08:20:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2smp4i$3sf@percy.cs.bham.ac.uk>
Source record: 186017

nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>ftp-server: ftp.uni-kl.de (maybe still in the "incoming"-directory!
>But ICDRAWUP.ZIP (Could be LZH) is definately the best so far....

Hmm. It only runs in stock Atari 16 colour modes (ie if you have a graphics card, it won't work at all, and if you are running > 16 colours it won't work either). The interface is also extremely idiosyncratic ('daft' :-) But it sort of works (despite those limitations) and you can, in fact, edit the MTOS icons.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3918. Re: Hack wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 08:24:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2smpbl$a3j@bognor.barclays.co.uk>
Source record: 186005

In article <1994Jun2.100217.24741@htsa.aha.nl>, bobk@htsa.aha.nl (Bob Koeman) writes:
|> Does someone have got the game HACK.I have it now on a Terminal at school
|> but I want it on my atari 1040ST.
There are countless ST ports of the character based game. The best IMHO by miles
is the GEM graphical port. This really needs a high res system like a TT or
Falcon though.

|> Is this game PD/Sharware, if so, where could I get it (NO FTP, I don't have FTP-acces),
or
|> could somebody be so kind to E-mail it to me.
It's pretty big. I'm sure most PD librarys should have it. It's certainly on a
few sites I have seen.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
| |'Belgium man! Belgium!' - Zaphod Beeblebrox |
+-------------+---+

3919. Re: BASE 64

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 08:25:10 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2smpd6$a3j@bognor.barclays.co.uk>
Source record: 186006

I've never heard of Base 64. can you go back to the source and get it in a more friendly format?

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
| |'Belgium man! Belgium!' - Zaphod Beeblebrox |
+-------------+---+

3920. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 08:27:04 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2smpgo$3tn@percy.cs.bham.ac.uk>
Source record: 186018

alpldbia@w351zrz.zrz.tu-berlin.de (Andre Leistner) writes:
>Ofir Gal wrote on Wed, 1 Jun 1994:
>
>>otherwise Papyrus will be a much better choice.
>
>Has an English (demo)version of papyrus already been released?

Yes, if you ask Hisoft they will send you a demo disk of Payrus Gold,
which is limited to printing one page only, can't export, and also
(playfully) reverses some letters in the printouts :-)

Unfortunately, the demo cannot be given away (uploaded etc) according
to the readme file on the disk.

It really is a wonderful program, btw. I can't wait for the full
English version to be released (it is getting a spell checker,
according to Dave from Hisoft).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3921. Re: RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 08:36:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2smq21$406@percy.cs.bham.ac.uk>
Source record: 186146

avsec@westminster.ac.uk (Philip Shore) writes:
>I want some pop-up menus in my programs (for my Falcon).
>
>Are there any resource file editors that allow
> pop-up menus to be created ?
>
>I could program the objects myself I suppose, but I'm too lazy!
>
>(Hierachical menus would be nice too)
>
>I'm using WERCS at the mo, as supplied with Lattice C v5.6,
> but sadly it doesn't cope with these Falcon fetures.

It does all that is possible - the reponsibility for creating popup
and hierarchical menus is down to the programmer, see the
documentation on menu_attach() and menu_popup() (they're called
something like that, at any rate)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3922. Hard Disk for MEGA ST2 WANTED !

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 08:56:51 UTC
From: jcmonier@muguet.saclay.cea.fr
Message-ID: <1994Jun3.085651.14860@nenuphar.saclay.cea.fr>
Source record: 186016
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale.computers.other,fr.announce.divers,fr.comp.os.divers,fr.comp.sys.atari,fr.comp.sys.divers

```
---
/~\
/ \
/-----\
| o o |
\_=_/
-------------------------------------oOO-+-OOo-----------------------------------
ATHESA FRANCE - AGENCE CEA Defense I MONIER Jean-Christophe
BP 28 I 87, rue Juliette Adam
91 192 GIF SUR YVETTE I 91 190 GIF SUR YVETTE
FRANCE I FRANCE
---------------------------------------+-------------------------------------

E-Mail : jcmonier@muguet.saclay.cea.fr
Via MS-Mail : monier@ulysse.cea.fr
-------------------------------------------------------------------------------
I have a MEGA ST2 + SM124 ATARI used with Cubase 2.0 from Steinberg for
made synth. music.

For working with more facilities, I search a HARD DISK for this computer like
a ATARI MEGAFILE 30 or MEGAFILE 60 or one other can work with MEGA ST2.

IS THERE ANYONE SOLD ONE FOR A CORRECT PRICE.

Please E-Mail directly or, if you are in France near Paris, phone to me
after 17h30 (French time -> 15h30 GMT) : (1) 64.46.07.41.

Thank for all proposition.
```


```
I have a MEGA ST2 + SM124 ATARI used with Cubase 2.0 from Steinberg for
made synth. music.

For working with more facilities, I search a HARD DISK for this computer like
a ATARI MEGAFILE 30 or MEGAFILE 60 or one other can work with MEGA ST2.

IS THERE ANYONE SOLD ONE FOR A CORRECT PRICE.

Please E-Mail directly or, if you are in France near Paris, phone to me
after 17h30 (French time -> 15h30 GMT) : (1) 64.46.07.41.

Thank for all proposition.
```

3923. Re: Mouse-ka-Mania II - Question

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 09:04:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqtD3H.nL@westminster.ac.uk>
Source record: 186020

bob erkamp (fuzzy logic) (erkamp@titan.arc.ab.ca) wrote:
: I have recently started playing with this program/accessory and it's kind of a
: hoot. The problem I have run into is that I have redefined some of my mouse
: pointers and one of them uses an animation. I have made an AUTOLOAD.PRG and put
: it in the AUTO folder. Everything works fine except the animated pointer

I have tested the program....on a 2.06 STe, and on a 1.02 Mega ST. I
have found that on the 2.06, I do not need the accessory installed,
however, in the 1.02, I need the accessory for the program to work.

Any ideas why? or am I doing something wrong?

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3924. Re: Mosaic and WWW

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 09:11:52 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqtDGI.12w@westminster.ac.uk>
Source record: 186021

Paul Albury (CS) (albury@sunburn.eng.usf.edu) wrote:
: Basically is there a version of Mosac for the atari ST? Or any thing
: else to use the World Wide Web?

There is a WWW text based browser called Lynx....to use you need MiNT v1.10
+ patches + MiNTNet 0.40

I have not ried this yet, but I will do in due course. It is all very
exciting....your ST on the network.....

I have heard/read in the TCPIP FAQ posted here, that there is going to
be a GEM based WWW reader.

Hope this helps.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3925. Calamus SL: How does one disable the Calamus file selector?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 09:22:46 UTC
From: Marcel_Sacksen
Message-ID: <2deef67c@f107.n283.z2.fidonet>
Source record: 186013

DS> I want to use my preferred replacement selector with *all* programs.

Load the Systemparameter module, there is a switch to turn off the internal
fileselector...

Marcel Sacksen

FidoNet 2:283/107.0
InterNet marcel@textlitho.nl

--- JetMail 0.99beta8
* Origin: -MinMsgs 50 (FidoNet 2:283/107)
SEEN-BY: 2:281/202 283/107 .2

3926. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 09:23:16 UTC
From: Marcel_Sacksen
Message-ID: <2deef693@f107.n283.z2.fidonet>
Source record: 186014

tl> Macsee only works with 1.44 high density drives. If you have a DD/DS
tl> floppy drive forget it!

Unless offcourse you own a Syquest 44 Mb drive. MacSee will work on these
cartridges too.

==========
Marcel Sacksen
FidoNet 2:283/107.0
InterNet marcel@textlitho.nl
==========

--- JetMail 0.99beta8
* Origin: -MinMsgs 50 (FidoNet 2:283/107)
SEEN-BY: 2:281/202 283/107 .2

3927. Ishido,wanna test it?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 09:26:54 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2smt0u$hl@turing.fwi.uva.nl>
Source record: 186147

Hi,

After some delay we now finally have a test version ready of the ancient
puzzle board game 'Ishido' (maybe some of you have seen this on the lynx).
We have programmed it on a 1040STfm, TOS1.4. We would like to test this program
on a falcon and/or TT but we have no access to such a machine. Therefore we
ask you guys. Are there any falcon/TT users out there willing to test this
program? We already have some people owning ST's and STe's that will test
this is program. People testing this version will become automatically
registered users and will get the complete package (to be finished soon). This
test version is a test version of the demo-version that will become freeware
as soon as all the bugs are removed.

If you want to become a tester, please send me some E-mail (do not forget
to tell me what system you use)

Enjoy!
--
Martijn Dekker +--+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +--+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3928. ST-NEWS DISKS

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 10:35:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sn11k$m8@golem.wcc.govt.nz>
Source record: 186053

Hi,

ST-NEWS disks 4.2-4.4 have problems on a 4 meg STE,
they come up with a dialog box stating you must write protect
your disks...

Is there any fix/patch for this, as you can't run the program otherwise....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3929. Re: Private FTP uploads possible?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 11:19:26 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-030694111926@ngalm099.gal.nt.com>
Source record: 186150

In article <2slseo$drn@solva.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tangers) wrote:

>
> I was wondering if it would be possible to use certain FTP sites for
> transferring binary files to a friend of mine?
> The situation is this:
> My friend has an ST, and so do I, and we both have samplers (though different
> types), and found a program that can be used via the ST to take both standards,
> via MIDI dump.
> I usually UUencode/decode small binary files, but samples can be pretty long,
> so email might not work, so- would it be possible to use an FTP site to
> simply upload files, then download them again, shortly, by the other person?
>
> I remember getting a file from someone this way- he gave me a password that I had
> to write when decompressing the file.
>
> Hallvard, Oslo, Norway

Some of the more popular samplers (Ensoniq, Roland Yamaha) have their own mailing lists & sample sites. Maybe you could use these?

What is the program you found, & where was it (I have an Akai S900 which can do SDS dumps)?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3930. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 11:23:29 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jun3.112329.18752@unix.brighton.ac.uk>
Source record: 185942
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All the patches for 1.10...what patches? I have not heard of these. Anyone care to enlighten me lease....awww go on!

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3931. Re: Dungeon Master saved games.

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 11:36:54 UTC
From: njdc@newcastle.ac.uk
Message-ID: <CqtK9J.Ar@newcastle.ac.uk>
Source record: 186059

Lea E Anthony (L.E.Anthony-SE2@cs.bham.ac.uk) wrote:
: Oh yes and does anyone know where to FTP "WALLS OF ILLUSION" ??
: This looks *Exactly* like Dungeon Master and is PD !!

I have the English version that was on this month's ST User cover disk.
I'll attempt to upload it to a.a today. In the meantime, I've put a
copy on aire.ncl.ac.uk:/pub/misc/woi.lzh. In the docs, it mentions
ST/TT/Falcon compatability, but it doesn't run on my TT. As this
appears to be a cracked version (why crack a PD program?), I assume
that some wombat has added some 68000 only assembler or something
equally stupid (guess who's not impressed). If anyone knows where to
get the original (i.e. runs on a TT) version, I'd love to know.

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

3932. Re: Screensaver/Speed up?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 11:43:29 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994Jun3.114329.23141@htsa.aha.nl>
Source record: 186080

In article <2sjhnr$t6b@ionews.io.org>, Eric March <diehl@io.org> wrote:
>RE: DISABLING SCREEN DISPLAY
>
> POKE 559,0. I remember that from the 8-bit days, turning ANTIC off for
>faster processing times. There is no actual way to completely turn off the
>display on the ST, however, at least none that I know of. However you can
>switch down to PAL mode for a slight increase in processor speed... it's not
>much, but it can help.
>
Just a thought.
There is a bit in $ff8260 where you can make the shifter sync on a
external sync input. With no external sync input the shifter will not
start displaying a screen thus the shifter will not acces the memory.
I don't know if this will speed up processing but it is worth a try.
Warning. I don't know if your monitor likes this since it doesn't get
a proper signal.

Robert Demming (robertde@htsa.aha.nl)

3933. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 11:48:06 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Jun3.114806.23354@t.hfb.se>
Source record: 186057

```
> You should have paid attention to the thread. If you COMPLETELY unroll the
> loop, then you're wasting time and memory. But PARTIALLY unrolling the loop
> makes significant speed increases.

This is WRONG!
Because in this example:

loop: move.l (a0)+,(a1)+
dbra d0,loop

the "dbra d0,loop" instruction will take 0 (zero) cycles to execute.

/
/ Daniel
The Gambler of New Core
ST/STE/F030 game/demo programmer.
New Core - Coding for fame!
```

3934. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 11:54:28 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Jun3.115428.23681@t.hfb.se>
Source record: 186058

```
In article C2C@cix.compulink.co.uk, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>On the 68000, you don't have an instruction cache, so the instructions have to
>>be loaded every time. On the 68030, they are loaded once. But on the 68030,
>>this is faster:
>>
>>loop:move.l(A0)+,(A1)+
>>move.l(A0)+,(A1)+
>>move.l(A0)+,(A1)+
>>move.l(A0)+,(A1)+
>>dbrad0,loop
>>
>>It's actually MUCH faster, in fact.
>
>Is that the maximum that will fit in the instruction cache? And what's
>faster, (a0)+,(a1)+ or -(a0),-(a1)?
>

I did some timings (again) yesterday and "move.l (a0)+,(a1)+" is faster than
"move.l -(a0),-(a1)". Also, there is NO speed increase if you do:

loop: move.l (A0)+,(A1)+
move.l (A0)+,(A1)+
move.l (A0)+,(A1)+
move.l (A0)+,(A1)+
dbra d0,loop

instead of doing:

loop: move.l (a0)+,(a1)+
dbra d0,loop

/
/ Daniel
The Gambler of New Core
ST/STE/F030 game/demo programmer
New Core - Coding for fame!
```

3935. Re: codehead bbs

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 12:07:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1831@usdtsg.DaytonOH.NCR.COM>
Source record: 186060

In article <2slpge$da1@solva.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangers) writes:
>
[re: CodeHeads]

>Do they have an Internet address too? I'd like to get in touch with them.

Well, they are on GEnie, so you could *probably* reach them at
CODEHEAD@genie.geis.com. I believe they also have their individual
accounts (such as C.F.JOHNSON I think, etc) where you might also
send an email to...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3936. Re: RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 12:31:42 UTC
From: avsec@westminster.ac.uk
Message-ID: <CqtMsw.F5D@westminster.ac.uk>
Source record: 186029

In article <2smq21$406@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>avsec@westminster.ac.uk (Philip Shore) writes:
>>I want some pop-up menus in my programs (for my Falcon).
>>Are there any resource file editors that allow pop-up menus to be created ?
>>
>>I'm using WERCS at the mo, as supplied with Lattice C v5.6,
>> but sadly it doesn't cope with these Falcon fetures.
>
>It does all that is possible - the reponsibility for creating popup
>and hierarchical menus is down to the programmer,

>--Chris

OH BUM!

Is there any example C source code about ?
Would be nice to see how someone else has done it.

Cheers anyway,
...at least I know I've got large amounts of work ahead of me.

Phil.

--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

3937. Re: ST-NEWS DISKS

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 13:30:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1832@usdtsg.DaytonOH.NCR.COM>
Source record: 186068

In article <2sn11k$m8@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>
>ST-NEWS disks 4.2-4.4 have problems on a 4 meg STE,
>they come up with a dialog box stating you must write protect
>your disks...
>
>Is there any fix/patch for this, as you can't run the program otherwise....

Hmm, dunno if the memory is a problem, or if the system is (I'd imagine
it's the memory, as I'd hope they'd make STE-compatible stuff).
On this note, maybe you should try making the system think it has less
memory (using a program like MAKE512 or MAKE1024, one or both I think
are on atari.archive). If it's one of those programs that can't handle
4 megs ram, then this may help. Lemme know if it does...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3938. Re: Mono to Color Icons question

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 13:46:49 UTC
From: f93mael@dd.chalmers.se
Message-ID: <2snc89$ech@khamul.dd.chalmers.se>
Source record: 186061

```
--
. . _. | ._
/ \/ \ / | -|- |. f93mael@dd.chalmers.se
_/ \_\_|__|/ \_/ Chalmers University of technology, Sweden.
```

3939. Re: Private FTP uploads possible?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 14:10:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sndjo$606@mailer.fsu.edu>
Source record: 186062

Hallvard Tanger�s (hallvart@ifi.uio.no) wrote:

```
> I was wondering if it would be possible to use certain FTP sites for
> transferring binary files to a friend of mine?

How about asking your sysadmin for a directory on their anonymous ftp site?
If they don't have one, they are easy to set up. The answer might be no
for a number of security reasons, but it is at least worth a shot.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

3940. Re: BASE 64

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 14:17:22 UTC
From: mathew@mantis.co.uk
Message-ID: <2sne1i$4hp@sunforest.mantis.co.uk>
Source record: 186042

In article <2slmvs$nfp@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>I posted this befor but did not get a reply..?
>
>How do I read a text file that has been encoded in BASE 64..???

The base64 encoding is part of the MIME standard. MIME is the
Internet standard for encoding binary files in mail messages and news
articles. It is specified in RFC 1521.

A simple MIME encoder and decoder is mpack, which is on
ftp.andrew.cmu.edu in /pub/mpack. Unfortunately, although there are
Amiga, Mac, PC and UNIX versions, it looks as though nobody has got
around to compiling an Atari version. Perhaps someone could fetch the
sources and have a go?

An even simpler encoder/decoder is encdec.c -- use archie to find it.

Make no mistake, Atari users: you *will* need these programs. Just as
JPEG practically killed off GIF, MIME is killing off uuencode.

mathew
--
http://www.mantis.co.uk/~mathew/
Looking for: POP server which understands Content-Length headers
Bug-tracking systems for UNIX, DOS and Windows

3941. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 15:17:16 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CqtuGs.346@info.bris.ac.uk>
Source record: 186048

```
In article <Cqrtp8.C1r@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk
("Graeme Rutt") writes:
|>Xref: bsmail comp.sys.atari.st:45104
|>Newsgroups: comp.sys.atari.st
|>
|>>Warp9 doesn't compare! NVDI works well in ANY resolution and collor depth
|>>and it works with MultiTos.
|>
|>I wish more people (like, everyone) would buy a copy of NVDI. It's the
|>fastest, it's the best, it's the most compatible - it's the most essential
|>program for any Atari computer. At least, if you do anything other than
|>play games or run FZT or Protext.
|>
|>
Does it work with Emagic Notator SL? Logic? On a TOS 1.02 2.5M STFM?
How much faster will Logic run?

|>
|>
|>-------------------------------------------------------
|> sabbath@cix.compulink.co.uk (Graeme Rutt)
|>-------------------------------------------------------
|>
|>
|>
|>
--
-------------------------------------------------------+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
-------------------------------------------------------+------------------+
Unix : A toy for those who enjoy re-inventing wheels, or have no choice.
```

3942. Re: Ms-dos disk and ST atari. HELP.

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 15:19:45 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <770656785snz@gw6hva.demon.co.uk>
Source record: 186098

In article <H.eg.xSSdpBvBNqw@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca "Chris Herborth" writes:

> > >RE: MS-DOS DISKS IN AN ATARI
> > >
> > > Only if the disk is formatted 720k.
> >
> >
> > Unless you have a MSTe, TT, or Falcon with a 1.44meg drive...
>
> Some mutant STs (like mine) can deal with high-density floppies, too...
> I like to do backups on 1.66M floppies.

Yes - you can mod the old die hard ST to handle 1.44 disk as well (or
you can buy a module).

I have an archive with some info on this and a number of people are
asking for it, so I'll upload it to a.a.u.e this weekend - watch out for
a post.

Cheers
--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

3943. Re: Mosaic and WWW

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 15:49:47 UTC
From: bart@cwns4.INS.CWRU.Edu
Message-ID: <2snjer$mv1@usenet.INS.CWRU.Edu>
Source record: 186069

In article <2smhr0$lr1@mother.usf.edu>, albury@sunburn.eng.usf.edu (Paul Albury (CS)) writes:
> Basically is there a version of Mosac for the atari ST? Or any thing
> else to use the World Wide Web?
>
> I presume you don't need to be directly connected to the net to use
> this, Do you? (I connect by modem) Also hopefully something that will run on
> a 1040{that'll be the biggest problem i'm sure}
>
> Thanks
>

Mosaic for the ST? hmm... 1st, you need a lot of memory--Mosaic saves alot of data in its "path" buffers to let you go back to previous menu's, etc. 2nd, you need a big screen. When I run Mosaic, its window is usually as tall as the root window on a 1024x960 screen, maybe half the width. I run it on a Sun SPARC machine, but sometimes I move to an IBM RT with a small mono screen, and it's pretty lame on that screen. 3rd, the machine needs to be fast! I did speed comparison tests between the standard 8mhz ST and some of these machines,
and for example, the SPARC is around 22 times faster than the ST, and Mosaic is not bliding fast on the Sun. Of course the ST implementation would be different... it would probably use GEM, and a lot of simplification, but , I don't think they could compensate with software for so much lack of processing
power. I can see it running on a falcon or a TT though... 4th, Mosaic needs a
fast network!!! (probably biggest problem). Unless you're connected by ethernet,
forget it... a lot of the WWW sites use graphics! a lot of it too. the net has to be able to transfer these things quickly, otherwise it gets boring. it's
an information browser, and if you have to wait half an hour to see the next screen because you're doing it over a 9600 bd slip connection, it's not worth it.
we have a fiber optic net here with average rates of 200K/s and I still think it's slow. Yea, for those ST users who have a TT on the net, it would be cool,
but, for others... ummm... let's face it guys... the ST has its limitations.

I was working in computer lab last semester, and some people needed to use mosaic for one of their classes, so I suggested that I would compile it on some VAXstation 2000's, ... needless to say, my boss and the other computer geeks that were listening to the conversation were almost ready to throw me out of school for such an outrageous suggestion.

--Bart

3944. Re: Calamus SL: How does one disable the Calamus file selector?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 15:54:29 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.770658869@Scorrier>
Source record: 186073

djs@jet.uk (David Stevenson) writes:

>Subject line says it all. I can't see any explanation of how to do
>this in TFM. Although the Calamus selector may be an improvement on the
>TOS one, I want to use my preferred replacement selector with *all* programs.

There is an option in a dialogue box somewhere that lets you do this. You
click on a button market TOS for the standard (or replacement) file selector.

I can't remember exactly where this is (I can't use my copy of SL until my
******* hard drive eventually comes...).

Try the preferences dialogues in the menus, or miscellaneous settings or
something.
Try the System Parameters module too.

I have a look tonight and post, OK?
--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3945. Atari Hardware and software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 15:55:30 UTC
From: wgg@col.hp.com
Message-ID: <2snjpi$kdh@hp-col.col.hp.com>
Source record: 186071

Atari hardware and software for sale. I think these prices are reasonable,
but if you don't, make me an offer. Willing to discount a package price.
Shipping not included. $700 takes all.

W. Grant Grovenburg
(wgg@col.hp.com)

Atari hardware stuff:

$125 - Atari 520 STe with 2.5 mg RAM

$75 - Atari SM124 Black & white monitor (1991)

$25 - Taxan Color monitor

$90 - Atari 520 STfm with 1 mg RAM
(The printer port is intermittent. I'll fix it for another $10)

$70 - Atari SM124 Black & white monitor (1987)

$5 - Atari Joystick

$10 - Monitor Master

$65 - Future Sys Inc. GTS100 DS-SD 3.5" floppy drive
(The power connector is intermittent. I'll fix it for another $10)

Software:

$125 - Cubase 2.0
(can upgrade to 3.1, which retails for $463, through Steinberg for $120)

$25 - Electronic Courseware Systems Midi-Musicware Series: Keyboard Chords
(by G.D. Peters) (orginally $64)

$20 - Keyboard Intervals(by G.D. Peters)

$15 - 1st Word Plus
$10 - Quick ST II + Quick Tools v.1
$5 - NEOchrome
$2 - Compute! - Atari ST disk 6/87 Vol 2 n3
$2 - Start
$5 - Aerco easieST RAM Utilities Ver 1.0

$45 - Laser C + Laser DB

$5 - Mean 18
$5 - Dungeon Master

$8 - Triad: Defender of the Crown, Barbarian, Starglider
$3 - Marble Madness
$5 - Hitchhiker's Guide to the Galaxy

$5 - Magical Math 1
$5 - Spelling Bee
$5 - 1st Math (Stone & Assoc.)
$5 - My Letters & Numbers (Stone & Assoc.)

Books:
$3 - Atari ST Basic
$3 - Atari St Basic to C
$3 - Atari ST Graphics & Sound
$3 - Intro to Midi

3946. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 16:08:52 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.770659732@Scorrier>
Source record: 186074

Darren.Trutzenbach@f616.n2605.z1.fidonet.org (Darren Trutzenbach) writes:

>In a message of 25 May 94 17:24:32, Sys1@exnet.Com wrote:
>S> I need (Ha! *want*) a good DTP to do the company news letter, occaisional
>S> promotional material and proofs for the adverts we run. The two main
>S> contenders seem to be Calamus and DA's Layout.
>S>
>S> Any ideas anyone?
>S>

> Definately Go with Calamus SL, the best DTP program on the computer market,i
>have worked with DTP on the IBM and MAC but nothing beats calamus. in fact DMC
>have just released it (or are about too) for the IBM market.

Agreed. The IBM version runs on windows NT.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3947. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 16:18:07 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CqtxA7.D8G@freenet.carleton.ca>
Source record: 186075

In a previous article, millert@undergrad (Timothy Miller) says:

>
>Seriously, though, NVDI was SO much more expensive than Warp 9, that there was
>no choice in the matter. I bought Warp 9 because I could afford it.
>
Well, you get what you pay for I guess. The extra cost of NVDI
more than warrants the purchase. Just think how much nicer MTOS would be
with NVDI... :-)
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3948. Re: Dungeon Master saved games.

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 16:19:28 UTC
From: L.E.Anthony-SE2@cs.bham.ac.uk
Message-ID: <2snl6g$cj2@percy.cs.bham.ac.uk>
Source record: 185952

Thanks for uploading Walls of Illusion ! *AND* in the UK too !!

Wow !

-Lea.

--

Lea Anthony lea@uk.ac.bham.cs | There's a time for everything under the sun.....

3949. LOTS of ST stuff for sale, great prices!

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 16:51:57 UTC
From: osteele@u.washington.edu
Message-ID: <2snn3d$9ic@news.u.washington.edu>
Source record: 186077

MONDO BIG SALE! OVER 450 TITLES!
==========

All these used ST titles are for sale, everything is going. Most are only one piece items, so it's a first come first serve situation. All prices are NEGOTIABLE, and the highest price takes the item (no matter what the price, like it says, everything is being sold). Please notice the stress on the word negotiable.

Everything is in good condition and works, please send e-mail if interested. I also have a bunch of PD disks (I can send an uu encoded file with a catalog there are about 1200 disks) for $1.49 each.

And if you are looking for PC (Dos or Windows), Macintosh, Apple II, Amiga, Commodore 64/128 or other tiles, please e-mail to get a list of those items.

Title	Maker	Price
1943	Capcom	$5.00
3D Fonts II	Antic	$5.00
3D Glasses	StereoTek	$99.00
5 Star	Ocean	$8.00
520/1040 ST Clear	The STation	$15.00
A-Copier	MegaSoft	$2.00
Action Fighter	Mindscape	$5.00
Action Service	Infogrammes	$4.00
Advanced OCP Art Studio	Rainbird	$6.00
Afterburner	Activision	$8.00
Alcon	Taito	$4.00
Algebra I vol. 1	Arrakis	$4.00
Algebra I vol. 2	Arrakis	$4.00

Algebra II vol. 1	Arrakis	$4.00
Algebra III vol. 1	Arrakis	$4.00
Alien Storm	U.S. Gold	$8.00
Alternate Reality The City	Datasoft	$8.00
Archipelagos	Britannica	$4.00
Architectual Design Disk	Antic	$6.00
Arena	Psygnosis	$5.00
Armour-Geddon	Psygnosis	$19.00
Assempro	Abacus	$14.00
Awesome	Psygnosis	$12.00
Axe of Rage	Epyx	$4.00
Balance of Power	Mindscape	$6.00
Balance of Power '90	Mindscape	$9.00
Ballistix	Psygnosis	$6.00
Band in a Box 4	PG Music	$32.00
Barbarian	Palace	$4.00
BattleChess	Interplay	$16.00
Battletech	Infocom	$11.00
Biology vol. 2	Arrakis	$4.00
Biology vol. 4	Arrakis	$4.00
Bionic Commando	Capcom	$4.00
Bismarck	Datasoft	$5.00
Black Cauldron	Sierra	$12.00
Blood Money	Psygnosis	$9.00
Blue Angels	Accolade	$10.00

Bobo	Infogrammes	$4.00
Bombuzal	Image Works	$6.00
Boulder Dash Cnst. Kit	Epyx	$4.00
Bureaucracy	Infocom	$10.00
Cable: TT to Image Systems		$9.00
CAD 3D Collection 1 & 2	Antic	$4.00
CAD 3D Collection 1/2/3	Antic	$6.00
CAD 3D Developer's Disk	Antic	$5.00
CAD 3D Fonts Primitives	Antic	$4.00
Calamus Font Editor	ISD	$19.00
Captain Blood	Mindscape	$7.00
Carrier Command	Rainbird	$10.00
Cartoon Capers	Mandarin	$8.00
Championship Wrestling	Epyx	$4.00
Chessmaster 2000	Software Toolworks	$11.00
Chessmaster 3000	Software Toolworks	$29.00
CircuitMaker 1.2	Iliad	$12.00
Cleanup ST	ICD	$14.00
CodeKeys	Codehead	$16.00
Codename Iceman	Sierra	$12.00
Combat Course	Mindscape	$4.00
Cosmic Pirate	Outlaw	$4.00
Crash Garret	Infogrammes	$4.00
Crazy Cars 2	Titus	$5.00
Crimson Crown	Polarware	$3.00

Crystal	Antic	$2.00
Curse of Azure Bonds	SSI	$14.00
Cyber Control	Antic	$9.00
Cyber Paint	Antic	$24.00
Cyber Sculpt	Antic	$23.00
Cyber Studio/CAD 3D	Antic	$18.00
Cyber Texture	Antic	$16.00
Cyber VCR	Antic	$18.00
Cybercon	US Gold	$14.00
Cybermate	Antic	$5.00
DAC Easy Accounting	DAC	$9.00
DAC Easy Payroll	DAC	$9.00
Dark Castle	360	$4.00
Dark Side	Spotlight Software	$4.00
Data Manager ST	Timeworks	$18.00
Datamap Collection I	Antic	$5.00
Day of the Viper	Accolade	$8.00
DC Utilities	Double Click	$13.00
Death Sword	Epyx	$4.00
DEGAS	Electronic Arts	$6.00
DEGAS Elite	Electronic Arts	$14.00
Deluxe Paint	Electronic Arts	$29.00
Demon's Winter	Strategic	$10.00
DeskMaster	Startroniks	$2.00
Devon Aire	Epyx	$4.00

Digisound	Alpha Systems	$34.00
Digispec	Trio	$9.00
Discovery Cartridge	Happy Computers	$79.00
Dive Bomber	Epyx	$3.00
Dollars & Sense	Monogram	$9.00
Double Dragon	Melbourne	$4.00
Dr. Doom's Revenge	Paragon	$4.00
Drafix CAD	Drafix	$39.00
Dragon's Lair	Readysoft	$12.00
Dragon's Lair 2	Readysoft	$14.00
Dragons of Flame	SSI	$12.00
Drakken	Draconian	$18.00
Drive Master	Practical	$19.00
Easy Draw Font Pak 1	Migraph	$7.00
Echo	MichTron	$9.00
Edhak 2.3	Clear Thinking	$6.00
Educational Graphics	Timeworks	$4.00
Elite	Rainbird	$7.00
EmailMan	SRG	$5.00
Enchanter	Infocom	$8.00
eSTeem PILOT	eSTeem Inc.	$24.00
Experimental Statistics	Lionheart	$34.00
Eye of Horus	Fanfare	$3.00
EZ Track ST	Hybrid Arts	$21.00
F-15 Strike Eagle	Microprose	$11.00

F-16 Combat Pilot	Digital	$7.00
Falcon	Spectrum Holobyte	$14.00
Fast Basic	Computer Concepts	$14.00
Federation of Free Traders	Electronic Arts	$11.00
Fiendish Freddy's	Mindscape	$6.00
Final Assault	Epyx	$6.00
Fire & Forget	Titus	$4.00
Firezone	PSS	$4.00
Flash	Antic	$5.00
Flexessory	EA Brown	$5.00
Flight of the Intruder	Spectrum Holobyte	$19.00
Flight Simulator II	Sublogic	$9.00
Flight Simulator II Japan	Sublogic	$4.00
Flight Simulator II	Sublogic	$7.00
Font Factory Disk 1	Font Factory	$2.00
Font Factory Disk 2	Font Factory	$2.00
Font Factory Disk 4	Font Factory	$2.00
Font Writer Plus	Startroniks	$3.00
Fontz	Neocept	$9.00
Forecasting/Time Series	Lionheart	$34.00
Foundations Waste	Exocet	$3.00
Future Design Disk	Antic	$6.00
G+Plus	Codehead	$9.00
Galdregon's Domain	Pandora	$5.00
Gauntlet	Mindscape	$4.00

GBA Championship	Gamestar	$4.00
GFA BASIC	MichTron	$7.00
GFA BASIC 3.5	MichTron	$29.00
GFA BASIC 3.6	MichTron	$44.00
GFA Raytrace	MichTron	$4.00
GIST Sound Tool	Antic	$5.00
Global Commander	Datasoft	$4.00
Gold of the Americas	SSG	$11.00
Gold of the Realm	Magnetic Images	$6.00
Golden Oldies	Software Toolworks	$3.00
Golden Path	Firebird	$4.00
Goldrunner	microdeal	$4.00
Goldrunner II	microdeal	$7.00
Great Battles	Royal	$6.00
Greg Norman's Shark Attack	Virgin	$12.00
Guild of Thieves	Rainbird	$5.00
Habaview	Haba	$2.00
Hacker	Activision	$3.00
Hammerfist	Vivid Image	$7.00
Hard Drive Turbo Kit	MichTron	$8.00
Hardball	Accolade	$7.00
Heroes of the Lance	SSI	$7.00
High Roller	Mindscape	$2.00
Hippo Almanac	Hippo	$2.00
Hippo Spell	Hippo	$2.00

HiSoft BASIC Professional	HiSoft	$24.00
HiSoft C	MichTron	$29.00
Hitchhiker's Guide to the	Infocom	$12.00
Hound of Shadow	Electronic Arts	$12.00
Human Design Disk	Antic	$6.00
Hunt for Red October	Datasoft	$8.00
IB Drive	IB Computers	$49.00
Ikari Warriors	Elite	$7.00
Image Cat	Wizworks	$8.00
Immortal	Electronic Arts	$13.00
Imperium	Electronic Arts	$11.00
Impossible Mission 2	Epyx	$5.00
Imprint	HAL	$7.00
Interlink	Intersect	$6.00
Internal Mega Host Adaptor	Supra	$34.00
International Soccer	microdeal	$6.00
International Soccer	Microstyle	$6.00
Jet	SubLogic	$7.00
Jewels of Darkness	Firebird	$3.00
Jug	microdeal	$4.00
Juggler	MichTron	$9.00
Jupiter Probe/Karate Kid	microdeal	$5.00
K-Data	Kuma	$11.00
K-Graph 3	Kuma	$18.00
K-Resource 2	Kuma	$14.00

K-Roget	Kuma	$9.00
K-Word 2	Kuma	$14.00
Karate Kid 2	microdeal	$4.00
Kick Off	Anco	$5.00
Kid Talk	First Byte	$11.00
King of Chicago	Cinemaware	$6.00
King's Quest 3	Sierra	$12.00
King's Quest II	Sierra	$4.00
Knight Force	Titus	$12.00
Kult	Exxos	$6.00
Language Disk	Atari	$2.00
Lattice C	Metcomco	$14.00
LDW BASIC Compiler 2.0	LDW	$14.00
Leader Board Golf	Access	$7.00
Leatherneck	microdeal	$4.00
Leisure Suit Larry	Sierra	$12.00
Leisure Suit Larry II	Sierra	$12.00
Light Corridor	Infogrammes	$12.00
Link	ICD	$89.00
Live and Let Die	Domark	$4.00
Logistix	Precision	$19.00
Lurking Horror	Infocom	$10.00
M-Disk + RAMdisk	MichTron	$2.00
Mach 3	Loriciels	$4.00
Macro Assembler	Metcomco	$14.00

Macro Mouse	Antic	$2.00
MacSee	Reeve Soft	$24.00
Mad Libs	First Byte	$2.00
Magnum 4	Ocean	$5.00
Major Motion	MichTron	$3.00
Make it Move	MichTron	$5.00
Manhunter NY	Sierra	$6.00
Mavis Beacon Typing	Software Toolworks	$15.00
Mean 18 Course #2	Accolade	$4.00
MegaFont	Xlent	$3.00
MegaTraveller 1	Empire	$16.00
Metrocross	US Gold	$4.00
Mi-Term	MichTron	$1.00
Micro C-Shell	Beckmeyer	$5.00
Micro C-Tools	Beckmeyer	$4.00
Microbot Design Disk	Antic	$6.00
MicroLeague Wrestling	Micro League	$7.00
Mig 29 Fulcrum	Domark	$21.00
Milennium 2.2	Electric Dreams	$10.00
Mindshadow	Activision	$3.00
Mini Golf	Magic Bytes	$4.00
Mixed Up Mother Goose	Sierra	$8.00
ML '86 NL & AL Teams	Micro League	$6.00
ML '87 NL & AL Teams	Micro League	$5.00
ML Baseball Owners' disk	Micro League	$6.00

Modula 2 v. 2	TDI	$19.00
Modula 2 v. 3	TDI	$34.00
Moebius	Origin	$6.00
Molgraph	ST Club	$6.00
Monster Stereo Cartridge	mph	$24.00
Mortville Manor	European	$4.00
MOS Utilities	M.O.S.	$8.00
Mouse Master	Practical	$18.00
Multi Viewer Graphica	Wizworks	$15.00
Multi-Desk Deluxe	Codehead	$21.00
Music Studio 88	Audio Light	$16.00
NeoDesk 2.04	Gribnif	$7.00
NeoDesk CLI	Gribnif	$12.00
Nether World	Hewson	$4.00
Nightbreed	Ocean	$9.00
Obliterator	Psygnosis	$5.00
Oo-Topos	Polarware	$3.00
Outrun	Sega	$5.00
PageStream Fonts A & 1 to	SoftLogik	$44.00
PaintPro	Abacus	$9.00
Paintworks	Activision	$8.00
Pandora	Firebird	$5.00
Partner Fonts Disk 1	SoftLogik	$2.00
Pawn	Rainbird	$5.00
PC Board Design	Abacus	$29.00

pc-ditto	Avante-Garde	$19.00
People/Places/Things	Timeworks	$6.00
Personal Pascal 2	OSS	$18.00
Pha$ar 3.0	Antic	$11.00
Pha$ar 4.04	Antic	$19.00
Phantasie III	SSI	$8.00
Phantasm	Exocet	$4.00
Pinball Wizard	Accolade	$9.00
Pipe Dream	Lucasfilm	$9.00
PM Interface	Xlent	$1.00
PM Interface	Xlent	$4.00
Police Quest	Sierra	$12.00
Populous	Electronic Arts	$12.00
Power Drift	Activision	$8.00
Power Struggle	PSS	$4.00
Powerdrome	Electronic Arts	$5.00
Precious Metal	Ocean	$7.00
Prince	ARC	$6.00
PrintMaster Art Gallery I	Unison World	$7.00
PrintMaster Art Gallery II	Unison World	$7.00
Pro Tennis Tour	UBI Soft	$7.00
Procopy	Proco	$4.00
Proflight	Hisoft	$21.00
Protext 5	Arnor	$34.00
Publishing Partner (mono)	SoftLogik	$3.00

Publishing Partner	SoftLogik	$24.00
Q*Ball	Mindscape	$5.00
Quartet	microdeal	$14.00
Questron 2	SSI	$7.00
Quick ST 3.0	Branch Always	$12.00
RAMdisk	Power Systems	$1.00
RBI Baseball 2	Domark	$14.00
Real BASIC	Real	$5.00
Red Lightning	SSI	$9.00
Red Storm Rising	Microprose	$14.00
Replay 4	Microdeal	$49.00
Return of the Jedi	Domark	$6.00
Revolver	Intersect	$10.00
Rick Davis Soccer	Melbourne	$6.00
Rings of Zilfin	SSI	$8.00
Road Wars	Arcadia	$4.00
Roadwar Europa	SSI	$6.00
Robocop	Ocean	$7.00
Rockford	Electronic Arts	$4.00
Running Man	Ocean	$8.00
S.D.I.	Cinemaware	$5.00
Scan Art	Migraph	$11.00
Scruples	Leisure Genius	$9.00
SF354 Disk Drive	Atari	$10.00
Shackled	US Gold	$4.00

Shadowgate	Mindscape	$4.00
Shadoworlds	Krisalis	$19.00
Shoot 'em up Construction	Outlaw	$14.00
Shuffleboard	Shelbourne	$4.00
Shufflepuck Cafe	Broderbund	$6.00
Sidearms	Go	$4.00
Silent Service	Microprose	$6.00
Silicon Dreams	Rainbird	$3.00
Sinbad	Cinemaware	$4.00
Slaygon	microdeal	$4.00
Slicctop	Sliccware	$9.00
SM1224 Color Monitor	Atari	$139.00
Space Ace II	Readysoft	$18.00
Space Cutter	Rainbird	$6.00
Space Harrier	Sega	$6.00
Space Rogue	Origin	$9.00
Space Station Oblivion	Epyx	$4.00
Spectre 128 3.0	Gadgets by Small	$99.00
Spectrum 512	Antic	$9.00
Spellbreaker	Infocom	$10.00
Speller Bee	First Byte	$12.00
Spiderman	Adventure Int'l	$6.00
Spitfire 40	Avalon Hill	$6.00
ST BASIC & Sourcebook	Atari	$5.00
ST Karate	Eidersoft	$3.00

ST Logo	Atari	$5.00
ST Wars	Miles	$3.00
Stalker 2.0	Strata	$6.00
Star Quake	Antic	$3.00
Star Raiders	Atari	$7.00
Star Raiders	Atari	$0.00
Star Ray	Logotron	$4.00
Starglider	Rainbird	$3.00
Starglider II	Rainbird	$13.00
Stealth PMC 1.5	PMC	$4.00
Stellar Crusade	SSI	$6.00
Steno	Gribnif	$14.00
Stone Breaker	Softgold	$4.00
STOS BASIC	Mandarin	$13.00
Strider 2	US Gold	$9.00
Sub Battle Simulator	Epyx	$7.00
Super Huey	Cosmic	$3.00
Superbase Personal	Precision	$24.00
Superbike Challenge	Broderbund	$5.00
Supercharger	Migraph	$7.00
Supercharger IBM Emulator	Talon	$149.00
Supremacy	Virgin	$13.00
Switchblade	Gremlin	$8.00
Symbols and Slogans	Timeworks	$6.00
Table Tennis	Starbyte	$6.00

Tass Times	Activision	$5.00
Tau Ceti	Thunder Mountain	$3.00
Tax Advantage '87	Double Eagle	$2.00
TC! Power	Dept.Tech	$14.00
TCB Tracker	mph	$12.00
Techno Cop	US Gold	$6.00
Tempus II	MichTron	$14.00
Terramex	Victory House	$3.00
Terrorpods	Psygnosis	$6.00
Test Drive	Accolade	$6.00
Tetris	Spectrum Holobyte	$10.00
Tetris	Spectrum Holobyte	$5.00
Their Finest Hour	Lucasfilm	$19.00
Third Courier	Accolade	$13.00
Thunder	Electronic Arts	$11.00
Thunder Blade	Sega	$5.00
Time Bandits	MichTron	$3.00
Top Gun	Ocean	$3.00
TOS 1.0 on Disk	Atari	$14.00
Total Eclipse	Spotlight Soft.	$5.00
Touchup	Migraph	$12.00
Tournament of Death	Infogrammes	$2.00
Tracker	Rainbird	$3.00
Trinity	Infocom	$10.00
Turbo Cup	Loriciels	$6.00

Turbo Outrun	Sega	$9.00
Turbo ST	Softrek	$7.00
Tusker	System 3	$7.00
TV Sports Football	Cinemaware	$8.00
Tweety Board	Practical	$14.00
Typhoon Thompson	Broderbund	$4.00
Typing Tutor	Atari	$7.00
Typing Tutor/Word Invaders	Academy	$9.00
U.N. Squadron	U.S. Gold	$6.00
Ultima II	Sierra	$10.00
Ultima III	Origin	$12.00
Ultima IV	Origin	$18.00
UltraScript 35 Fonts	Imagen	$39.00
UltraScript ST-1	Imagen	$59.00
Universal Item Selector	A & D	$6.00
Untouchables	Ocean	$10.00
Vampire's Empire	Magic Bytes	$2.00
Video Vegas	Baudville	$6.00
Virus	Rainbird	$6.00
Wanderer	Pyramide	$3.00
War in Middle Earth	Virgin	$8.00
Weird Dreams	Microprose	$6.00
Willow	Mindscape	$5.00
Winter Challenge	Thunder Mountain	$4.00
Winter Games	Epyx	$5.00

Wishbringer	Infocom	$8.00
Wizard's Crown	SSI	$7.00
Word Quest 2	Artisan Software	$4.00
World Championship Karate	Epyx	$3.00
World Games	Epyx	$5.00
Xenon	Ocean	$4.00
Xenon 2	Image Works	$7.00
Xformer Cable w/ software	First Stop	$14.00
Xybots	Domark	$7.00
Zany Golf	Electronic Arts	$7.00

ATARI 8-BIT STUFF:

Title	Maker	Price
1010 Program Recorder	Atari	$12.00
1027 Printer	Atari	$12.00
1050 Disk Drive	Atari	$75.00
130 XE Computer	Atari	$74.00
410 Program Recorder	Atari	$8.00
600 XL Computer	Atari	$38.00
800 XL Computer	Atari	$52.00
810 Disk Drive	Atari	$75.00
Basic	Atari	$9.00
Basic XL	OSS	$19.00
Conversational French	Atari	$14.00
Conversational Spanish	Atari	$14.00

DOS 2	Atari	$9.00
DOS 3	Atari	$10.00
Gateway to Apsia	Epyx	$9.00
Gato XE	Spec. Holobyte	$9.00
MAC/65	OSS	$12.00
Macro Assembler	Atari	$11.00
More! Graphics	Pierstorff	$2.00
Paddle Controllers	Atari	$12.00
SynCalc	Synapse	$12.00
Tax Advantage 85	C Arrays	$3.00
Telelink 1	Atari	$11.00

GENERAL STUFF:

Title	Maker	Price
1A HP Laser Font Set	Microsoft	$79.00
20 Disk Holder	Flip 'n' File	$9.00
20 Disk Holder	Perfect Data	$13.00
20 Disk Holder	Amaray	$5.00
2400/9600 baud/FAX Modem	Zoom	$59.00
3.5" Disk Drive	Epson	$45.00
3.5" Drive Case/Power		$39.00
30 Disk Holder	Disk Bank	$6.00
8" Floppy Disk	Athana	$5.00
9 to 25 pin Changer		$3.00
9600 baud modem	US Robotics	$49.00
Comnd. Control joystick	Wico	$9.00

Electronic Printer Switcher	Bothway	$59.00
Joystick	Atari	$8.00
ROMs for "complete" Spectre		$124.00
Microline 82A Printer	OKI	$25.00
Mouse Pad		$2.00
Power Players joystick	Mindscape	$6.00
Printer Cable		$4.00
ScanTrac	ScanTrac Products	$21.00
Trackball	Atari	$15.00
TV Switchbox		$3.00

3950. COMDEX

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 16:56:33 UTC
From: hicksm@panda.lpl.arizona.edu
Message-ID: <2snnc1$f1v@news.CCIT.Arizona.EDU>
Source record: 186078
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

What, where, and when is COMDEX?

3951. Re: Mouse-ka-Mania II - Question

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 17:10:55 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Cqtzq8.5J3@arc.ab.ca>
Source record: 186082

In article <CqtD3H.nL@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>bob erkamp (fuzzy logic) (erkamp@titan.arc.ab.ca) wrote:
>: I have recently started playing with this program/accessory and it's kind of a
>: hoot. The problem I have run into is that I have redefined some of my mouse
>: pointers and one of them uses an animation. I have made an AUTOLOAD.PRG and put
>: it in the AUTO folder. Everything works fine except the animated pointer
>
>I have tested the program....on a 2.06 STe, and on a 1.02 Mega ST. I
>have found that on the 2.06, I do not need the accessory installed,
>however, in the 1.02, I need the accessory for the program to work.
>
>Any ideas why? or am I doing something wrong?
>
>Danny.

I have a Mega 2 St with TOS 2.06 installed and the animations don't work
correctly unless the accessory is installed. I have other things running that
may be causing the problem (Warp 9 comes to mind). I would really like to use
this more but until I get Geneva I am out of accessory slots.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

3952. Re: ATARI MEGAFILE 44 (SyQuest) FOR SALE !

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 17:25:21 UTC
From: robjan@rabo.nl
Message-ID: <2snp21$ctu@NE3995.rabo.nl>
Source record: 186049
Cross-posted to:
comp.sys.atari.st,fr.misc.divers,misc.forsale,misc.forsale.computers.other,rec.music.makers.synth,rec.radio.amateur.equipment

In <2sk3sv$ede@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>jcmonier@muguet.saclay.cea.fr (Jean-Christophe MONIER) writes:
>>A friend of mine sale a ATARI MEGAFILE 44 (SyQuest for ST, MEGA ST, TT) with
>>cartridges and software.
>>He sold this hardware 2000 FF (approximatly 350 US $)

>If the MegaFile 44 is a standard SCSI-type SyQuest drive, advise your
>friend that they can be had for as little as $199 here in the States,
>while new carts sell for about $60 (used for as little as $25).

It is, but it is in a case with power supply and controller for
the Atari ST line.

Rob

3953. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 17:43:15 UTC
From: millert@undergrad
Message-ID: <2snq3j$ppc@mother.usf.edu>
Source record: 186081

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: Seeing as Miller's address bounces ....

: >Well, for one thing, you can't get a 50hz TV in the US, and for another, I
: >don't have the money for another monitor. I paid quite a bit for my SVGA
: >Multisync.

: Uhm, you CAN get a 50hz TV in the US, you just have to know where to look.
: If you have a SVGA Multisync, and it does 15.8khz, make yourself a cable!
: They're a doddle to make, cost you max US$15 for parts, and you can then use
: TV/RGB modes as well...

: Otherwise you have a problem boy ... ;^)

: Karl.

My monitor does not do 15.75khz. They don't make monitors like that any more.

3954. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 17:46:27 UTC
From: millert@undergrad
Message-ID: <2snq9j$ppc@mother.usf.edu>
Source record: 186083

Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:

: > You should have paid attention to the thread. If you COMPLETELY unroll the
: > loop, then you're wasting time and memory. But PARTIALLY unrolling the loop
: > makes significant speed increases.

: This is WRONG!
: Because in this example:

: loop: move.l (a0)+,(a1)+
: dbra d0,loop

: the "dbra d0,loop" instruction will take 0 (zero) cycles to execute.

: /
: / Daniel
: The Gambler of New Core
: ST/STE/F030 game/demo programmer.
: New Core - Coding for fame!

I don't care about YOUR logic of the situation when the hard experiemental results show differently. I copied the same 128k block 20 times to different places in memory, and I timed it using the 200hz system timer. The unrolled loop showed to be appreciably faster.

3955. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 17:48:24 UTC
From: millert@undergrad
Message-ID: <2snqd8$ppc@mother.usf.edu>
Source record: 186084

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

: In a previous article, millert@undergrad (Timothy Miller) says:

: >
: >Seriously, though, NVDI was SO much more expensive than Warp 9, that there was
: >no choice in the matter. I bought Warp 9 because I could afford it.
: >
: Well, you get what you pay for I guess. The extra cost of NVDI
: more than warrants the purchase. Just think how much nicer MTOS would be
: with NVDI... :-)

NOTHING can speed up MultiTOS, not even NVDI. NVDI is good, but it doesn't
work miracles.

3956. GCC-CPP

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 18:47:33 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cqu479.Jzr@sdf.lonestar.org>
Source record: 186028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need someone to send me gcc-cpp version 2.5.8 for a 68K (no 020
code please). My version is corrupt and everytime I try to use
BART to get a new copy, I have to get the entire 1+ MB archive and
then it comes in with bad entries.

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

3957. sound fortune program for the ATARI Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 20:50:12 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2so524Ehav@uni-erlangen.de>
Source record: 186091

Fortune V1.1 for the ATARI Falcon

The version 1.1 of the Fortune program is now available at
archive.umich.edu in the atari/falcon directory.

Fortune is a program that tells you a fortune whenever you boot your
Falcon. Like on big Unix machines statements of well know persons
will be shown on the screen. But you will also actually hear them!

You will hear Captain James T. Kirk, the Terminator, Monty Python and
a lot of other stars in the unique sound quality of the falcon.

You can produce your own fortunes using the harddisk recording program
WinRec to record the sample and then editing the sample with Fortune.

Another very interesting feature of Fortune is its capability to import,
export and convert many different sound formats. You can use:

- DVSM (used by WinRec)
- AVR (used by many ST/TT/Falcon programs)
- AU,SND (used on SUN, NeXT)
- WAV (used on PC's)
- Raw (for many other cases)

Fortunes comes in an English and German version with about 10MB of
new sound-fortunes (samples).

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

3958. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 20:58:46 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CquA9z.2q3@freenet.carleton.ca>
Source record: 186094

In a previous article, millert@undergrad (Timothy Miller) says:

>Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:
>
>: Well, you get what you pay for I guess. The extra cost of NVDI
>: more than warrants the purchase. Just think how much nicer MTOS would be
>: with NVDI... :-)
>
>NOTHING can speed up MultiTOS, not even NVDI. NVDI is good, but it doesn't
>work miracles.
>

MTOS is much nicer with NVDI than without because everything gets drawn on
the screen much faster. This becomes very important when you star using
MTOS in higher bitplane modes and/or higher resolutions with
BlowUp030/Screenblaster.
If one does not have NVDI then one cannot speed-up graphics operations
under MTOS can one?
That is what NVDI does. Where did you get the idea that I though NVDI
speeds up MTOS? It speeds things up only in the sense that you do not have
to wait as long for your windows to be drawn or text to be printed.(just
like Warp 9 except Warp9 will not run under MTOS!)

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3959. Re: RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 22:05:16 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CquDCt.CrG@cix.compulink.co.uk>
Source record: 186008

In message <Cqrpnv.9DM@westminster.ac.uk>, avsec@westminster.ac.uk said:
>I want some pop-up menus in my programs (for my Falcon).
>
>Are there any resource file editors that allow
> pop-up menus to be created ?
The popup menus are not extra objects in the resource file, they are
just trees which are attached to the menu tree. If you RTFM you will
find a AES functions called menu_attach & menu_istart. You use these to
connect the submenus to the main menu.

>I could program the objects myself I suppose, but I'm too lazy!
See above.

>(Hierachical menus would be nice too)
These are just submenus attached to submenus.

>I'm using WERCS at the mo, as supplied with Lattice C v5.6,
> but sadly it doesn't cope with these Falcon fetures.
The only thing that WERCS doesn't handle is the G_CICON object.

BTW, I have just finished a library which will allow the older AES' to
have drop down submenus just like the Falcon. It only has two
functions:- menu_attach & menu_istart. :-) Anyone interested?

Simon Robins (srobins@cix.compulink.co.uk)

3960. Re: Calamus SL: How does one disable the Calamus file selector?

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 22:05:22 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CquDCy.Cs7@cix.compulink.co.uk>
Source record: 186009

In message <1994Jun2.144626.29089@jet.uk>, djs@jet.uk said:
>Subject: Calamus SL: How does one disable the Calamus file selector?
You have to run the system module, you can select the normal file
selector from there.

Simon Robins (srobins@cix.compulink.co.uk)

3961. Re: RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 22:13:14 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2so9tq$i35@news.u.washington.edu>
Source record: 186092

>>I want some pop-up menus in my programs (for my Falcon).

>It does all that is possible - the reponsibility for creating popup
>and hierarchical menus is down to the programmer, see the
>documentation on menu_attach() and menu_popup() (they're called
>something like that, at any rate)

To be quite honest, I just wrote my own popup menu routines. If you use the menu_attach() & menu_popup() functions, you're limiting your user base (e.g. your program won't be able to run on a ST). Now if you're creating something that requires other features that aren't available on eariler machines (like 16 & 256 color modes), then this isn't an issue.

However, if you are trying to create something that will be used on all machines, I suggest writing to code yourself.

3962. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-03 22:43:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sobn8$72p@golem.wcc.govt.nz>
Source record: 186095

In article <2sk6jc$5js@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <5u8u+1V.lmcclure@delphi.com>,
>Lonnie McClure <lmcclure@delphi.com> wrote:
>>In a message date 5-31-94, Roger Sheppard said:
>>
>> "You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the
>> unused 9th bit must have the inputs terminated to 0v or +v,
>> so just connect pins 28,29 and 30 together....pin 30 is +v...."
>
>I also know LOTS of people who have 9-bit SIMMs in their STEs
>without any modification. This is the FIRST TIME I've ever
>even seen a SUGGESTION to do so! Mac users also have no
>problems using 9-bit SIMMs.

If you don't believe me, I do suguest you read some Data books on Digital
Cmos IC's..

> | Steve Johnson | "People will always be tempted to wipe |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3963. Re: ATARI MEGAFILE 44 (SyQuest) FOR SALE !

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 00:14:46 UTC
From: lordthan@news.delphi.com
Message-ID: <2soh1m$hlt@news.delphi.com>
Source record: 186096
Cross-posted to:
comp.sys.atari.st,fr.misc.divers,misc.forsale,misc.forsale.computers.other,rec.music.makers.synth,rec.radio.amateur.equipment

robjan@rabo.nl (Rob Janssen) writes:
>>If the MegaFile 44 is a standard SCSI-type SyQuest drive, advise your
>>friend that they can be had for as little as $199 here in the States,
>>while new carts sell for about $60 (used for as little as $25).
>It is, but it is in a case with power supply and controller for
>the Atari ST line.

Aside from the controller, the price I mentioned also includes the case
and power supply and cabling and a warranty. I still think the asking
price is a bit high...But that's just MO.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3964. Re: Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 00:30:08 UTC
From: andre@cix.compulink.co.uk
Message-ID: <CquK29.Lur@cix.compulink.co.uk>
Source record: 186010

In <2dec34b4@p10.secom.ct.se>, stein.arne.jensen@p10.secom.ct.se wrote:
> Does anyone know how to run the Gfa Basic 3.5E editor in higher
> resolutions than 640x400. Usually I run my Falcon in 800x608.

I think 3.5 still had some nasty resolution-dependent stuff in it. 3.6
is fine in higher resolutions, though - I often run it in 640x480x16.

Andre

+-----------------------------------+------------------------------+
Andre Willey	Cygnus Software Development
Email: andre@cix.compulink.co.uk	Sutton Coldfield -- England
or: ...{mcsun}!uknet!cix!andre	Tel: (UK/+44) 021 308 5251
+-----------------------------------+------------------------------+

3965. Re: COMDEX

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 00:49:20 UTC
From: Norman@eisner.decus.org
Message-ID: <Norman-030694201827@128.158.30.132>
Source record: 186097

In article <2snnc1$f1v@news.CCIT.Arizona.EDU>, hicksm@panda.lpl.arizona.edu (Michael Hicks) wrote:

>
>
> What, where, and when is COMDEX?

You just missed it. It is in the East USA in the spring (apr-may) and in LAS VEGAS in the fall. The fall is the huge show.

Comdex is a computer show slanted mostly towards resellers, distributors, importers, etc. But It is also a great place for end users/buyers to see the latest technology.

<<<<==
Richard Norman norman@eisner.decus.org
AMIGA --- Amazing Multitasking Interactive Graphics & Animation
==>>>>

3966. ICD Link wanted

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 00:58:46 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FCA118F6.SPERNA1@ua1vm.ua.edu>
Source record: 185556

I want to purchase an ICD Link host adapter and Pro utils.

Please email.

Thanks,
Sam Perna, III
sperna1@ua1vm.ua.edu

3967. Re: Help! Saved position disaster (Frontier)

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 01:30:18 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <2spfj5$c0r@beacon.dev.com>
Source record: 186044

>
> Can anyone help this idiot who has managed to lose all his saved
> positions for Frontier (Elite II)?
>

Sorry, Count, but I can't help you. I'm just writing this to express my
condolences at your impending demotion and status readjustment... and
to ask that if you do find someone who can help you outa this one, let
the rest of us frontier junkies know so we can barrage him when we find our
saved games trashed...

By the way, Private Drew, make your bunk and report for cq duty at seven.

3968. Overscan.zip uploaded

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 01:48:46 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <770694526snz@gw6hva.demon.co.uk>
Source record: 186004

Hi ...

I have just uploaded overscan.zip to /pub/atari.incoming on
ftp.tu-clausthal.de (as promised).

Cheers...
--
Martin - Sysop
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3969. Flop14st.zip Uploaded

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 01:51:18 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <770694678snz@gw6hva.demon.co.uk>
Source record: 186003

Hi ...

I have just put the 1.44Mb HD floppy info onto ftp.tu-clausthal.de into
/pub/atari/incoming (as promised).

Cheers ...
--
Martin - Sysop
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3970. Re: SC1435, pinouts?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 01:59:13 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xE8vmTx.lmcclure@delphi.com>
Source record: 186099

In a message dated 6-2-94, Timothy Wilson said:

"I lost my manual for the SC1435, and I need to know what
the 9 pin RGB jacks signals are."

Since the SC1435 is a "stripped down" Magnavox 1CM135, it should
follow this standard:

Facing the back of the monitor:

1 2 3 4 5
6 7 8 9

1 - Ground
2 - Ground (or No Connection)
3 - Red
4 - Green
5 - Blue
6 - N.C.
7 - N.C. (or Composite Sync)
8 - Horizontal Sync
9 - Vertical Sync

3971. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 02:00:34 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2son82$78h@bronze.coil.com>
Source record: 186002

Can someone provide HiSoft's E-mail address? I just tried Marcel
from a.a.u.e. and the DeskJet support is quite crappy (although Epson thru
my emulator cartridge seems fine) and has inspired me to look for a
commercial solution.
Is Papyrus a good option on an 8Mhz system? Would print speed be
competitive/comparable/acceptable on an original HP DeskJet?

--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

3972. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 02:09:45 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5m2OOtx.lmcclure@delphi.com>
Source record: 186100

In a message dated 6-3-94, Timothy Miller said:

"My monitor does not do 15.75khz. They don't make monitors
like that any more.

Actually, they do, but they are rare. Idek makes a 17" model than can go as low as 15.75Khz, but even at a mailorder discounter, it cost just a bit under $1000. Also, Electrohome manufactures and sells one (a 15" model, as recall) for about $499...currently the least expensive new one I know of, since the Commodore 1942 became unavailable. There is a big GVM-series Sony multisync that is still manufactured, that will even accept composite (like the old Mitsibushi Diamondscan's, such as the AU-1381), but it makes the Idek look inexpensive.

3973. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 02:19:49 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5k3OW71.lmcclure@delphi.com>
Source record: 186001

"Check on a Cmos data book, all unused inputs must be
connected to 0v or +v, if they are not, the device can draw
large amounts of current and the device will get hot, and
damage its self...."

Hmmm...I thought I rememberd something about CMOS chips consuming more
power if inputs were left floating. I assumed since I had not heard of STe's
burning up right and left this meant Atari had simply grounded the unused
SIMM pins.

I suppose given the price of SIMMs at the time the STe was introduced,
they thought "Who would ever use a 9-bit SIMM instead of an 8-bit one...they
cost more", and thus did not make a simple addition to the PCB traces.
Typical Atari "forward" thinking! <grin>

Luckily, it appears the extra power consumption is not a severe problem.
The next time I am inside my STe, I may look into grounding those unused
inputs and see if it has an easily detectable affect on the heat output
from the machine.

I wonder if the people that designed the memory/HD chassis took this into
consideration in their design (the one for my A500, that is).

3974. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 02:58:37 UTC
From: diehl@io.org
Message-ID: <2soqkt$mt3@ionews.io.org>
Source record: 186023

In article #18100, Timothy Miller said:

> WHY would ANYONE vote NO for comp.sys.atari.announce? What reason could
> they come up with for not wanting it?

At a wild guess, I'd say perhaps because people may not wanty or have the time to read through another newsgroup. (Just a theory; personally, I'm all for it)

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

3975. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 02:58:57 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CquqyA.4wy@cix.compulink.co.uk>
Source record: 186015

In message <2smp4i$3sf@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:

>>But ICDRAWUP.ZIP (Could be LZH) is definately the best so far....
>
>Hmm. It only runs in stock Atari 16 colour modes (ie if you have a
>graphics card, it won't work at all, and if you are running > 16
>colours it won't work either). The interface is also extremely
>idiosyncratic ('daft' :-) But it sort of works (despite those
>limitations) and you can, in fact, edit the MTOS icons.
On my Falcon running TOS 4.02 if I paste an icon into the resource file (overwriting another) upon rebooting the system crashes. If I load the resource just before pasting in the new icon there is no problem. This is a pain because I have to remember to reload the resource file every time I paste in an icon. Anyone else have this problem?

>
>--
>--Chris
>
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix
>

Simon Robins (srobins@cix.compulink.co.uk)

3976. Value of BlowUP Hard 1

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 03:02:21 UTC
From: scotty@cais.cais.com
Message-ID: <2soqrt$snr@sun.cais.com>
Source record: 185959

I tried the demo of BlowUP, and was amazed at what it could do with my Acer 7015 Multiscanning monitor. It let my Falcon change the size of my desktop well beyond 600*800, allowing much more room to work. I could compile C programs and have full-size windows elsewhere on the desktop at the same time! I decided to purchase BlowUP soon after.

The documentation said that if I had a multisync monitor, I should get the "Hard 1" version of the product for greatest versatility. There is also a "Hard 2" version, but they recommend that only for VGA/SVGA style monitors.

I ordered the "Hard 1" version, and found out that it uses a connector that taps the joystick port (next to the mouse) to provide a faster clock rate for the scan frequency -- 50 MHz. The only problem is, I have yet to find a single configuration, using this frequency, that doesn't drive my monitor nuts!

The two standard clock frequencies (available with the software version of BlowUP by itself) are 25 and 33 MHz. Either one provides a variety of useable resolutions for my monitor. However, every single configuration I've attempted that uses 50 MHz causes the display to "wipe out" -- to scroll sideways in a berzerk fashion, sometimes accompanied with a high-pitched whine. Fortunately, you can hit "escape" to return the display to a safe setting when this happens.

Based on the documentation (at least the well-translated parts) it seems that my Acer monitor, which has been widely sold for Atari computers, is a type BlowUP calls MS1: it has a horizontal scanning range of 15 to 36 KHz. BlowUP also refers to MS2 monitors, which have a range of 30 to 50 KHz. I'm starting to believe that since I don't have an MS2 monitor, I'll never get any use from the hardware in this product. If that's the case, I could have easily saved over thirty dollars, and let someone who could use this connector buy it! Why else, in the dozens of preprogrammed configurations, would there be *none* that provide a stable image using the 50 MHz pixel clock?

I note that the documentation recommends using the 16 color modes and below only with the 50 MHz pixel clock, but this has not helped at all. If anyone has had any success using the Hard 1 version with this type of monitor, please let me know what configuration you used. I'd just love for this to be all due to some major oversight I've made*.

Thanks.

Scott R. Chilcote
Now at: scotty@cais.com
Note: scotty@verdix.com is someone
else now!

```
_________________________
*Not unprecedented...
```

3977. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 04:06:14 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2soujm$cap@terminator.rs.itd.umich.edu>
Source record: 186012
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 6901 May 29 00:02 ./Applications/0index
-rw-r--r-- molin 63934 May 27 04:54 ./Archivers/esscd508.lzh
-rw-rw-r-- entropy 3813 May 28 23:07 ./Archivers/0index
-rw-r--r-- entropy 12877 May 29 00:05 ./Graphics/0index
-rw-r--r-- molin 15215 May 27 04:50 ./Telecomm/ansist40.zip
-rw-r--r-- weiner 7351 May 28 23:18 ./Telecomm/0index
-rw-r--r-- dpz 4974 May 28 23:45 ./Falcon/0index
-rw-rw-r-- weiner 598 May 28 23:12 ./Magazines/0index
-rw-r--r-- molin 31104 May 25 15:35 ./Magazines/Cain/CAIN0394.ZIP
-rw-r--r-- molin 47488 May 25 15:35 ./Magazines/Cain/CAIN0494.ZIP
-rw-r--r-- molin 45440 May 25 15:36 ./Magazines/Cain/CAIN0594.ZIP
-rw-rw-r-- weiner 6967 May 29 00:15 ./Applications/0index
-rw-r--r-- entropy 1848 May 29 13:28 ./Editors/0index
-rw-r--r-- lenn 251040 May 29 13:27 ./Editors/edi_demo.zoo
-rw-r--r-- entropy 12939 May 29 00:18 ./Graphics/0index
-rw-r--r-- molin 52125 May 11 22:30 ./Utilities/1stview.lzh
-rw-r--r-- molin 138271 May 21 08:37 ./Utilities/zorg_134.lzh
-rw-rw-r-- entropy 26835 May 29 00:32 ./Utilities/0index
-rw-r--r-- molin 91153 May 29 00:44 ./0ls-lR.Z
-rw-r--r-- weiner 7379 May 29 00:35 ./Telecomm/0index
-rw-r--r-- molin 23133 May 29 00:34 ./Telecomm/tcpip.lzh
-rw-r--r-- molin 1053643 May 20 10:18 ./Programming/aicons.zip
-rw-r--r-- entropy 5457 May 29 00:30 ./Programming/0index
-rw-r--r-- molin 90985 May 29 00:46 ./0ls-lRc.Z
-rw-r--r-- dpz 5031 May 29 00:23 ./Falcon/0index
-rw-r--r-- molin 241880 May 29 00:43 ./0index
-rw-r--r-- molin 111845 May 29 00:43 ./0compind.Z
-rw-r--r-- lenn 269806 May 30 23:08 ./Archivers/lha310.tos
-rw-rw-r-- entropy 3813 May 30 23:10 ./Archivers/0index
-rw-rw-r-- entropy 10227 Jun 1 07:32 ./Mint/0index
-rw-rw-r-- weiner 379500 Jun 1 07:31 ./Mint/Network/net-042.tgz
-rw-r--r-- weiner 91371 Jun 1 07:36 ./0ls-lR.Z
-rw-r--r-- weiner 91295 Jun 1 07:37 ./0ls-lRc.Z
-rw-r--r-- weiner 111895 Jun 1 07:34 ./0compind.Z
-rw-r--r-- weiner 242108 Jun 1 07:34 ./0index
-rw-r--r-- hyc 26137 Jun 2 21:41 ./Mint/mint-1.10-1.10h1-diffs.gz
-rw-r--r-- molin 91601 Jun 2 02:57 ./0ls-lR.Z
-rw-r--r-- molin 91653 Jun 2 02:58 ./0ls-lRc.Z
-rw-r--r-- molin 5144 Jun 2 02:42 ./Falcon/0index
-rw-r--r-- molin 525 Jun 2 02:53 ./Falcon/new-falc-dir.read-this
lrwxr-xr-x molin 25 Jun 2 02:27 ./Falcon/Games/nh313gemc.zoo -> ../../Games/nh313gemc.zoo
lrwxr-xr-x molin 23 Jun 2 02:29 ./Falcon/Misc/wrksupdt.tos -> ../../Misc/wrksupdt.tos
lrwxr-xr-x molin 30 Jun 2 02:28 ./Falcon/Programming/vmsource.zip ->
```

```
../../Programming/vmsource.zip
-rw-r--r-- molin 242221 Jun 2 02:55 ./0index
-rw-r--r-- molin 111931 Jun 2 02:55 ./0compind.Z
-rw-r--r-- lenn 46476 Jun 3 02:08 ./Games/linecras.zip
-rw-r--r-- lenn 68874 Jun 3 02:08 ./Games/mazewar.zip
-rw-r--r-- lenn 51688 Jun 3 02:08 ./Games/video_g1.zip
-rw-r--r-- lenn 19469 Jun 3 02:11 ./Games/0index
-rw-rw-r-- entropy 10355 Jun 3 11:54 ./Mint/0index
-rw-rw-r-- weiner 23631 Jun 3 11:50 ./Mint/Network/fingerd.tgz
-rw-rw-r-- weiner 192688 Jun 3 11:49 ./Mint/Network/ftp-01.tgz
-rw-rw-r-- weiner 91500 Jun 3 11:53 ./Mint/Network/ntalk-01.tgz
-rw-rw-rw- weiner 115135 Jun 3 12:00 ./0ls-lR.Z
-rw-rw-rw- weiner 114773 Jun 3 12:02 ./0ls-lRc.Z
-rw-r--r-- weiner 340592 Jun 3 11:59 ./0index
-rw-r--r-- weiner 137629 Jun 3 11:59 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3978. Atari ST UUCP Connections

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 04:52:40 UTC
From: Steve.Barnes@lchurch.mcd.on.ca
Message-ID: <770715752.0@lchurch.mcd.on>
Source record: 186043

G'day everybody, just thought I'd pop in and say hello and announce that the Logic Church BBS is now plugged into Usenet and this and st.tech. Is st.advocacy up and running yet? I voted for it..

Anyway, onto more important things. I'm using the UUPOLL, UUCP, UUCICO from the mercury utilities and STufit from Steve Caple to convert from *.X *.D files to Jetmail compatible packets. Are their any other software choices? I noticed that it appears that other are doing similar things here.

Next, WRT UUCP - I started out using the mercury version - very slow. I found a newer version (though it still appears to be written in GFA), slightly better. Averages around 800cps. Sort of pathetic for a 'locked' 19.2 connect (v32b). My question is, is their anything better - I'm going to go broke at $2.50 per hour from my host! I do realize that thier is only so much you can do when your acknowledging 64 byte packets but my host reports about 1300 cps from his feed.

If it helps any, this is on a T16'ed TOS 2.06 machine, 2.5 meg.

Also, is thier anyway around the unix case sensitivity? At least a third of my inbound mail gets orphaned because of this.

Thats about it off the top of my head. If you can help at all, please give me a shout. BTW, its very nice to finally get onto something that isn't as noisy as FIDO or AtariNet!

-Steve, steve.barnes@lchurch.mcd.on.ca

* Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

3979. Protracker MOD file format

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 05:42:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sp47e$9ar@mailer.fsu.edu>
Source record: 186027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would some kind soul post or email me the format for Protracker sound modules,
or point me to an ftp site from which I can ftp it? I'm primarily interested
in where the name of the module and the names of the samples are stored.
Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3980. HD Virus. HELP!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 06:11:25 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2sp5ud$fp1@infa.central.susx.ac.uk>
Source record: 186019

Hello...

I think (well I'm quite sure) that I have a virus resting on the boot
partition of my hardisk :-(I think it's a 'Goblin Virus' or 'Ghost Virus',
and they are boot viruses which means that I can't cure it with the virus
killers I have (they only allow for link viruses on the HD).
So could anyone help and suggest a program (commercial/PD/Shareware, etc,
I don't care which) that will allow me to cure boot viruses on my HD.

Thanks

Andy

3981. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 06:54:42 UTC
From: howard@harry.lloyd.com
Message-ID: <2sp8fi$iu0@harry.lloyd.com>
Source record: 186022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <2smb32$nm0@news.dmpe.csiro.au>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>>Weiner, Jeff.....weiner@atari.archive.umich.edu
>> weiner@terminator.rs.itd.umich.edu
>> Maintainer of the atari.archive.umich.edu ftp site.
>
>Uhm, didn't he like retire from duties a few weeks ago!?

Yah, he also just retired from the Mint mailing list a couple days ago; due to lack of net access. In general, when you want to contact us, you should use the advertised aliases, not emailing to a specific person. We all check in at varying hours, so emailing a specific person reduces your chances of getting a timely response.

So everyone, burn these addresses permanently into your brain's EAROM....

atari-archivists@atari.archive.umich.edu
mint-request@terminator.rs.itd.umich.edu

Also, if you are sending a message to the mint mailing list, you don't need to also send it to mint-request, (i.e., don't cc: it) we already get everything sent to the list...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3982. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 07:12:48 UTC
From: howard@harry.lloyd.com
Message-ID: <2sp9hg$ivr@harry.lloyd.com>
Source record: 186024

In article <2snqd8$ppc@mother.usf.edu>,
Timothy Miller <millert@undergrad> wrote:
>Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:
>: In a previous article, millert@undergrad (Timothy Miller) says:
>: >Seriously, though, NVDI was SO much more expensive than Warp 9, that there was
>: >no choice in the matter. I bought Warp 9 because I could afford it.

>: Well, you get what you pay for I guess. The extra cost of NVDI
>: more than warrants the purchase. Just think how much nicer MTOS would be
>: with NVDI... :-)

>NOTHING can speed up MultiTOS, not even NVDI. NVDI is good, but it doesn't
>work miracles.

Ah well. I've gone the whole route, starting with Turbo ST, trading it in
on the Quick ST offer, several rounds of updates there, Warp 9, and now I
use NVDI. It was pretty much a requirement since my Warp9 didn't run very
well on the Falcon, and it had no hope of working with ScreenBlaster. So
now I run NVDI 2.5 on all my Ataris, TT, Falcon, STe, Mega, and life is good.
Works with MTOS, works with Cubase, case closed.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3983. Unrolling or not? (Was Re: Demos for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 08:42:50 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2speqa$ric@vishnu.jussieu.fr>
Source record: 186025

I tried personnaly to find the fastest way to clear a 320x200 TC screen. At
the moment, the best I found is a partial unrolling of movem.l dx-ay,-(az), with all the
regs set to 0. I tried nearly everything (one move.l d0,(a0)+, several move.l d0,(a0)+,
the
same with -(a0), and I'm pretty sure that partial unrolling of move.l d0,(a0)+ was slower,
which caused me a shock, I must say it.

To test the speed of a routine, I suggest you the following, it's the easiest
and surest (?) way to do it :
- you install a vbl routine in $70.w, which is like this

```
vbl:
movem.l d0-a6,-(sp)
move #$2700,sr ; disable all ITs ( better for speed tests :o)
<set background color to RED for example>
<my routine to test>
<set background color to black>
movem.l (sp)+,d0-a6
rte
```

and you can see directly on the screen the time taken by your routine. Yet best : if you
want
to compare the speed of 2 routs, just exchange between two vbls each of twos containing
one of the twos routines to test. By setting the background color to blue in one vbl, and ,
say, green in the other, you'll be able to compare visually the speed of both routs.

Another trick : if you REALLY think that your display is interleaved, then
draw all your screen with one line black, one white, one black, and so on... If it WERE
inter-
leaved, you should see a completely flashing screen. You don't. Then try it with
interleaved
modes on the Falcon...

MB.

3984. (a0)+ vs -(a0) (Was Re: Demos for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 08:50:26 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2spf8i$ric@vishnu.jussieu.fr>
Source record: 186026

As someone pointed it some times ago, predecrement mode may be faster
than postincrement because address calculation or sthg like that may overlap with next instruction see manual for more precise details. I tested it, and it's true. I use it for clearing
a screen 320x200xTC in less than one vbl. If anyone has a fastest rout, I'm intersted in it.
I tried with the BLiTTER, it's slower - in fact, with my code-.

MB.

3985. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 09:57:08 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqvAB8.Krs@cix.compulink.co.uk>
Source record: 186031

In message <2snqd8$ppc@mother.usf.edu>, millert@undergrad said:
>
>NOTHING can speed up MultiTOS, not even NVDI. NVDI is good, but it doesn't
>work miracles.

Well it does speed up the screen display by a factor of 4 or more. Text is
9 times faster. That makes a big difference with MTOS.

Ofir ogal@cix.compulink.co.uk

3986. Re: codehead bbs

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 10:08:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2spjr6$c5u@golem.wcc.govt.nz>
Source record: 186030

In article <2slpge$da1@solva.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>In article <2s5fvl$f6l@opine.cs.umass.edu>, michael@tapestry.cs.umass.edu (Michael Kieras) writes:
>>
>
>Do they have an Internet address too? I'd like to get in touch with them.
>Thanks.
>
>Hallvard, Oslo, Norway

Well they are both on GEnie so it could be

codehead@genie.geis.com

I will look at the other GEnie names....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3987. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 11:00:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqvD98.qv@cix.compulink.co.uk>
Source record: 186046

In message <2son82$78h@bronze.coil.com>, mbmccabe@bronze.coil.com said:
>
>Can someone provide HiSoft's E-mail address? I just tried Marcel

It's hisoft@cix.compulink.co.uk

>from a.a.u.e. and the DeskJet support is quite crappy (although Epson thru
>my emulator cartridge seems fine) and has inspired me to look for a
>commercial solution.
>Is Papyrus a good option on an 8Mhz system? Would print speed be
>competitive/comparable/acceptable on an original HP DeskJet?

Papyrus is excellent. HiSoft have a demo version available so you could
try it out yourself. It's the best available IMO.

Ofir ogal@cix.compulink.co.uk

3988. Re: Value of BlowUP Hard 1

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 11:00:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqvD9B.rI@cix.compulink.co.uk>
Source record: 186047

In message <2soqrt$snr@sun.cais.com>, scotty@cais.cais.com said:
>
>I tried the demo of BlowUP, and was amazed at what it could do with my Acer
>7015 Multiscanning monitor. It let my Falcon change the size of my desktop
>well beyond 600*800, allowing much more room to work. I could compile C
>programs and have full-size windows elsewhere on the desktop at the same time!
>I decided to purchase BlowUP soon after.

[...stuff deleted...]

You will probably get better results with Hard 2. Contact Seibert with the
spec of your monitor for more accurate advice.

Ofir ogal@cix.compulink.co.uk

3989. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 14:14:11 UTC
From: nj1@ukc.ac.uk
Message-ID: <8238@merlin.ukc.ac.uk>
Source record: 186039

In article <2son82$78h@bronze.coil.com> mbmccabe@bronze.coil.com (Matt McCabe) writes:
>
> Can someone provide HiSoft's E-mail address? I just tried Marcel

It's hisoft@cix.compulink.co.uk ..... They usually take 2-3 days to reply this way......

Other addresses I have collected are......

System Solutions ssolution@cix.compulink.co.uk
Atari UK atari@cix.compulink.co.uk
HiSoft hisoft@cix.compulink.co.uk
Compo Software compo@cix.compulink.co.uk
Future Publishing future@cix.compulink.co.uk
Jeff Minter yak@cix.compulink.co.uk
ST Informer st-informer@genie.geis.com
Clive Parker parkerc@cix.compulink.co.uk

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

3990. Falcons for sale?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 14:34:01 UTC
From: ab117@FreeNet.Carleton.CA
Message-ID: <Cqvn4p.M5y@freenet.carleton.ca>
Source record: 186041

Hello. Anyone have a used Falcon they want to sell. I would be
definitely interested. Plus additional hardware and software for it.

Please email me directly.

--
Yours Sincerely,
Luke LaFrance
ab117@freenet.carleton.ca
||||||||||||||||||||||||

3991. Re: HD Virus. HELP!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 14:40:44 UTC
From: erlingh@idt.unit.no
Message-ID: <2sq3pc$bue@ugle.unit.no>
Source record: 186040

In article <2sp5ud$fp1@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
|> Hello...
|>
|> I think (well I'm quite sure) that I have a virus resting on the boot
|> partition of my hardisk :-(I think it's a 'Goblin Virus' or 'Ghost Virus',
|> and they are boot viruses which means that I can't cure it with the virus
|> killers I have (they only allow for link viruses on the HD).
|> So could anyone help and suggest a program (commercial/PD/Shareware, etc,
|> I don't care which) that will allow me to cure boot viruses on my HD.

I am pretty sure that the HINSTALL program from hdx writes a new bootsector
if you choose install driver.
Anyway, you can't loose if you try:
Boot from a clean system (of course)
Run AHDI from your (write protected) floppy
Run HINSTALL from your --||-- --||--

It might just do the trick.

|>
|> Thanks
|>
|> Andy

Hope this helps,
Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

3992. For Sale SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 15:14:45 UTC
From: guin@oodis01.hill.af.mil
Message-ID: <Cqvp0L.4BK@oodis01.hill.af.mil>
Source record: 185985

SC1224 monitor in excellent condition. Has been setting since the
MEGA ST models came out. $95. plus shipping.

3993. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 16:00:22 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <183_9406041616@dswhq.omahug.org>
Source record: 185700

> So, is it, or is it not, possible for me to acchieve 57.6Kbs
> transfers through a 'standard' 14.4Kbps modem while using built-in MNP
> error-correction and data-compression?

Only in theory, and only on a VERY repetitive file. I've got a 512k file here that consists of nothing but the character 'T', that I use to test modem throughput. In actual practice, your throughput on a 14.4k modem with error correction and data compression will very depending on the data, but you ought to be able to get around 2400-2500 cps, assuming that you have a serial port that will run that fast. An unmodified ST does not. The best you can get without modifying the serial port on an ST is 1920 cps

Later,
Gizmo

3994. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 16:53:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqvtKM.H7t@cix.compulink.co.uk>
Source record: 185956

In message <8238@merlin.ukc.ac.uk>, nj1@ukc.ac.uk said:

>Clive Parkerparkerc@cix.compulink.co.uk

Don't bother with this one, he only logs on once a year to have a go at ST
Review writers.

Ofir ogal@cix.compulink.co.uk

3995. Re: Trackers/Sequencers: More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 17:44:30 UTC
From: kazial@cs.buffalo.edu
Message-ID: <Cqvvy7.I0r@acsu.buffalo.edu>
Source record: 185967

Looking to buy midi ST/STE system for sequencing/librarian purposes with reasonably sized HD, would entertain buying a used Falcon (would imagine price and availability might rule this out).

Are there any places that sell the ST/STE/Falcons still (I imagine not)?

Main purpose - cheap alternative to get feet wet with Kawai K4 midi usage

I recently came across a deal for a 520st 1 M Ram, color monitor, master transport, and master tracks pro (but no HD and one floppy) for $500.. seems too high especially without a HD..

Opinions?
Anyone selling what I'm looking for/know where to look?

Please reply via mail to:

Craig
kazial@cs.buffalo.edu

3996. Re: Empire maps anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 19:08:52 UTC
From: Rob <robo28@delphi.com>
Message-ID: <ZA1M36E.robo28@delphi.com>
Source record: 186050

I have over 250 Empire! Wargame of the century... Maps I'll gladly zip them all up and send them your way.... Just tell me where u want them to go... :-) See ya Rob.....

3997. Midi port as modem serial port?

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 19:11:01 UTC
From: selick@acs4.bu.edu
Message-ID: <2sqjk5$f6o@news.bu.edu>
Source record: 185954

Can the Midi port on a 1040 ST/e be used as a 32k baud serial port for a 14.4k modem? I realize you wouldn't get all of the fancy signals in a 25 pin wire, but wouldn't you be able to use xon/xoff software handshaking, and use the midi port for serial i/o? My Stalker program has an option to use the Midi port, at 31,500 baud.

Thanks,
Steve
P.S. perhaps I could use send/receive on Midi and all other signals on the standard serial port?

3998. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 19:18:03 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <Zi+PHMD.biblinski@delphi.com>
Source record: 185951

<sinclap2954@cobra.uni.edu> writes:

>Maybe he was jumping from a sinking ship. Would it not be funny if he ends up
>with Sega and or at Apple's consumer Performa division. He knows something and
>he will not tell.

I spoke with Bob about his decision to leave, and it had nothing to do with Atari's financial future. It was a personal decision based on his desire to spend more time with his family, and his desire to seek a new challenge. He had little opportunity for advancement at Atari Corp (unless Jack adopted him), and like many people, wasn't content to remain static for the rest of his career. Remember, too, that Bob was first and foremost a computer hobbyist, and not a videogame fanatic. Atari's focus for the next couple years will be the Jaguar, and not a computer line. Would you stay in a job where you had little chance for advancement, were expected to spend long hours at work, and wouldn't be able to spend time on the part you liked best for another two years?

--Gordie Meyer
biblinski@delphi.com
ATARI UNITED! SoftWareHouse (and no, there's no news about FzDT yet...)

3999. Re: codehead bbs

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 19:30:33 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <Zk4uPGB.biblinski@delphi.com>
Source record: 185953

The CodeHeads can also be reached via DELPHI at:

cfj@delphi.com
eidsvoog@delphi.com

They aren't as frequent visitors to DELPHI, but you'll probably catch them there within a week.

--Gordie Meyer
biblinski@delphi.com

4000. Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 19:36:23 UTC
From: jpb3@ukc.ac.uk
Message-ID: <8244@merlin.ukc.ac.uk>
Source record: 185955

I have been looking for a quite specific set of requirements for a text editor for ages now, and have come up with a blank. I have therefore posted here, to see if any of you can help.

What I am looking for is a very simple text editor, that runs very quickly (Probably non-GEM therefore). Basically I am looking for the speed of the Revenge document displayer, but also be allowed to edit the text. :-)

Oh, and while I'm talking about Revenge, when I got the latest version, v3, I wondered what suddenly made the author make a bad decision about a feature the earlier versions had.

I used to use Revenge to show 80 column documents when I was in ST Low Rez. Now, if you try and run Revenge in Low rez it helpfully tells you to swap resolutions... WHY ?! Is my question.

Oh well, enough of this ranting, time to sign off,

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

4001. Looking for dealers in Indiana

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 19:42:01 UTC
From: sforseil@vub.ac.be
Message-ID: <2sqle9$sgg@rc1.vub.ac.be>
Source record: 185971

Everything is in the subject: I'm looking for atari dealers
in (or near) Indiana. They're rare there.

If you reply by email, please mail to trwills@indyunix.uipui.edu.
I posted for him.

Thanks!

++===++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		----------------------------	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 675-61-09	
++===++

4002. Re: None

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 20:28:32 UTC
From: bainesr@cix.compulink.co.uk
Message-ID: <Cqw3JK.52s@cix.compulink.co.uk>
Source record: 185957

Hi.

Try Gasteiner in england, They do a box that lets you plug in different moniter's.

BainesR.

4003. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 21:54:56 UTC
From: matzy@butthead.demon.co.uk
Message-ID: <770766896snz@butthead.demon.co.uk>
Source record: 185958

In article <8244@merlin.ukc.ac.uk> jpb3@ukc.ac.uk "John Beranek" writes:

> I have been looking for a quite specific set of requirements for a
> text editor for ages now, and have come up with a blank. I have therefore
> posted here, to see if any of you can help.

it seems we are both looking for the same thing then..

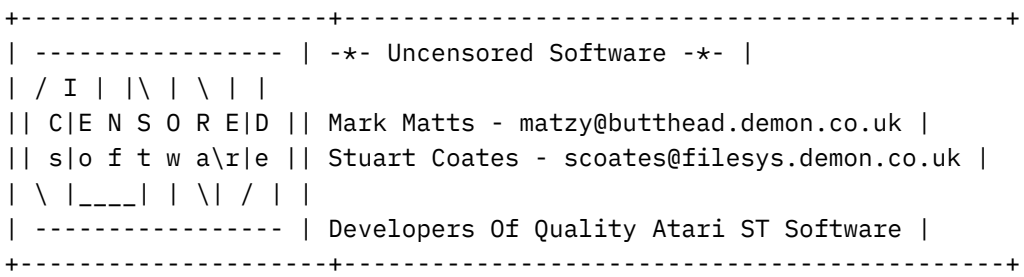
> What I am looking for is a very simple text editor, that runs very
> quickly (Probably non-GEM therefore). Basically I am looking for the
> speed of the Revenge document displayer, but also be allowed to edit the
> text. :-)

he's in the net, why not EMail him on scoates@filesys.demon.co.uk and
bug him for the RDE (Revenge Document Editor) .. I am always trying to get him
to write it, but since he's my best mate I guess I can get away with it :-)
But seriously, I think he just needs a little encouragement.

> Oh, and while I'm talking about Revenge, when I got the latest version,
> v3, I wondered what suddenly made the author make a bad decision about
> a feature the earlier versions had.
>
> I used to use Revenge to show 80 column documents when I was in ST Low
> Rez. Now, if you try and run Revenge in Low rez it helpfully tells you
> to swap resolutions... WHY ?! Is my question.

If I remember correctly this was done due to some changes to allow
it to support any size of screen (Falcon, Overscan etc..) again a suggestion
in his direction might bring this ability back..

regards

--
Mark Matts (matzy@butthead.demon.co.uk)

-*- Uncensored Software -*-
Mark Matts - matzy@butthead.demon.co.uk
Stuart Coates - scoates@filesys.demon.co.uk
Developers Of Quality Atari ST Software

4004. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 23:23:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199406050123.a26316@la.maus.de>
Source record: 185928

MBB>Oh, for those that have not tried it, Falcon on two machines (null
MBB>modem) is extremely cool. It is definitely worth the trouble to set
MBB>up!

Yes it is! But since I sold my 1040ST to make place for the Falcon it
won't work on both Falcon and MegaSTE. So it would be very nice if someone
knows how to get it work on the MegaSTE (or probably Falcon also?)...

Holger

4005. ST top case wanted

Newsgroup: comp.sys.atari.st
Date: 1994-06-04 23:27:05 UTC
From: Joe.Kearney@p1.f25.n3619.z1.fidonet.org
Message-ID: <8a6_9406060724@mechanic.fidonet.org>
Source record: 185862

Im looking for a top cover for a 1040. I recently picked up a working 520ST, minus the top case. If anyone has one they would like to part with (at a reasonable cost) please let me know.

Joe
--
|Fidonet: Joe Kearney 1:3619/25.1
|Internet: Joe.Kearney@p1.f25.n3619.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

4006. What do these Net programs on umich really mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 00:08:53 UTC
From: selick@acs4.bu.edu
Message-ID: <2sr52l$jl3@news.bu.edu>
Source record: 185960

What do all of these Net programs on atari.archive.umich.edu do exactly? Do they allow you to have a direct link to the internet with an Atari ST/e with a modem? What sort of machine would you need to be in contact with to fully use the software? What are the costs involved, and the benefits gained over using an existing service?

-Steve
selick@acs.bu.edu

4007. ICD Link, wanted

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 02:16:01 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FCB12B11.SPERNA1@ua1vm.ua.edu>
Source record: 185555

I am looking to purchase an ICD Link host adapter.

Sam Perna, III
sperna1@ua1vm.ua.edu

4008. Re: Midi port as modem serial port?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 02:17:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2srckm$71t@mailer.fsu.edu>
Source record: 185961

selick@acs4.bu.edu wrote:
> Can the Midi port on a 1040 ST/e be used as a 32k baud serial port for a
> 14.4k modem? I realize you wouldn't get all of the fancy signals in a 25
> pin wire, but wouldn't you be able to use xon/xoff software handshaking, and
> use the midi port for serial i/o? My Stalker program has an option to use
> the Midi port, at 31,500 baud.

Connect allows this as well, at 31250 baud. I suspect that you will have a
hard time finding a modem that is willing to talk at this speed, but I
could be wrong.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4009. STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 02:18:27 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2srclj$58o@netnews.upenn.edu>
Source record: 185962

Use STalker 3.02--great program. Better than anything I've
played with on the Super Macs or the 486's. I just ordered (but have not
yet received) a U.S. Robotics 14,400 Sportster modem and found that

STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!!

There's a hole in between 9,600 and 19,200.

NOW what do I do?

Rob S. Rice
rrice@ccat.sas.upenn.edu

4010. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 02:20:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2srcq3$71t@mailer.fsu.edu>
Source record: 185980

John Beranek (jpb3@ukc.ac.uk) wrote:
>
> What I am looking for is a very simple text editor, that runs very
> quickly (Probably non-GEM therefore). Basically I am looking for the
> speed of the Revenge document displayer, but also be allowed to edit the
> text. :-)

If you want speed, look at Tempus II. It is extremely fast, and works well
in color. It is not simple, in that it can do just about anything a text
editor can do. All keyboard commands are totally reprogramable. It was a
commercial product, but I don't think it is being supported anymore. You
could probably get it on the used market for a very reasonable price.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4011. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 02:42:27 UTC
From: aa740@FreeNet.Carleton.CA
Message-ID: <CqwKur.MEM@freenet.carleton.ca>
Source record: 185963

In a previous article, rrice@netnews.upenn.edu (Rob S. Rice) says:

> Use STalker 3.02--great program. Better than anything I've
>played with on the Super Macs or the 486's. I just ordered (but have not
>yet received) a U.S. Robotics 14,400 Sportster modem and found that
>
>STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!!
>
>There's a hole in between 9,600 and 19,200.
>
> NOW what do I do?
>
> Rob S. Rice
> rrice@ccat.sas.upenn.edu
>
>

Just set STalker to the 19,200 speed and let the modems at each end
take care of the actual connection rate by handshaking. As long as your
terminal software is set for a rate faster than the modem, the modems
will fall back to the appropriate rate.

Dennis Brown | "What the Good Lord giveth, |
Ottawa Ontario Canada | the fine print taketh away." |
aa740@freenet.carleton.ca | -Book of Lawyers- |
"""
--

4012. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 03:05:06 UTC
From: braner@newton.emba.uvm.edu
Message-ID: <1994Jun5.030506.9740@emba.uvm.edu>
Source record: 185966

Try MicroEMACS. Or better yet, my derivative of it, called GNOME.
(Generally Not the Original Micro Emacs ;-) (Not to be confused
with the much larger "microEMACS" programs that grew out of the
original small microEMCAS.)

GNOME is one small self-contained executable (about 55K, 35K after
compression with Packer :-) with built-in brief help. The best
part is that I use the same editor on MS-DOS and UNIX. The
source code is about 220K, in C.

Won't display 80 columns in low-res, though. Sorry. Will do 40 columns
with the rest of the lines off screen, and you can scroll horizontally.

- Moshe
--

Moshe Braner braner@emba.uvm.edu
47 McGee Road, Essex, VT 05452 (802) 879-0876 (H) 241-2682 (W)

4013. Re: Cheap video card

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 04:42:00 UTC
From: Gerhard_Huber@la.maus.de
Message-ID: <199406050642.a26463@la.maus.de>
Source record: 185789

Hello,

>NOVA, by Lexicor - by their own admission, it only works on 50% of TTs
>out there. They are not particularly cool if yours is not one of
>them (no refund). Author was not at all please at this, and raged on
>the company bigtime. Amusing reading, by the way.

I am one of the developper of NOVA card. Lexicor is our distributor in US.
If anybody has a problem with his NOVA card in his ATARI computer he can
contact me. We will get every card work.
We have no problems in germany and we sold very much NOVA cards here.

Greetings
Gerhard

[Computerinsel]

4014. 520 ST/SS Drive for Sale- Make offer!

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 05:01:50 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2srm7u$s48@usenet.INS.CWRU.Edu>
Source record: 185968

One fine 520 ST with SF354 SSDD, Golden Image Mouse, Lots of Software.

Please Make Offer.

4015. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 05:09:07 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun5.050907.18969@bradford.ac.uk>
Source record: 185969

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: John Beranek (jpb3@ukc.ac.uk) wrote:
: >
: > What I am looking for is a very simple text editor, that runs very
: > quickly (Probably non-GEM therefore). Basically I am looking for the
: > speed of the Revenge document displayer, but also be allowed to edit the
: > text. :-)

: If you want speed, look at Tempus II. It is extremely fast, and works well
: in color. It is not simple, in that it can do just about anything a text
: editor can do. All keyboard commands are totally reprogramable. It was a
: commercial product, but I don't think it is being supported anymore. You
: could probably get it on the used market for a very reasonable price.

Yep, tempus II is brilliant, I think one of the magazines has just given
it away for free but I could be wrong. Don't know.
--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

4016. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 05:57:49 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2srpgt$sug@darkstar.UCSC.EDU>
Source record: 185970

In <2sl91k$e5@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

(Let it be known the the honored Lord Thanatos has left atari.advocacy
for our quieter shores of atari.st)

>>: It would hardly ever be used, for one. I mean, it's not like Atari goes
>>: out of their way to post product announcements -- and since they're not
>>: going to be making any new computers (for the time being, at least), the
>>: only thing they could post is video game news which isn't exactly
>>: something that video gamers are going to see.
>>I see. If you feel this way, why don't you push to have removed the 2000+
>>other newsgroups that even even less traffic?

>That's not the point, and why should I waste the time? The point is this:
>Why bother CREATING a newsgroup that will get precious little traffic? I
>acknowledge the many existing newsgroups that get little or no traffic;
>yes, they should be removed (IMO), but I'm not gonna bust my ass over it.
>But to CREATE a newsgroup that will be devoid of postings...That's
>something else entirely.

Ooh, devoid of postings... precious little traffic. This is the sort of
arrogant flame-inducing posts that led to your self-imposed exile from
.advocacy, much to the relief of those who enjoy intellectual discussion.

You would improve a lot if you simply interted "I think" or "It is my opinion
that" in front of much of what you say, instead of bandying your ideas as
facts.

As far as this discussion goes, the whole voting procedure is to ensure that
there is enough interest in the newsgroup in order to create it. I think that
the 200+ to 30 shows that there is enough interest in order to generate
sufficient traffic.

~Chris

4017. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 06:05:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2srpuh$t1u@darkstar.UCSC.EDU>
Source record: 185983

In <2sm48j$k8s@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>Boy, looks like another innoculous statement made by yours truly has
>started a barrage of "you hate Atari" posts. Thanks (for nothing) to the
>dozen or so people who left me hate mail about this topic. You guys
>REALLY have to lighten up and get lives, y'know?

Boy, looks like another case of Thanatosis. "Innoculous" statements
implying that there is nothing new in the ATari area, which is false indeed.

>But anyway...I want to make something crystal clear. I'm not enthusiastic
>about a comp.sys.atari.announce group for the reasons I'd already stated.
>Someone asked for comments, I gave it. Period. Any more questions will be
>deviated to dev/null, thankyouverymuch.

Yes, I am specifically responding to this because it was posted by you. You
are in dire need of an education in humility, and I shall do my best, though
I doubt anything I can say will make any sort of impression on you, deluded
as you are.

>(And Mikey...This message isn't tended to be a barbarous attack on you,
>so please don't take it that way.)

So why even post it as a response to him? You only serve to imply that his
post (which was far more harmless than anything you've ever posted) is one
of the "hate-mail" replies which you have received, thus destroying your
credibility even more. Why not point fingers at the actual culprits?
I doubt they exist except in your paranoid delusions.

~Chris
>+-+-+-

4018. Cannon Flat Bed Scanner..

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 07:44:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2srvos$l7d@golem.wcc.govt.nz>
Source record: 185972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** Cannon Scanner model 1X-30F ***

Well I have seen a cheap, $60us, Cannon Flat Bed Scanner
model 1X-30F.

Can this be used on a Atari..??

It look like its a SCSI device, has 2, 50 way printer type
connectors, one has a terminator fitted and there is a device
address switch..??

And what software would support this printer...??

Any help on this one..

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4019. Re: TOS error #35

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 07:51:16 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2ss05k$l7n@golem.wcc.govt.nz>
Source record: 185973

```
] >While it is true that the value -35 (note the minus) is defined to mean
] >that no more file handles are available, this doesn't seem very related
] >to the TOS error #35 alert box. I have no explanation for the number,
] >but from experience I know that this alert box pops up if the *.PRG file
] >is not a GEMDOS executable.
]
] This is because the alert shows the GEMDOS error number. Add -31 to get
] the "real" return code of -66, which is (surprise) "Invalid program load
] format".

TOS Error #35 appears when an executable (usu.) file is loaded that
is corrupted!
```

4020. Re: HD Virus. HELP!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 08:02:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2ss0qm$l7n@golem.wcc.govt.nz>
Source record: 185978

] I think (well I'm quite sure) that I have a virus resting on the boot
] partition of my hardisk :-(I think it's a 'Goblin Virus' or 'Ghost Virus'
] and they are boot viruses which means that I can't cure it with the virus
] killers I have (they only allow for link viruses on the HD).
] So could anyone help and suggest a program (commercial/PD/Shareware, et
] I don't care which) that will allow me to cure boot viruses on my HD.

Usually a virus on the hard-disk will prevent it booting altogether
as that's where the loader information for ICDBOOT.SYS lives.

If you are using a supra system, then that's different!

I registered "Antidote" a few months ago, which will do what you want.
It will scan the boot-sector of *ANY* bootable device on the system,
and scan all drives for link-viruses. A shareware version is available
with the 'last' issue of Scriba-Communis-Responsi which can be
obtained at Atari.archive.umich.edu in the atari/Mags/DiskMags/Scriba
directory! Great program, if you want a *GOOD* virus killer, check
it out!

(From memory, the registration fee is only $10US, and it's being constantly
updated!)

4021. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 08:03:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2ss0s5$l7n@golem.wcc.govt.nz>
Source record: 185979

```
] I wish more people (like, everyone) would buy a copy of NVDI. It's the
] fastest, it's the best, it's the most compatible - it's the most essential
] program for any Atari computer. At least, if you do anything other than
] play games or run FZT or Protext.

It speeds up FZT a great deal as well! Why anyone would even _think_
about using Protext is beyond me though! :)
```

4022. Re: codehead bbs

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 08:19:56 UTC
From: steve-j@teleport.com
Message-ID: <2ss1rc$t4m@kelly.teleport.com>
Source record: 185975

Codehead Technologies can be reached at the following:

codehead@genie.geis.com - Charles F. Johnson
j.eidsvoog1@genie.geis.com - John Eidsvoog

I think they also have someone who does extra customer support
for them on GEnie, but I forget his name.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4023. Files help

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 08:24:04 UTC
From: gungfu@csd4.csd.uwm.edu
Message-ID: <2ss234INN8tu@uwm.edu>
Source record: 185974

I have a question: Are most of the files at the Atari archive for
the newer TOS and ST models only?

I have a stock 520ST from around 1986, in fact it was when they just started
putting TOS on the chips.

I tried loading the Kong game found at the site, and it crashed with error
008. Then I tried the Combat game, and I got the startup screen, drive
goes, and then it sits there as well.

Is this something I'm going to find with all the programs at the site?
I noticed in the Index's in each directory that sometimes it says what
system it's actually for. I assumed if it didn't, it would work on all.

Thanks much.

4024. Re: Midi port as modem serial port?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 08:30:18 UTC
From: steve-j@teleport.com
Message-ID: <2ss2eq$37@kelly.teleport.com>
Source record: 185976

In article <2sqjk5$f6o@news.bu.edu>, <selick@acs4.bu.edu> wrote:
>
>Can the Midi port on a 1040 ST/e be used as a 32k baud serial port for a
>14.4k modem? I realize you wouldn't get all of the fancy signals in a 25
>pin wire, but wouldn't you be able to use xon/xoff software handshaking, and
>use the midi port for serial i/o? My Stalker program has an option to use
>the Midi port, at 31,500 baud.

STalker has the MIDI port option for hooking 2 STs up directly
via MIDI. It IS possible to use the MIDI port as a 31.5kbps
serial port, but you'd need a box (which, AFAIK, doesn't exist)
that would give the RS-232 support that the MIDI port doesn't
have and handle the MIDI<>RS-232 translation. It would be
interesting if someone came up with such a box, though (as it
would a box for the MSTE/TT/Falcon030 LAN port that would
convert it into a multiple modem port (230kbps = 4 56kbps ports!)
so that they could be used for multi-line BBSs!). Okay, so I'm
an optimistic, wishful thinker! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4025. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 08:35:35 UTC
From: steve-j@teleport.com
Message-ID: <2ss2on$5v@kelly.teleport.com>
Source record: 185977

In article <2srclj$58o@netnews.upenn.edu>,
Rob S. Rice <rrice@netnews.upenn.edu> wrote:
> Use STalker 3.02--great program. Better than anything I've
>played with on the Super Macs or the 486's. I just ordered (but have not
>yet received) a U.S. Robotics 14,400 Sportster modem and found that
>
>STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!
>
>There's a hole in between 9,600 and 19,200.
>
> NOW what do I do?

You use 19.2kbps -- you'll get better performance at that speed
anyway with V.42bis compression (I usually get around 1600cps
for binary files and around 1900cps for text files). You just
need to make sure you have all the settings right so that there
isn't a speed mismatch anywhere.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

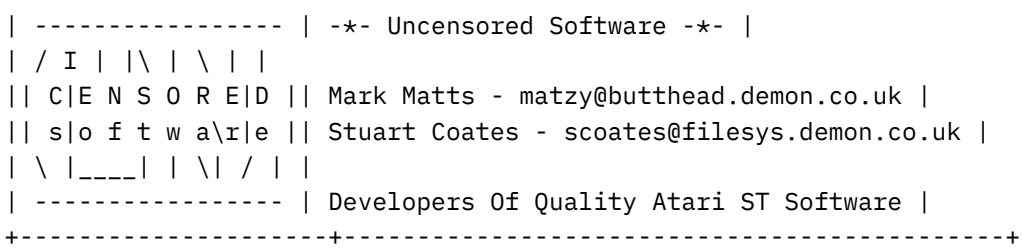
4026. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 09:36:44 UTC
From: matzy@butthead.demon.co.uk
Message-ID: <770809004snz@butthead.demon.co.uk>
Source record: 185986

In article <2srclj$58o@netnews.upenn.edu>
rrice@netnews.upenn.edu "Rob S. Rice" writes:

> Use STalker 3.02--great program. Better than anything I've
> played with on the Super Macs or the 486's. I just ordered (but have not
> yet received) a U.S. Robotics 14,400 Sportster modem and found that
>
> STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!
>
> There's a hole in between 9,600 and 19,200.
>
> NOW what do I do?

Set it to 19,200.. The limitation is not within Stalker, it is with your ST
which cannot support 14,00!! your modem should be able to support a DTE
speed of 19,200 (modem to computer) whilst a line connect of 14,000 is
operating.. thats how I always have mine setup anyway.

--
Mark Matts (matzy@butthead.demon.co.uk)

-*- Uncensored Software -*-
Mark Matts - matzy@butthead.demon.co.uk
Stuart Coates - scoates@filesys.demon.co.uk
Developers Of Quality Atari ST Software

4027. Remote EMACS

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 09:51:05 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2ss769$vp@freenet.hut.fi>
Source record: 185981

Is there any remote EMACS version that'd be suitable for a BBS, that is,
hasn't got the possibility to access files remote? If so, please tell me
on which ftp site I could find it. Thanks.
--
____
Matti Koskimies : Blessed are they that run around in circles, :
mkosk@freenet.hut.fi : for they shall be known as wheels. :
matti.koskimies@mpoli.fi :____:

4028. Re: Calamus SL: How does one disa

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 10:04:00 UTC
From: Frank_Mueller@sb.maus.de
Message-ID: <199406051204.a9367@sb.maus.de>
Source record: 185779

d> this in TFM. Although the Calamus selector may be an improvement on
the
d> TOS one, I want to use my preferred replacement selector with *all*
programs.

In module 'system' you have the oppurtunity to use
either the calamus-box or the tos-box and that can
be every box.

Greetings, Frank

4029. Re: Files help

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 10:57:47 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun5.105747.5372@cen.ex.ac.uk>
Source record: 185982

In article <2ss234INN8tu@uwm.edu> gungfu@csd4.csd.uwm.edu (Marty) writes:

> I tried loading the Kong game found at the site, and it crashed with error
> 008. Then I tried the Combat game, and I got the startup screen, drive
> goes, and then it sits there as well.

Error 008 usually means out of memory. I assume these games require 1 Meg
of RAM or more and you only have 1/2 Mb?

--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

4030. FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 11:20:13 UTC
From: marvi@Krille.Update.UU.SE
Message-ID: <2sscdr$194@Krille.Update.UU.SE>
Source record: 185984

Have any of you Falcon owners out there installed FalconSpeed 286 in your bird?
I would very much appriciate some notes one how it is doing.
It is a Intel 80286, right? What about software that demands a 386? Is it
using the 68030 in any way, to make it go faster? Is it possible (in real life -not in
theory) to run Windows? Can you use PC communication software. or does the atari serialport
complicate things?

TIA Markus Haernvi

--
Markus H&#65533;rnvi	Student at Uppsala University,
Voice: +46-18-256097	Science of Religion, and at
marvi@krille.update.uu.se	Johannelund Theological
Sweden	Seminary

4031. Keyboard input to Accessories

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 13:07:05 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.770821625@Paddington>
Source record: 185987

I am writing an accessory that will need to get input from the user. At the moment I am using a dialog box inside a window. In theory I need to use form_do(), but Can't as it is an accessory. Any ideas?

BTW I am using Lattice C v5.6 on an Atari STe
--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

4032. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 13:27:57 UTC
From: nj1@ukc.ac.uk
Message-ID: <8254@merlin.ukc.ac.uk>
Source record: 185989

In article <8244@merlin.ukc.ac.uk> jpb3@ukc.ac.uk (John Beranek) writes:
>
> I have been looking for a quite specific set of requirements for a
>text editor for ages now, and have come up with a blank. I have therefore
>posted here, to see if any of you can help.
>
> What I am looking for is a very simple text editor, that runs very
>quickly (Probably non-GEM therefore). Basically I am looking for the
>speed of the Revenge document displayer, but also be allowed to edit the
>text. :-)
>

Try using Everest.... It is a GEM program, but it runs very fast and is very
easy to use..

It is shareware, but it is only 9 pounds to register... That's only a few
drinks down a Woody's isn't it??? (Private Joke to everybody not from UKC)

It's available on the net probably (don't ask me where though), or E-Mail
me and I'll give you a copy.....

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4033. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 13:36:09 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2sskc9$g2u@netnews.upenn.edu>
Source record: 185988

Many thanks to all who responded... And now I have another question...

U.S. Robotics claims that with V.42 bis compression on both ends (as is promised, here at Penn), you can get an "effective" BPS of 56,000. I've been following the discussion on the Maximum speed of ST serial communication--I've gotten HSM v. 4 from a German FTP site.

Would I have anything to gain, speedwise, by going in through the "Serial 2" port now in my Mega STE 4's VME slot? Or is this delay more a function of TOS?

Double thanks again.

Rob S. Rice
rrice@ccat.sas.upenn.edu

4034. Re: Cost of SLM 804 Toner/Drum in UK, suppliers?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 13:40:07 UTC
From: ssolutions@cix.compulink.co.uk
Message-ID: <CqxFAv.Ju1@cix.compulink.co.uk>
Source record: 185902

```
>I need a replacement drum for a recently purchased (2nd hand) SLM804, the cost
>in Australia is $369 & $139 for the toner, seems pretty rich to me, just
>wondering what the cost might be in the U.K or U.S.A and if the cost saving
>is significant if someone could recommend a supplier who ships o/s.
>Thanks in advance.
>
>Peter Hopson
>Tasmania, Australia.
>
>
```

The cost here in the UK are about the same, the Drum sells for ?180
and the toner for ?47 UKP.

```
ATB, G. CAMPO
ssolutions@cix.compulink.co.uk
```

4035. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 14:36:35 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994Jun5.143635.3427@nessie.mcc.ac.uk>
Source record: 185990

In article 7co@irzr17.inf.tu-dresden.de, hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth) writes:
> In article <Cqq2nw.17z@newcastle.ac.uk>,
> J.D.Coleman <njdc@newcastle.ac.uk> wrote:
>
> > [...]
> > If you want MiNT without the MultiTOS AES, you may need to compile your
> > own version. I'm not sure if it will be possible to distribute several
> > binaries of 1.11. [...]
>
> From what Eric Smith said on the MiNT mailing list, Atari will allow
> binary distribution of MiNT 1.11.

Will there still be source distribution of MiNT ??

Bye for now,

Andrew.

```
=========================================================================
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * \_/ = go on. =
=========================================================================

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ WARNING - End of Term Approaching !! ~
~ GOOD NEWS - 14 weeks summer hoilday :-) ~
~ BAD NEWS - no access to email/news during summer :-( ~
~ NOTE - new email after September: ~
~ ~
~ **abi@sn2.ee.umist.ac.uk** ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4036. Atari 520STFM for trade/sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 14:44:13 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2ssobt$2a7@ucsbuxa.ucsb.edu>
Source record: 185991

I have an Atari 520STFM (internal single sided drive) with
mouse (and the original box!) that I would like to trade.
The 520STFM is in great shape.
I'm open to any sort of trade - I would be most happy if
someone would offer me a SuperNintendo console, but I'd
be interested in TurboGrafx stuff, LYNX stuff, Atari 8-bit stuff,
Intellivision stuff, etc.

Make me an offer....

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

4037. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 16:05:38 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2sst4i$br8@charm.magnus.acs.ohio-state.edu>
Source record: 185992

In article <2srclj$58o@netnews.upenn.edu>,
Rob S. Rice <rrice@netnews.upenn.edu> wrote:
> Use STalker 3.02--great program. Better than anything I've
>played with on the Super Macs or the 486's. I just ordered (but have not
>yet received) a U.S. Robotics 14,400 Sportster modem and found that
>
>STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!
>
>There's a hole in between 9,600 and 19,200.
>
> NOW what do I do?
>
> Rob S. Rice
> rrice@ccat.sas.upenn.edu
>
I use STalker with a 19,200 bps ZyXEL. I set the program to 19,200
set STalker DCD to allow the modem to set transfer speed at conection.

Raymond Collins	Atari TT030 4/4 Meg ST/TT RAM
rcollins@magnus.acs.ohio-state.edu	245HD, Via ZyXEL 19,200 bps
or Collins.197@osu.edu	Die Hard Atari Fan since 1984

4038. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 16:55:24 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2st01s$c58@mailer.fsu.edu>
Source record: 185993

Rob S. Rice (rrice@netnews.upenn.edu) wrote:

> Many thanks to all who responded... And now I have another question...

> U.S. Robotics claims that with V.42 bis compression on both ends
> (as is promised, here at Penn), you can get an "effective" BPS of
> 56,000. I've been following the discussion on the Maximum speed of ST
> serial communication--I've gotten HSM v. 4 from a German FTP site.

"Effective" is too strong a word. "Potential" is better. The v.32bis protocol has a potential compression of 4x1, with a ceiling of 57600 baud. However, you will never get that in real world use (maybe if you downloaded a couple of megabytes of the letter "a" or something). I found that for binary downloads of compressed archives (using Zmodem), I get around 1650-1700CPS, which implies that I am getting some help from compression, but not a great deal. Text, which compresses much better, receives more help, but very rarely anywhere near 57600 baud. It is my opinion that you will get 95% of the modem's potential performance at the 19200 baud setting. Of course, this is an educated guess.

> Would I have anything to gain, speedwise, by going in through the
> "Serial 2" port now in my Mega STE 4's VME slot? Or is this delay more a
> function of TOS?

It is more a function of the v.32bis protocol and the real line speed of your modem (14400). You may get a slight increase in performance, so I would say "go for it". Unfortunately, many MegaSTE Modem2 and Serial2 ports are buggy. See "fser09b.lzh" on atari.archive:/Utilities/Tosfixes for details on how to fix them (unless you are one of the lucky ones for which they work).

I intend to fix mine, and will perform some comparison tests when I do (text and binary speed tests at 19200 and 57600).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4039. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 16:57:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2st055$c58@mailer.fsu.edu>
Source record: 185994

Markus H{rnvi (marvi@Krille.Update.UU.SE) wrote:

> Have any of you Falcon owners out there installed FalconSpeed 286 in your bird?
> I would very much appriciate some notes one how it is doing.
> It is a Intel 80286, right? What about software that demands a 386? Is it
> using the 68030 in any way, to make it go faster? Is it possible (in real life -not in theory) to run Windows? Can you use PC communication software. or does the atari serialport complicate things?

Here is another interesting question: will it work with the new drop-in
486 upgrades for 286 boxes? I saw a press release for a chip-replacement
286 upgrade that greatly speeds things up, and will be detected as a 486
for software that cares (Windows, for example).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4040. ChroMagic Multisynx Gizmo???

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 17:10:09 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2st0th$2lg@darkstar.UCSC.EDU>
Source record: 185995

I recall mention of something called a "Chro-MAGIC Multisync Gizmo" for the Falcon that will allow switching of a multisync between VGA and RGB on the fly. Anyone know where I can aquire this thing in the U.S.? A similar product?
Thanx

4041. Calamus SL and HP560C color printing

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 17:24:18 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CqxpoK.y4@pacifier.rain.com>
Source record: 185997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have had nothing but frustration trying to gain acceptable color print-out results with documents which contain imported graphics (TIFF,IMG OR GIF) from Calamus SL using my HP 560C (uses 550C drivers) printer. My set-up is: a Falcon with 4 megs ram, VGA monitor in 256 color mode. I know the prints can be ALOT better because I also use Image Copy 2 which provides excellent results - smooth dithering, with screen and print colors virtually the same with very little adjustments.

In Calamas GIF is the only format which will even print an image similar to the screen. I have tried adjusting the Color Seperater Control lines, the Linearity Control lines and the Raster Generator pixel relationships - which all make alterations to the images sometimes , but do not improve the print quality when compared to Image Copy results. The results are always off color with high or low contrast and a grainy image which looks closer to 8-bit then anything else. Also the screen image for an import is never as smoothly dithered in Calamus as it is in Image Copy. When using TIFF or IMG the printing consists of series of dithered bands . I know this only affects import images because when I print a document which contains a colored, pattern frame from the Raster Area Module , that particular frame(s) prints out as it looks on the screen.

Of course my hope is that I am doing something wrong , that Calamus which is considered to be a top-end DTP program, would give me some of the best printed results. Or is that my fear that the Graphic Import Modules and /or HP 550C drivers is one of Calamus SL's weaker areas.....Any help or comments would GREATLY be appreciated.

Michael Kelsey

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

4042. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 17:31:27 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <Cqxq0G.6J6@cix.compulink.co.uk>
Source record: 185903

In message <CqvtKM.H7t@cix.compulink.co.uk>, ogal@cix.compulink.co.uk said:

>>Clive Parkerparkerc@cix.compulink.co.uk
>
>Don't bother with this one, he only logs on once a year to have a go at ST
>Review writers.

That a bit out of order Ofir. You weren't exactly reticent yourself!

Simon Robins (srobins@cix.compulink.co.uk)

4043. Help with getting MultiTOS to run from ext HD on Falcon, please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 19:04:48 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5W1vnCA.robo28@delphi.com>
Source record: 185996

I bought a Falcon 030/4/0 and hooked a external scsi drive to it.
My problem is that there is a disk that came with the CPU with MTOS on it
but I can't get it to run from my HD.. Whenever I copy the files to the HD and
boot up it bombs, even with the most barren setup. I think the MTOS disk
is only setup for floppy usage and the documentation is a joke! It even
references an "Install prg" to install it to my HD, but that prg is not on
the disk! So any help would be appreciated! Thanks!
Rob

4044. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 19:05:58 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CqxuDz.B9y@cix.compulink.co.uk>
Source record: 185904

>I would very much appriciate some notes one how it is doing.
>It is a Intel 80286, right? What about software that demands a 386? Is it
>using the 68030 in any way, to make it go faster? Is it possible (in real lif
>e -not in theory) to run Windows? Can you use PC communication software. or d
>oes the atari serialport complicate things?
A UK Review of it months ago now said it was quite fast given it was a 286
clocked slowly. They managed to run Word for Windows with a minimal
installation at quite a useable speed. They said.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

4045. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 19:21:26 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2st8jm$s5r@news.ysu.edu>
Source record: 185998

>STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!

select 19,200 bps. In fact if you have compressio turned on
this will let your computer send at 19.2 to the modem, which will
compress it and send at 14.4 to the other modem where it will be
decompressed and recieved at whatever speed the other computer is
set at.
--
Tom Lamparty (ab164@yfn.ysu.edu)

4046. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 19:49:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406052149.a7736@pb2.maus.de>
Source record: 185929

At about twenty-five to five, boyd@math.fsu.edu (Mickey
Boyd (boyd@gauss.math.fsu.edu)) wrote:

MBB>You simply cannot get more than 19200 baud _reliably_ on a stock
MBB>ST/STE

Sorry, but I think you're wrong.

I have a very early model of the MegaSTE series and with HSMODA04 it's no
problem to get a _reliable_ DTE-speed of 38.400 on *Modem2/Serial1*. I
cannot
go higher due to the hog in the harware. There is a simple patch for a
GAL/PAL available to fix that.

MBB>this that should be very easy to install. See my other (big) post on
MBB>modem stuff for more details. Hope that helps.

Nice work, although you slightly mixed *baud* and *bit/s* ;-)

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4047. Re: Can't get Mega 2 beyond 19

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 19:49:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406052149.a7737@pb2.maus.de>
Source record: 185930

At about twenty past four, boyd@math.fsu.edu (Mickey Boyd
(boyd@gauss.math.fsu.edu)) wrote:

```
MBB>+--------+ +------+ +------+ +--------+
MBB>|computer|<----->|mod 1 |<---.........--->|mod 2 |<----->|computer|
MBB>| A | x1 +------+ x2 +------+ x3 | B |
MBB>+--------+ +--------+
```

x1 and x2 = DTE-Speed.

MBB>Again, I doubt that you will be able to achieve any major advantage
MBB>from a 57600 data line, given that you are using a 14400 baud v.32
MBB>modem (very common). Once the v.fast standard is settled upon, this
MBB>might change. The v.fast protocol has a 28800 baud line speed (x2
MBB>above), and supposedly has a potential of 10x compression (though
MBB>that is probably _very_ potential, as with the 57.6k potential for
MBB>v.32).

A typical modem at V.32bis uses a single carrier at 1800 hz with a
modulation-
clock of 2400 baud. In every phase 6 bits are transferred.

=> 2400 baud x 6 bit = 14k4 bit/s

You'll have a slight advantage witk a 14k4 modem. If you're using a 19k2
terbo model you _have_ to go beyond a DTE of 19k2 otherwise your modem
would
be idle too often. Not to mention the future V.34 models.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4048. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 19:49:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406052149.a7740@pb2.maus.de>
Source record: 185931

At about twenty-five to two, ogal@cix.compulink.co.uk ("Ofir Gal") wrote:

Hi Ofir, hi *!

OG>Does anyone know why Martin Osieka (WinX) doesn't answer his mail?
OG>I've sent him some bug reports but had no reply. He did answer me last

Which address did you use?

Maus @ MTK is no longer available since Atari Germany closed.

The new address:

Martin_Osieka@of2.maus.de

Under this address we had several contacts during the last couple of
weeks.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

BTW: WINX 2.3H is out for beta-test at the moment.

4049. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 19:49:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406052149.a7741@pb2.maus.de>
Source record: 185932

At about ten past two, sabbath@cix.compulink.co.uk ("Graeme Rutt") wrote:

GR>I find this first statement very difficult to believe. Most modern
GR>sets I've seen (ie with SCART input) can do 50Hz and 60Hz. The second

Whoaah, careful with that!

I've seen enough _newer_ TV's which cannot display 60hz signals! My Sony
and
Panasonic models work great. The screen is enlarged vertically, but that's
it.

Some TV's of German manufactures won't sync at 60 hz.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4050. RICK DANGEROUS

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 20:01:19 UTC
From: sbaile1@mason1.gmu.edu
Message-ID: <2stauf$cgj@portal.gmu.edu>
Source record: 185999

In the original 'Rick Dangerous', I have reached a point in level 4 where you blow up the computer terminal and run out the door as the room explodes. My screen then just reads 'game over'. Is this the end of the game, or is there a problem with my game? If this is the end, it seems pretty weak. Please reply by e-mail. Matthew, c/osbaile1

4051. ATARI ST-Want programs and help with programming

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 20:30:48 UTC
From: wsen@skyfox.usask.ca
Message-ID: <5JUN94.20304803@skyfox.usask.ca>
Source record: 185916

on my name:Wade Lahoda in the title somewhere, as more than just me use this account.

4052. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 20:58:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqxzM2.H1A@cix.compulink.co.uk>
Source record: 185910

In message <Cqxq0G.6J6@cix.compulink.co.uk>, srobins@cix.compulink.co.uk said:
>>
>>Don't bother with this one, he only logs on once a year to have a go at ST
>>Review writers.
>
>That a bit out of order Ofir. You weren't exactly reticent yourself!

Are you saying he logs on more often for other reasons? :-)

Ofir ogal@cix.compulink.co.uk

4053. Re: Files help

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 21:24:41 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1835@usdtsg.DaytonOH.NCR.COM>
Source record: 185901

In article <2ss234INN8tu@uwm.edu> gungfu@csd4.csd.uwm.edu (Marty) writes:
>
>I have a question: Are most of the files at the Atari archive for
>the newer TOS and ST models only?
>
>I have a stock 520ST from around 1986, in fact it was when they just started
>putting TOS on the chips.

Generally, any programs there should work with any ST system unless
mentioned that it is Falcon/TT/STe-only (and these generally have
their own directories.

HOWEVER, it might be safe to assume that most new software probably
won't limit themselves to anything under 1 meg, so if you're there
with a 520k machine, there's a good chance you simply don't have the
memory to run a lot of the stuff (sometimes it will mention this in
the docs, sometimes it's assumed)...

Your TOS version could be a factor (since it's most likely TOS 1.0),
but probably doesn't play as big a part.

In my opinion (<- emphasis on "my") the minimum useful setup would
have to be a 1 meg, TOS 1.4 system. You can get away with less memory or
an earlier TOS, but then that's like using an XT machine in a 386+ world
(i.e. most of the stuff need more these days)...

I know, on my MegaSTe/4 (TOS 2.06) I still could use more memory
for some of the things I'm running (like MiNT)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4054. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 21:34:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1836@usdtsg.DaytonOH.NCR.COM>
Source record: 185905

In article <2sscdr$194@Krille.Update.UU.SE> marvi@Krille.Update.UU.SE (Markus H{rnvi) writes:

[deleted STuff on FalconSpeed 286]

>It is a Intel 80286, right? What about software that demands a 386? Is it
>using the 68030 in any way, to make it go faster? Is it possible (in real
>life -not in theory) to run Windows?

Not to blast the makers of the FalconSpeed 286, but in this day and age,
a 286-based anything is really wanting of usefulness or power. There are
a good amount of things you can run on a 286, such as WordPerfect 5.1,
Harvard Graphics, etc, but you can pretty much write-off any of the
newer, "cooler" software, as most *require* at least a 386...

As for Windows, I think you can run Windows 3.0 on a 286 (not sure
about 3.1), but trust me, you REALLY don't want to. As an example,
I run Windows 3.1 on my 486/33 at work, and I am still frustrated by
the speed factor of the software - a 286 would be like pulling
teeth with a hammer (or taking a sex-ed course taught by Lorena
Bobbit ;-)

In my opinion (a very opinionated person I seem to be today ;-)
a 386/20 is the minimum useful system in the PC world today, and
a 486 is really the minimum bearable one *for today's software*.
The older software will run on any x86 software almost, but all the
cool Windows, multimedia, and other fun things pretty much need
a 386 or better (due to speed, and internal 386+ calls)...

Personally, I'd hold out for a 386 or 486-based emulator for the
Falcon...

>Can you use PC communication software.
>or does the atari serialport complicate things?

I'd imagine it would work. I *think* I sed to be able to run Procomm
on the old software-PC emulator for the ST years ago (but yikes it
was slow :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4055. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 21:49:53 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqy1z5.J92@cix.compulink.co.uk>
Source record: 185911

```
>] I wish more people (like, everyone) would buy a copy of NVDI. It's the
>] fastest, it's the best, it's the most compatible - it's the most essential
>] program for any Atari computer. At least, if you do anything other than
>] play games or run FZT or Protext.
>
>It speeds up FZT a great deal as well! Why anyone would even _think_
>about using Protext is beyond me though! :)

Really? FZT must be using the VDI then, I guess. Why do people use
Protext? Well, because it's a fast, highly configurable text cruncher
that's usable even on a 8MHz ST. Now I have a Falcon I'll be getting
something a little more GEMish though [g].

-----------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-----------------------------------------------------
```

4056. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 21:49:55 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqy1z7.J9n@cix.compulink.co.uk>
Source record: 185912

>U.S. Robotics claims that with V.42 bis compression on both ends
>(as is promised, here at Penn), you can get an "effective" BPS of
>56,000.

Yes, this is true. If you happen to be sending a raw file full of the
letter 'a' you'll probably get close to 56,000. Otherwise you'll get
around 3000 CPS on uncompressed and 1600 on compressed.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4057. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 21:49:57 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqy1z9.JA8@cix.compulink.co.uk>
Source record: 185913

>>>Clive Parkerparkerc@cix.compulink.co.uk
>>
>>Don't bother with this one, he only logs on once a year to have a go at ST
>>Review writers.
>
>That a bit out of order Ofir. You weren't exactly reticent yourself!

You mean you couldn't spot the guy was a twat after one message?

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4058. NetPBM - has anyone successfully decompressed the files?

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 22:00:26 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2287.2DF24AFA@dhhalden.no>
Source record: 186000

Subject says it all - I've tried v1.2.1 and 1.2.4 of Gzip/Gunzip on the NetPNM-*.tar.gz files in Chris' port and all I get is "Unexpected EOF". When listing the contents, it reports back a pretty hefty compression ratio - 99.6%!! One of the archives were supposed to have a tar file 53 megs in size.

If others have experienced the same problems, could you give the upload another try Chris?

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

4059. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 23:38:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <2stnko$bsn@irzr17.inf.tu-dresden.de>
Source record: 185907

In article <1994Jun5.143635.3427@nessie.mcc.ac.uk>,
Andrew Bianchi <bianchi@engels.co.umist.ac.uk> wrote:
> In article 7co@irzr17.inf.tu-dresden.de, hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth)
writes:

> > From what Eric Smith said on the MiNT mailing list, Atari will allow
> > binary distribution of MiNT 1.11.
>
> Will there still be source distribution of MiNT ??

Yes, I think so.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

4060. Re: Util to copy directory trees from ST to Unix

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 23:53:17 UTC
From: whitema@rtsg.mot.com
Message-ID: <2stohd$cpg@delphinium.cig.mot.com>
Source record: 185925

In article <2slud5$lr7@crl.crl.com>, Robert Zawalski <bobz@crl.com> wrote:
[stuff deleted]
>
>What do others do to transfer megs of stuff from ST to unix?
>
A tape drive (QIC 150 or DAT) works quite nicely. You should only need one,
as long as you have a host adapter for your ST (or a TT/Falcon) and the Sun
has a SCSI port.

Michael
whitema@rtsg.mot.com

4061. Fixed GOAL! now available

Newsgroup: comp.sys.atari.st
Date: 1994-06-05 23:56:09 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <Cqy7tL.59G@freenet.carleton.ca>
Source record: 185909

I haven't seen anybody else mention it, but a "fixed" version of Goal! has now been released by Virgin Games. It still crashes on 4MB STs and won't boot on TOS 2.06 (possibly something to do with the step rate), but a reset-proof ramdisk solves the first problem, and switchable ROM upgrades were made for the second.

More details in a few days, if I can drag myself away from the damn thing.

Incidentally, Virgin replaced my original disk by return of post.

Stephen

4062. BEST electronics

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 00:11:53 UTC
From: whitema@rtsg.mot.com
Message-ID: <2stpk9$ctd@delphinium.cig.mot.com>
Source record: 185939

Anyone out there have the phone number for BEST electronics?

Michael
whitema@rtsg.mot.com

4063. Re: Dungeon Master saved games.

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 00:46:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2df282a9@p2.stacken.ct.se>
Source record: 185838

Hi, Howard! On 02 Jun 94 you wrote:

HC> From howard@harry.lloyd.com (Howard Chu)
HC>
HC> The saved games are crypted, I never bothered to decode them. It was
HC> easier to use Ultradisk and SwitchBack to edit the characters after
HC> they were loaded into memory. [Someone once told me it was possible
HC> to kill Lord Chaos, so I took my party of characters, bumped all
HC> their stats to max, and sat around for a couple hours trying to do
HC> that. Never happened. Oh well. Even with characters regenerating
HC> mana faster than they could lob level 6 bolts...]

Ha! Lord Chaos cannot be killed with ordinary weapons, no matter how strong you are or how much mana you have. You must find and complete the Firestaff and learn how to use it and Chaos has to be captured before he can be killed! Good luck, you'll need it. :-)

_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 e-mail patrik@p2.stacken.ct.se
_/_____

4064. ttyname in gnulib?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 02:04:51 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CqyDs3.CHE@usenet.ucs.indiana.edu>
Source record: 185914

I'm using GCC and there is no ttyname() to be found in the lib.
ttyname is a standard C library function, and the header exists in
sys.h, but it's not in the gnulib (libolb98 on a.a.u.e) that i have.

any help or a workaround would be appreciated.

david

4065. For Sale: ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 02:11:23 UTC
From: ddlee@crl.com
Message-ID: <2su0kb$ith@crl.crl.com>
Source record: 185915

```
For Sale:

Electra Spell - $5
Quantum Paint - $10

Chrono Quest (King's Quest type game) - $10
Captain Blodd (Space Adventure game) - $10
Bloodwych (Dungeon Master type game) - $10

Also willing to trade programs for Mouse Master type device. Please
e-mail if interested.

-Dave Lee-
ddlee@crl.com
```

4066. Re: codehead bbs

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 02:27:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2su1i2$v5@golem.wcc.govt.nz>
Source record: 185918

In article <Zk4uPGB.biblinski@delphi.com>, Gordie Meyer <biblinski@delphi.com> writes:
>The CodeHeads can also be reached via DELPHI at:
>
> cfj@delphi.com
> eidsvoog@delphi.com
>
>They aren't as frequent visitors to DELPHI, but you'll probably catch them
>there within a week.
>
>--Gordie Meyer
> biblinski@delphi.com

They have been on GEnie lately, as they have posted a Update to Desk Manager
and a TOS 4.xx fix....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4067. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 02:40:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2su2bh$v5@golem.wcc.govt.nz>
Source record: 185919

In article <1994Jun5.030506.9740@emba.uvm.edu>, braner@newton.emba.uvm.edu (Moshe Braner) writes:
>Try MicroEMACS. Or better yet, my derivative of it, called GNOME.
>(Generally Not the Original Micro Emacs ;-) (Not to be confused
>with the much larger "microEMACS" programs that grew out of the
>original small microEMCAS.)

No way, get Tempus 2.07, was given away free with the UK magazine
Feb, 1994 ST-User...

This is the best you can get with a Text Editor, and is FAST Very FAST.

There is a Update for bigger screens, but so far no English
port of it, this later version Tempus 2.2 (demo) is on tu-berlin...

From what I have seen Everest (PD) looks like its based on Tempus..

>Moshe Braner braner@emba.uvm.edu

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4068. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 02:56:54 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <2db_9406060400@nisc.fidonet.org>
Source record: 185940

In a message of 01 Jun 94 22:26:43, Rgivan@cix.Compulink.Co.Uk wrote:
R> Haven't tried any photo CD stuff as I only have a MSTE.

Just read the message about Photo CD's, i have a Mega STe4 and a Chinon XDS 535 CD-ROM, i use Extendos as my CD-ROM driver, i can switch between ISO and Photo CD Discs, like switching floppies. I use no other software to drive the CD just extendos, i was kind of amazed myself when it worked, i didnt think Extendos v1.11 was a Photo CD driver, apparently it is? Just thought you would be interested.

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@n616.f2605.z1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

4069. For Sale: Nova and SuperNova Graphics Card.

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 03:52:49 UTC
From: cfav1@leonis.nus.sg
Message-ID: <2su6ih$qg9@nuscc.nus.sg>
Source record: 185920

I have, for sale, a new Nova and a new SuperNova Graphics Card for the Atari Mega STE or TT030 computer:

Nova S$800.00 (about US$500.00)

SuperNova S$1300.00 (about US$800.00)

Both have been tested and are working. Prices also include registered Air Mail Parcel Post for delivery. Please e-mail me.

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

4070. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 04:21:57 UTC
From: steve-j@teleport.com
Message-ID: <2su895$ibd@elaine.teleport.com>
Source record: 185921

In article <2sscdr$194@Krille.Update.UU.SE>,
Markus H{rnvi <marvi@Krille.Update.UU.SE> wrote:
>
>Have any of you Falcon owners out there installed FalconSpeed 286 in your bird?
>I would very much appriciate some notes one how it is doing.
>It is a Intel 80286, right? What about software that demands a 386? Is it
>using the 68030 in any way, to make it go faster? Is it possible (in real life -not in theory) to run Windows? Can you use PC communication software. or does the atari serialport complicate things?

I don't have one, but the FalconSpeed 286 WILL run Windows 3.1
(even though Windows 3.1 recommends at least a 386 machine). It
apparently WILL run some 386+ software, but certainly not ALL of
it. It doesn't use the 68030, but since it uses the Falcon's
video subsystem, it has MUCH faster graphics than an equivalent
286-based system. As far as communication software is concerned,
I've heard that some work and some don't.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4071. Re: Files help

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 04:57:16 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2suabc$1t5@golem.wcc.govt.nz>
Source record: 185924

] I have a question: Are most of the files at the Atari archive for
] the newer TOS and ST models only?
]
] I have a stock 520ST from around 1986, in fact it was when they just starte
] putting TOS on the chips.

Not a great deal of recent software will run on TOS 1.0 or 1.2. This
is due to problems trying to code around OS oddities, most of which
is fixed with the major re-write of TOS 1.4!

Along this line, I was quite annoyed today when I downloaded around
1meg of files from ftp.uni-kl.de, only to find out that they were
Falcon only (Demos of course). Could people PLEASE stick a file saying
what machines they run on, and what language the programs are in!

The files in question were ARRIVAL.ZIP and CONFLICT.ZIP

UFO_WAR.ZIP is also Falcon-Only (Apparently).

Just a file called whatever.txt for the whatever.lzh/zip file is all that
is needed, it'd save a lot of hassle for all!

4072. Re: ChroMagic Multisynx Gizmo???

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 05:18:42 UTC
From: Steve.Barnes@lchurch.mcd.on.ca
Message-ID: <770859450.0@lchurch.mcd.on>
Source record: 185927

> I recall mention of something called a "Chro-MAGIC Multisync Gizmo" for
> the Falcon that will allow switching of a multisync between VGA and RGB on
> the fly. Anyone know where I can aquire this thing in the U.S.? A

Rowland, the designer of that Gizmo is none other than Chris 'Call me Gizmo' Richards - he can be reached at FIDO 1:286/712 (417-673-7339 - mail only!) He is also very active on the FIDO ATARI_ST echo. Hope this helps you out some.

-Steve, steve.barnes@lchurch.mcd.on.ca

* Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

4073. Re: ChroMagic Multisynx Gizmo???

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 05:19:03 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <BY1vX4f.biblinski@delphi.com>
Source record: 185906

ChroMAGIC can be reached at the following address:

jcollins@delphi.com

--Gordie Meyer
biblinski@delphi.com

4074. PD/Shareware Scanning Software needed...

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 05:52:47 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CqyoBz.4Ku@ecf.toronto.edu>
Source record: 185926

Is there any PD/Shareware scanning software I can use for my TT?
If so, what is it called and where can I get it?

Alternatively, if you could tell me any commercial (and still supported!)
scanning software in the market, I would be very grateful...

All replies in email, please...as I don't get to read this newsgroup as
often as I want to...

TIA
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4075. Re: HMODA4 serial port fi

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 05:53:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <f2c8ba01@straight.ct.se>
Source record: 185801

In a Message of <06-05-94 02:11> Graeme Rutt writes:

GR> This hardware mod was explained in a recent issue of ST Applications -
GR> people I know have done the (very simple) mod and are now running
GR> their modems at 38400.

I'm using it with my 28800 Bps modem here on my 1040STE.. The only time I
have to step down to 19200 is when i should recieve fax. The modem don't
like the higher DTE speeds in faxmode.

Regards Bertil Jagard..

==
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

4076. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 07:09:08 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2sui2k$j43@rs18.hrz.th-darmstadt.de>
Source record: 185933

In article <2sigoi$adk@mother.usf.edu>, millert@undergrad (Timothy Miller) writes:
> [stuff deleted]
> : Hmm, it's beginning to make sense...
> : But why doesn't the images look skewed if you move them, say one pixel horisontally
> : every 50 Hz? And why is it such a *BIG* difference between updating the screen every
> : vbi and every second vbi?
>
> Because EVERY VBI is 30 times a second, not 60.
No... I don't know how this came up, but VBIs are 50/60 times a second, exactly the same rate as the screen-refresh (what else?). If you don't believe that, install a little routine in the VBI-vector (0x70), that simply increases a variable (it would be easier to do the same with the existing sysvars, but you could say the ROM's cheating). Then init this variable, wait for a certain ammount of time (using the hz_200-sysvar or any other timer) and then look at the difference between actual contents of the variable and the initial value. Divide this difference by the time in seconds and you have the VBI-rate. In US, while waiting 10 seconds, you will get about 600 VBIs, so this makes 60Hz. If you don't believe, do it.

> [...]

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

4077. Re: Mosaic and WWW

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 07:54:22 UTC
From: albury@suntan.eng.usf.edu
Message-ID: <2sukne$djh@mother.usf.edu>
Source record: 185917

Well I guess i won't be using WWW from my home connection. If it's
intolerable at 9600 i shudder to think at what it'd be like at 2400. I
guess dedicated machines are the only hope.
--
|"What was always yours is now mine; Now i learn,
albury@suntan.eng.usf.edu |on you my back I'll never turn! you and your...
albury@cfrrisc1.cfr.usf.edu|TRUE COLORS!!" M.O.D. --Gross Misconduct--
Paul Albury _aka_ Blackstaff

4078. Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 07:54:54 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <014274JCAQEQENMTLABW@ars.ath.forthnet.gr>
Source record: 185908

IS>Does anyone know how to run the Gfa Basic 3.5E editor in higher resolutions
IS>than 640x400. Usually I run my Falcon in 800x608.

I run the 3.6 editor in 768x480 16 colors.

Michael Papadopoulos
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4079. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 08:10:16 UTC
From: andrew@minster.york.ac.uk
Message-ID: <770890216.30502@minster.york.ac.uk>
Source record: 185923

Chris Fuhrman (cfuhrman@csugrad.cs.vt.edu) wrote:
> Ronald Gibson CS91 (rgibson@cs.strath.ac.uk) wrote:
> : Does anyone out there use Calligrapher Professinal ?

> : I am thinking of buying it and could do with a few opinions first from
> : people who have used it.

> If you can, find a copy of March's ST Review. It has a copy of
> Calligrapher in it. My main hangup about the program is that it doesn't
> support SpeedoGDOS fonts. You have to buy fonts separately.

> --
> Chris Fuhrman | Department of Computer Science
> cfuhrman@csugrad.cs.vt.edu | Virginia Tech

I agree, I have Calligrapher Gold 3 and other than the lack of font
support it is a fine wordprocessor. Don't expect to do fancy DTP
work on it though. The graphics facilities are rather simple.

However for reports, letters and so on it is quick and simple to use.
It does have MailMerge and lots of nifty barcode type facilities which
are nice. I will have to look at Papyrus in a few months time to check
out its ability to automatically number references from a database
and automatically build contents pages. Until I find an Atari WP that does
this I will continue to use troff to format my reports.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

4080. Value of BlowUP Hard 1

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 08:15:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2df2e92c@secom.ct.se>
Source record: 185872

In a message of 04 Jun 94 05:02:21, Scott Chilcote wrote:

SC> The documentation said that if I had a multisync monitor, I should get the
SC> "Hard 1" version of the product for greatest versatility. There is also a
SC> "Hard 2" version, but they recommend that only for VGA/SVGA style
SC> monitors.

I've already had my head kicked around by the programmeras in IRC because of what I'm about to say .. it's true though, and yes, I am a BlowUp Hard-II owner.

Hard-I is *NEVER* better than Hard-II ... Hard-II can do ANYTHING Hard-I can do, and MORE.

If you had bought Hard-II, you could choose a pixelclock from 33Mhz and up to 51.5Mhz in 0.6 Mhz steps. (or if it's 0.3Mhz, I don't remember)

Instead of choosing from the resolutions already in the program, try to make your own though .. that might work.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4081. Code Speed Was: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 08:27:45 UTC
From: spatzene@Informatik.TU-Muenchen.DE
Message-ID: <2summ1$66v@hpsystem1.informatik.tu-muenchen.de>
Source record: 185922

I have written a Wolfenstein Version for the Falcon.

3. The main loop is (some parts removed ;):

```
moveq #200,d1
moveq #0,d5 ;Texture Count Hi
moveq #0,d4 ;Texture Count Hi
moveq #0,d0 ;Texture Data
.paint_it:
add.w d3,d4
addx.w d2,d5 ;Texture Offset
move.b (a4,d5.w),d0 ;Upper texture Part
move.w (a3,d0.w*2),(a0) ;move to screen
add.l a2,a0 ;add #320,a0
dbra d1,.paint_it
```

Question: Why get I with :

```
moveq #200,d1
paint_it:
add.w d3,d4
addx.w d2,d5 ;Texture Offset
move.w (a4,d5.w),(a0) ;Upper texture Part +move to screen
add.l a2,a0 ;add #320,a0
dbra d1,.paint_it
```

almost the same speed ???????????

--
Roland Spatzenegger IRC: Apollo spatzene@informatik.tu-muenchen.de
WWW: http://hphalle4.informatik.tu-muenchen.de/~spatzene/

From "Canonical List of Famous Last Words":

410-"Quick !! How does one UNSUMMON a demon lord ?"

4082. Re: Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 08:39:52 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2sunco$1brt@info2.rus.uni-stuttgart.de>
Source record: 185934

mipap@ars.ath.forthnet.gr wrote:

: IS>Does anyone know how to run the Gfa Basic 3.5E editor in higher resolutions
: IS>than 640x400. Usually I run my Falcon in 800x608.

: I run the 3.6 editor in 768x480 16 colors.

And now the solution: ;-)
GFA Basic 3.5E does NOT run in non-ST-resolutions EXCEPT those with only 2
Colors (that means monochrome). I use the Interpreter with 800x608x2 and there
is only a little problem with the Fileselector. With 16 colors you can only
use ST-Low (320x200).
With GFA Basic 3.6 you can use all 16-colors-resolutions.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

4083. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 08:45:08 UTC
From: seiler@eueh50.tuwien.ac.at
Message-ID: <SEILER.94Jun6104508@eueh50.tuwien.ac.at>
Source record: 185935

>>Well, I was finally able to locate and FTP the two files for that wonderful
>>Lazer demo. (lazer_1.zip and lazer_2.zip on umich) And BOY was I
>>disappointed.
>>
>>Why is it that these european demo writers INSIST that everyone's TV runs at
>>50hz? They didn't make it support VGA, so they could have at least allowed us
>>to set it to 60hz so people in the US can watch it.

I just read the discussion about why our demo doesn't work with 60Hz and how it could be patched.

First of all: If your TV can't manage 50Hz, there is no possibility to watch it, because we set the resolution to 50Hz via Hardware-registers.

Why is only 50Hz, RGB supported?

- it was coded for the demo-competition of the Fried Bits II Party in Bremen, and we just finished this version 5min (five minutes!) before deadline.
There are still many bugs...

- on VGA and 60Hz you have less time, so you have to leave some effects away,
, or they are slower.

- we tried to synchronize the effects with the music, and if the effects would take more time, we would have to synchronize it again for 60Hz.

- it sound strange, but we never knew, that our demo will come to America, and that there are people watching our demo!?

We never got any response to our demos!
So, if you have a TV wich only can work in 60Hz or any other configuration, where our demo doesn't work. Please tell us.
If there are enough people, we will make our next demo run on VGA, and RGB 60Hz.

Gerhard Seiler/ Photon of Lazer

4084. Re: RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 09:04:15 UTC
From: djs@jet.uk
Message-ID: <1994Jun6.090415.16001@jet.uk>
Source record: 185851

In <2so9tq$i35@news.u.washington.edu> jbeeghly@u.washington.edu (Jeff Beeghly) writes:

>>>I want some pop-up menus in my programs (for my Falcon).

>...
>However, if you are trying to create something that will be used on all
>machines, I suggest writing to code yourself.
I agree that you need to write your own code for older versions of the AES,
but your code should detect if it is running with a newer version, and
use menu_attach etc if they are there. That way, your program will behave
the same way as other programs on any new AES, even if that behaviour
changes in subsequent versions. (Of course, it doesn't really look like
there *will* be any new versions of the OS...)

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4085. Re: Value of BlowUP Hard 1

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 09:24:23 UTC
From: djs@jet.uk
Message-ID: <1994Jun6.092423.16127@jet.uk>
Source record: 185852

In <CqvD9B.rI@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2soqrt$snr@sun.cais.com>, scotty@cais.cais.com said:
>>
>>I tried the demo of BlowUP, and was amazed at what it could do with my Acer
>>7015 Multiscanning monitor...

>You will probably get better results with Hard 2. Contact Seibert with the
>spec of your monitor for more accurate advice.
Indeed, I wish I had bought Hard 2 instead of Hard 1; I need an in-between
pixel clock rate to get square pixels with my monitor. Instead, I have
an odd aspect ratio when using BlowUp. Unfortunately, no supplier
(including Systems Solutions) had, or knew when they could get, Hard 2
at the time.

I do use the 50MHz clock rate in 16 colours. The key was to edit the
parameters with the SVGA button pressed in, so that the BlowUp config
program is not changing the resolution on the fly. (After all, if you
have a resolution that works with 32MHz, something is quite likely to go
out of range if you just hit the 50MHz button). Then adjust the X and Y
resolution until the H and V frequencies look OK for your monitor, THEN
hit the MS1 or MS2 button and make final adjustments.

BlowUp (or some similar enhancer) is the third most essential puchase
for your Falcon (IMO). The first is NVDI, and the second is a better
mouse. The mouse being sold through ST Review for just 9.99 is much
much better than the Atari one.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4086. RCS 2.9 : error?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 09:48:48 UTC
From: petep@info.isbiel.ch
Message-ID: <2sure0$3g8@vega.info.isbiel.ch>
Source record: 185936

i use the resource counstruction set distributed from atari (version 2.9)
for my own applications.

i changed now the name of a menu-entry and saved the new rsc file. cause the new
.h-file i recompiled my programm (with PureC) and started it. my application begins
to draw the menu, but suddenly it stops and the only thing i can do is rebooting.
i think it must be an error produced by the resource construction set. any idea
how i can fix this, or do i have to rewrite the hole .rsc?

4087. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 09:51:42 UTC
From: reschke@uni-muenster.de
Message-ID: <2surje$1qik@obelix.uni-muenster.de>
Source record: 185937
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article 17z@newcastle.ac.uk, njdc@newcastle.ac.uk (J.D.Coleman) writes:
> Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> : Is that a version that will load the gem.sys AES?
>
> I imagine that the official version of 1.11 will load the gem.sys AES.
> If you want MiNT without the MultiTOS AES, you may need to compile your
> own version. I'm not sure if it will be possible to distribute several
> binaries of 1.11. Probably not - from Atari's point of view, isn't the
> main reason to update existing MultiTOS users?
>
> J
>
> --
> -- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
> -- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
> -- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
> -- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

??? Every recent version of MiNT is able to run the MultiTOS AES. Just specify
gem.sys as INIT job.

---
-------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
-------------------------------------------------
```

4088. Installation of finger/fingerd

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 10:08:02 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2susi2$gm7@aiscube.AIS-Dortmund.DE>
Source record: 185938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Netter's

After i received a lot of mails on how to install the finger-tools, here
are the most important points to watch out for:

- do not try to start the fingerd in rc.net! it has to be started by
inetd. Look into "etc/inetd.conf" and read the MiNT-Net Documents.

- If your "finger" is not in /usr/bin, make a copy or a link, so that
/usr/bin/finger is existent. Otherwise your machine will not send out
any infos (fingerd calls "/usr/bin/finger")

- and PLEASE, PLEASE, don't send me more mails on what finger is, and
what it does, and how to use it ....

Believe me, threre are a lot of books, which describe daemons, tools
and basics of Internetworking.

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

4089. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 10:38:16 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2suuao$4ue@garlic.csv.warwick.ac.uk>
Source record: 185941

In article <H.eg._LWXCPfceDM@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca writes:

>I couldn't get POV 2.2 to work either; if you tell me where to find the
>FTPOV patches, I'll give it a go. I was looking for them earlier, but
>didn't see them in the usual spots.
>

>------------------==----------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

I've got POV 2.2 working now, compiled with GNU C 2.5.8, but it's 1.5
times slower then the binary of POV 2.2 compiled with Pure C that is
on most of the ftp sites.

The FTPOV sources should be on:

ftp.informatik.uni-oldenburg.de
wuarchive.wustl.edu

Unfortunately, the author did not give a path for them, but the archive is
FTPV20S.ZIP

Paul
csulw@csv.warwick.ac.uk

4090. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 10:48:07 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jun6.104807.13177@unix.brighton.ac.uk>
Source record: 185945

Winx 2.3 is out for beta test...but where can it be ftp'd from?

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

4091. Thanks all :-)

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 10:57:16 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2suvec$leg@infa.central.susx.ac.uk>
Source record: 185944

Well I think the title says it all, but I will repeat it... Thank you all for replying to my article about my infected HD, the messages have been very helpful.

Cheers,

Andy.

--
\--\
\ Ferengi rule of acquisition #48 \
\ The bigger the smile, the sharper the knife \
\--\

4092. FOR SALE *** Atari ST/TT Software REDUCED ***

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 11:00:23 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2suvk7$ogn@canopus.cc.umanitoba.ca>
Source record: 185943
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Battle Of Britain.............$ 20.00
Starglider 2..................$ 12.00
Advanced Destroyer Simulator...$ 15.00
Firezone......................$ 10.00
Sherman M4....................$ 10.00
World Snooker.................$ 10.00
Zany Golf.....................$ 8.00 (no docs?)
The Pawn......................$ 10.00
TV Sports Football............$ 10.00
10th Frame Bowling............$ 10.00

Michtron BBS..................$ 5.00 (classic bbs software, no box&docs)
Degas Elite...................$ 8.00 (no box or docs)
DC Utilities v2.0d (latest)....$ 7.00
DC Shower v1.0e (latest).......$ 7.00

=====================================================================
MAGAZINES
=====================================================================
Atari Interface Magazine (AIM):
3/91, 10/91 thru 4/93
--- 13 issues total.....$7+shipping

ST Applications (British):
1/93, 3/93
--- 2 issues total......$4+shipping

Atari Explorer:
4/89, Spring 90, 1/91 thru 2/93
--- 13 issues total.....$9+shipping

STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$35+shipping

All above magazines: $45+shipping!!!!!!
```

```
=============================================================================
MISCELLANEOUS
=============================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=============================================================================
```

4093. pop up menus?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 11:45:37 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2sv291$4ts@turing.fwi.uva.nl>
Source record: 185946

hi,

this weekend i thought about how nice it would be to have a pop-up menu
on the desktop with all your favorite programs in it (like under X).
pondering on how to program such a thing i got real enthusiastic about
the idea. So: does such a program already exist (for a ST)?
if not, i will write one (or try to write one ;)

--
Martijn Dekker +---+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4094. (very old) Mac <-> ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 11:50:56 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2sv2j0$521@turing.fwi.uva.nl>
Source record: 185948

hi,

i got a very old apple mac (512Kb RAM) and i got a 1040STfm. Can i
connect the two? i want use my atari as a 'server' and the mac as
a terminal? what cable is required? what software? any ideas?

ps. my atari only has 1Mb RAM, so not much to set up a decent 'server' but
i just want to play a little with it

--
Martijn Dekker +---+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4095. disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 12:02:33 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2sv38p$59t@turing.fwi.uva.nl>
Source record: 185949

hi.

i want to optimize my harddisk. is there a freeware available that does
this ? (i have a ST)

--
Martijn Dekker +--+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +--+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4096. New group allready installed?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 12:09:05 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2sv3l1$a4f@fbi-news.informatik.uni-dortmund.de>
Source record: 185950

Hi All

Is the new Group c.s.a.announcement already installed??

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

4097. Database SW: DB ONE, USEONE, MAKEONE

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 12:58:43 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jun6.125843.18350@kodak.rdcs.kodak.com>
Source record: 185860

I've got a positively ancient piece of database shareware called DB ONE. The executables are called USEONE.PRG and MAKEONE.PRG. If anyone has any experience/information about it I'd appreciate it. Tried to register it a few years ago and got my check back as undeliverable.

It's actually pretty good, though primitive. I'm looking for any documentation or even a version later than 1.0. My wife has managed to uncover a few sequences of actions that make the data files inaccessible (frequent backups required).

Anybody got suggestions regarding other database package(s) that will run on a 1MB STFM with no hard drive? Thanks. Post if it's of general interest or email to rappleye@felix.kodak.com

4098. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 13:23:08 UTC
From: djs@jet.uk
Message-ID: <1994Jun6.132308.16681@jet.uk>
Source record: 185853

In <25b_9406030506@nisc.fidonet.org> Darren.Trutzenbach@f616.n2605.z1.fidonet.org (Darren Trutzenbach) writes:

>In a message of 25 May 94 17:24:32, Sys1@exnet.Com wrote:
>S> I need (Ha! *want*) a good DTP to do the company news letter, occaisional
>S> promotional material and proofs for the adverts we run. The two main
>S> contenders seem to be Calamus and DA's Layout.

> Definately Go with Calamus SL, the best DTP program on the computer market...
Unless proper PostScript (the industry-standard Page Description Language)
is important to you.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4099. Re: Calamus SL: How does one disable the Calamus file selector?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 13:26:52 UTC
From: djs@jet.uk
Message-ID: <1994Jun6.132652.16771@jet.uk>
Source record: 185854

In <2deef67c@f107.n283.z2.fidonet> Marcel_Sacksen writes:

> DS> I want to use my preferred replacement selector with *all* programs.

>Load the Systemparameter module, there is a switch to turn off the internal
>fileselector...
Aha! That explains why I couldn't find out how to do it by RTFM; there is
no F Manual for some of the modules (System Parameters, Focoltone,
Mount+Print, ...)
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4100. Re: pop up menus?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 13:31:11 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1839@usdtsg.DaytonOH.NCR.COM>
Source record: 185896

In article <2sv291$4ts@turing.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>hi,
>
>this weekend i thought about how nice it would be to have a pop-up menu
>on the desktop with all your favorite programs in it (like under X).
>pondering on how to program such a thing i got real enthusiastic about
>the idea. So: does such a program already exist (for a ST)?
>if not, i will write one (or try to write one ;)

I don't think such a thing exists for the ST yet. The *closest thing*
I could think of was a DC (Double Click) program that provided a pop-up
of the menu bar, but that's not what you want...

Do you have access to a PC with Windows? If so, try out something
called "Backmenu" - it would make a good guide to go by (on a right-button
click, it displays a menu (that a person can configure with a
text editor) listing names of files to run, and submenus etc, as
well as currently running tasks (which would be cool under Geneva/
MTOS/Mag!x), plus misc options. I basically hide my Program
Manager and just use this thing...

I dunno about the task list (which is possible, since for instance
Geneva lists everything tasking under the left-most menubar),
but just a menu for programs to run should be very achievable...

If you do, I'll be happy to help test it :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4101. Re: disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 13:32:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1840@usdtsg.DaytonOH.NCR.COM>
Source record: 185897

In article <2sv38p$59t@turing.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>hi.
>
>i want to optimize my harddisk. is there a freeware available that does
>this ? (i have a ST)

There was a defreg/optimizer with DLII I believe (called REORG.PRG
I think), but it's older software, so I cannot attest to its
abilties or robustness, but I suppose it's something to look for
(DLII is at atari.archive.umich.edu and other FTP sites)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4102. RSVE

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 13:33:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sv8ji$5ks@golem.wcc.govt.nz>
Source record: 185857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have had a look at the High Speed option called RSVE..

What you are going to need is a GAL 16V8 and HC4040
and a Crystal Oscillator 1.8432 megs...

Note: not just a Xtal but a full Crystal Oscillator...

The main problem is to program the GAL...???

What this does is to replace the MFP 110,134, and 150 bps clocks,
with new faster clocks...

The thing is completely automatic, the GAL detects these speeds comming
from Timer 'D' and replaces them with the new faster clocks to the MFP...

So. 150 = 115200
134 = 57600
110 = 38400

There is also a Led to show when he new speeds are active, also
there is a small program to set up a Cookie, so that other programs
know that 110 bps does no = 110 bps but 38400, one such program
is Connect...

There is a mention to TOS 1.6, but I think that is to do with the
Cookie, if I remember correctly, the real Cookie was not implemented
till TOS 1.6, but I stand corrected on that one...

I hope this is of help, if not please e-mail me or post here...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4103. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 13:47:04 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.000DC8E1@edi.ngate.uni-regensburg.de>
Source record: 185947

Hi,

Atari's checkdisk should work

bye,
Rainer

4104. Re: Screensaver/Speed up?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 14:02:03 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994Jun6.140203.26712@htsa.aha.nl>
Source record: 185855

In article <1994Jun3.114329.23141@htsa.aha.nl>,
Robert Demming <robertde@htsa.aha.nl> wrote:
>In article <2sjhnr$t6b@ionews.io.org>, Eric March <diehl@io.org> wrote:
>>RE: DISABLING SCREEN DISPLAY
>>

>Just a thought.
>There is a bit in $ff8260 where you can make the shifter sync on a
^^^^^^^
Ooops it must be $ff820a.w There are so much adresses floating in my head.

Instructions (only in : bset #0,$ff820a.w ; switch screen off
supervisor mode.) : bclr #0,$ff820a.w ; switch screen on.

>external sync input. With no external sync input the shifter will not
>start displaying a screen thus the shifter will not acces the memory.
>I don't know if this will speed up processing but it is worth a try.
>Warning. I don't know if your monitor likes this since it doesn't get
>a proper signal.
>
>Robert Demming (robertde@htsa.aha.nl)
>

After I came up with this idea I tried it this weekend.
I tested it with a home made 68000 program to calculate all posible letter
combinations which you can make from a word (eg. from 'bye' you can make
b, y, e, by, be, yb, ye, eb, ey, bye, bey, ybe, yeb, eby and eyb)
I tested it with a 8 letter word with a screen frequentie of 50 Hz.
I measured both times two times.

With screen on: 27 min and 5 sec = 1625 seconds
With screen off: 26 min and 42 sec = 1602 seconds
--- -
That's 23 seconds faster.

Or a speed increase of: (1625-1602)/1625*100%= 1,415 %

This means that you must have a job of 70 hours and 40 minutes and 17 seconds
to gain 1 hour time.

The conclusion of this is that the ST doesn't suffer very much from bus
contention caused by the shifter.

I hope that you found this interresting.

Bye,

Robert Demming (robertde@htsa.aha.nl)

P.S. Something about the warning. I had no problems with my monitor.
No strange peeping or whatever when the screen was off.

4105. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 14:17:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2df33ece@p2.stacken.ct.se>
Source record: 185840

Hi, Timothy! On 03 Jun 94 you wrote:

TM> From millert@undergrad (Timothy Miller)
TM>
TM> NOTHING can speed up MultiTOS, not even NVDI. NVDI is good, but it
TM> doesn't work miracles.

Actually, it does work miracles! :-)

And to even consider using MultiTOS without it is unthinkable.

_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 e-mail patrik@p2.stacken.ct.se
_/____

4106. Re: papyrus was: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 14:21:48 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <2svbds$5ij@brachio.zrz.TU-Berlin.DE>
Source record: 185856

>Unfortunately, the demo cannot be given away (uploaded etc) according
>to the readme file on the disk.

That's strange. The German demo CAN be given away.

>It really is a wonderful program

I know. I've been using it for almost 2 years now.

>(it is getting a spell checker, according to Dave from Hisoft)

Correct. Christian Nieber (the programmer of papyrus) did show the spell checker at the Fez-A-Bit computer fair on May 7/8 here in Berlin. I was really impressed how fast and easy it works and that even various dictionaries can be used.

Also, PAP 3.5 will provide a function to turn of its desktop, which is a nice feature in a multitasking environment (I'm still waiting MagiX on F030).

4107. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 14:54:07 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.770914447@Paddington>
Source record: 185858

djs@jet.uk (David Stevenson) writes:

>In <25b_9406030506@nisc.fidonet.org> Darren.Trutzenbach@f616.n2605.z1.fidonet.org (Darren Trutzenbach) writes:

>> Definately Go with Calamus SL, the best DTP program on the computer market...
>Unless proper PostScript (the industry-standard Page Description Language)
>is important to you.

Get the optional Bridge module if you want postscript. The postcript code
output is much better than the previous Dataformer module, and Bridge
also does lots of other conversion thingywingies.
--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4108. Re: Calamus SL: How does one disable the Calamus file selector?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 14:56:20 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.770914580@Paddington>
Source record: 185859

djs@jet.uk (David Stevenson) writes:

>In <2deef67c@f107.n283.z2.fidonet> Marcel_Sacksen writes:

>> DS> I want to use my preferred replacement selector with *all* programs.

>>Load the Systemparameter module, there is a switch to turn off the internal
>>fileselector...
>Aha! That explains why I couldn't find out how to do it by RTFM; there is
>no F Manual for some of the modules (System Parameters, Focoltone,
>Mount+Print, ...)

Yup, the maual is f****** awful. Look in the index for mount and print,
get the page/chapter number which is listed, look it up and... its not
there.

There should really be documentation for ALL supplied modules.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4109. Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 15:01:23 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2svdo3$osq@infa.central.susx.ac.uk>
Source record: 185861

Has anyone tried the DIY overscan modifiction on their ST, I'm talking about the overscan.zip and/or overscn3.(something) that can be found at various atari archives.
If anyone has tried it can you please contact me (either as a follow up to this or by email) and tell me the results, ie, does it work? how hard is it to do? any problems with software? etc.

Cheers,

Andy.

4110. Re: disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 16:23:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqzHFu.D3A@westminster.ac.uk>
Source record: 185863

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: hi.

: i want to optimize my harddisk. is there a freeware available that does
: this ? (i have a ST)

There is a Shareware one called ST Tools.....looks a lot like File
manager under Windoze, and PC tools. Has loads of features, and allows
optimisation.

You may grab it from :
micros.hensa.ac.uk

under
/micros/atari/tos/n/n119

Hope this helps.. BTW, it also works with the Falcon.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4111. Re: BEST electronics

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 16:28:05 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqzHnG.DE7@westminster.ac.uk>
Source record: 185871

Michael A. White (whitema@rtsg.mot.com) wrote:
: Anyone out there have the phone number for BEST electronics?

This is what I have in my database of phone numbers:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950

Hope this helps

danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4112. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 16:41:07 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.770920867@cent.gla.ac.uk>
Source record: 185868

In <2sm48j$k8s@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) "writes":

>Boy, looks like another innoculous statement made by yours truly has
>started a barrage of "you hate Atari" posts. Thanks (for nothing) to the
>dozen or so people who left me hate mail about this topic. You guys
>REALLY have to lighten up and get lives, y'know?

Hmmm, the same applies to crap unconstructive flame messages as well..

>But anyway...I want to make something crystal clear. I'm not enthusiastic
>about a comp.sys.atari.announce group for the reasons I'd already stated.
>Someone asked for comments, I gave it. Period. Any more questions will be
>deviated to dev/null, thankyouverymuch. ^^^^^^^^^^^^^^^^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Well, if you're not interested in having any semblence of a discussion, then, with the greatest of respect, why the hell did you bother responding to any of the posts?!?!?!?

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4113. SLM804 lazer printers and IBM's

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 17:14:09 UTC
From: white@eol.ists.ca
Message-ID: <1994Jun6.171409.22099@newshub.ists.ca>
Source record: 185870

Hello all...

Well, my work place is now all IBM, and thus I need a home computer that is more compatable then the Atari I have now. My big question to all (if people will forgive such a question <grin>) is ......

Does anyone know the why, hows, etc of getting a SLM804 to work with an IBM system??

Thanks for all your help..

Peter White
white@eol.ists.ca

4114. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 17:17:31 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2svlnb$h16@mother.usf.edu>
Source record: 185864

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: Use STalker 3.02--great program. Better than anything I've
: played with on the Super Macs or the 486's. I just ordered (but have not
: yet received) a U.S. Robotics 14,400 Sportster modem and found that

: STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!

: There's a hole in between 9,600 and 19,200.

: NOW what do I do?

: Rob S. Rice
: rrice@ccat.sas.upenn.edu

Setting your port at 14,400 would totally defeat compression. Always set the
port rate higher... in fact, set it as fast as your computer will allow.

4115. Er...

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 17:19:20 UTC
From: ajdw@st-and.ac.uk
Message-ID: <2svlqo$ba0@calvin.st-and.ac.uk>
Source record: 185867

Sorry everyone, but did anyone reply to my note above?
(About what telecomm software I need to connect to the network)
I posted the note, and our news-server promptly went down.
Could you please reply again, or better still email me?

Thanks,

Adam(Puds)
++
+ Mail: ajdw@st-and.ac.uk + "When I Die, I'll Go To Heaven +
+ + Because +
+ Or ajdw@dcs.st-and.ac.uk + I've Spent My Time In Hell" +
++

4116. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 17:23:18 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2svm26$h16@mother.usf.edu>
Source record: 185865

If FalconSpeed had, say, a 386sx at 25mhz AND it used the 68030 to MASSIVELY accelerate graphics, then it would be acceptable. There is LOTS of software that REQUIRES the 386 protected mode, and a good thing since it's FAR superior to the evil Real and 286 Protected modes. One of the major bottlenecks on the PC is the speed of the graphics, so even a 386sx/25 would perform almost reasonably well under windows if the CPU didn't have to deal with the graphics.

4117. Re: Calamus SL and HP560C color printing

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 17:26:34 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2svm8a$h16@mother.usf.edu>
Source record: 185866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We've never had any problems with Calamus SL outputting color graphics (except once when printing to an HP Deskjet 500c with the wrong settings in the printer driver). Contact pdirect@delphi.com and ask him about it. He can help you with your problem.

4118. Re: RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 17:48:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqzLHC.7Gw@cix.compulink.co.uk>
Source record: 185888

>I agree that you need to write your own code for older versions of the AES,
>but your code should detect if it is running with a newer version, and
>use menu_attach etc if they are there. That way, your program will behave
>the same way as other programs on any new AES, even if that behaviour
>changes in subsequent versions. (Of course, it doesn't really look like
>there *will* be any new versions of the OS...)

I think Atari's popups are simply not good enough. My popup routines allow
you to use the keyboartd shortcuts and arrow keys as well as other
facilities. That will not work with the GEM 3.x/4.x popup routines.

Ofir ogal@cix.compulink.co.uk

4119. Re: BASE 64

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 17:53:34 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2svnqu$hmu@nasim.sta.sub.org>
Source record: 185879

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

> How do I read a text file that has been encoded in BASE 64..???

From the comp.mail.mime FAQ:

---cut here---
1.3 Where can I get the comp.mail.mime FAQ?

It is posted approximately monthly to the newsgroups comp.mail.mime,
comp.answers, and news.answers. The `Expires:' field is set such
that---on systems which honour this field---the most recent edition
will always be in the news spool.

Many sites archive news.answers postings, including

FTP: rtfm.mit.edu:pub/usenet-by-group/news.answers/mail/mime-faq/*

If possible, please try to find a closer site; for example, by asking
archie for `mime-faq'.
---cut here---

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4120. Re: Database SW: DB ONE, USEONE, MAKEONE

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 19:20:42 UTC
From: kasameye@s69.es.llnl.gov
Message-ID: <2svsua$cgu@lll-winken.llnl.gov>
Source record: 185869

In article <1994Jun6.125843.18350@kodak.rdcs.kodak.com>, rappleye@felix.kodak.com (Rev. Dr. Freak) writes:
|> I've got a positively ancient piece of database shareware called DB
|> ONE. The executables are called USEONE.PRG and MAKEONE.PRG. If anyone
|> has any experience/information about it I'd appreciate it. Tried to
|> register it a few years ago and got my check back as undeliverable.
|>
|> It's actually pretty good, though primitive. I'm looking for any
|> documentation or even a version later than 1.0.
...
--
The next version was called BASETWO. It was sold through ANTIC, and is still available at places like E Arthur Brown. It is an extremely easy to use database, with a few serious limitations. The biggest advantages are the ease of use, variable sized, multiline fields, relatively easy modification of data forms, all data kept in memory (= fast) and the ability to save 10 report formats with each database. Limitations include a couple of bugs in report output and formulas, and incompatibility with TOS >1.2. My wife uses it to manage her business, and I use it for a number of activities. We are converting some applications to AtariWorks, but several of them cannot be done as easlity there.

====Paul Kasameyer (510)422-6487 Lawrence Livermore National Lab
kasameye@s69.es.llnl.gov

4121. UUCP commands

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 21:32:24 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EFGUDDWR@dksoft.ping.dk>
Source record: 185886

Hi there.

It seems like i have forgotten all about the UUCP commands for
getting files.. Could someone please give me a short description
of the commands and how to write such a mail. My problem is i get
Unknow user everytime i tries 8-((

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

4122. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 21:46:22 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqzwHA.1K7@cix.compulink.co.uk>
Source record: 185881

>select 19,200 bps. In fact if you have compressio turned on
>this will let your computer send at 19.2 to the modem, which will
>compress it and send at 14.4 to the other modem where it will be
>decompressed and recieved at whatever speed the other computer is
>set at.

Which is pretty pointless because the data will go at 1920CPS tops. Only send uncompressed data if a) you can't be bothered to compress it [g] or b) your serial port can be set to 38400 (or higher).

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4123. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 21:46:24 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqzwHC.1Ku@cix.compulink.co.uk>
Source record: 185882

```
>GR>I find this first statement very difficult to believe. Most modern
>GR>sets I've seen (ie with SCART input) can do 50Hz and 60Hz. The second
>
>Whoaah, careful with that!
>
>I've seen enough _newer_ TV's which cannot display 60hz signals! My Sony
>and
>Panasonic models work great. The screen is enlarged vertically, but that's
>it.
>
>Some TV's of German manufactures won't sync at 60 hz.

Yeah, you're most probably right. My knowledge of this is confined to my
own sets (past n present) but all of these have sync'd happily into either
rate.

-------------------------------------------------------
sabbath@cix.compulink.co.uk (Graeme Rutt)
-------------------------------------------------------
```

4124. Re: RSC file creators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 21:46:26 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqzwHF.1LI@cix.compulink.co.uk>
Source record: 185883

>>I agree that you need to write your own code for older versions of the AES,
>>but your code should detect if it is running with a newer version, and
>>use menu_attach etc if they are there. That way, your program will behave
>>the same way as other programs on any new AES, even if that behaviour
>>changes in subsequent versions. (Of course, it doesn't really look like
>>there *will* be any new versions of the OS...)
>
>I think Atari's popups are simply not good enough. My popup routines allow
>you to use the keyboartd shortcuts and arrow keys as well as other
>facilities. That will not work with the GEM 3.x/4.x popup routines.

Additionally, they don't work 'both' ways - ie hold-move-click and
hold-release-move-click. Take a look at the Selectric or Connect popups to
see what I mean.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

4125. Computers for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 21:59:34 UTC
From: eswenson@dawg.nsc.com
Message-ID: <1994Jun6.215934.22984@berlioz.nsc.com>
Source record: 185874

I have the following Atari computers for sale.

1040STE w/o RAM 200.00 w/4MB 300.00
FALCON 4/84 1000.00

Prices are negotiable.

Contact foster@berlioz.nsc.com

Thanks.

4126. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 22:04:53 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun6.220453.7645@abo.fi>
Source record: 185873

In <Cqq41C.8xG@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:

> In message <2si10l$q5g@dunlop.cs.strath.ac.uk>, rgibson@cs.strath.ac.uk said:
> >
> >Does anyone out there use Calligrapher Professinal ?
> >
> >I am thinking of buying it and could do with a few opinions first from
> >people who have used it.
>
> If you're getting the ST Review offer than it's fine, otherwise Papyrus
> will be a much better choice.

Do not buy Calligrapher (any version) if you own a Falcon, or have plans to get one... That program is so damn buggy that you'll lose your mind! On ST it works rather nicely, even if slowly. Accelerators recommended! Basically it is a good program with tons of features. If they only had finished it.. ;-(

4127. Re: Database SW: DB ONE, USEONE, MAKEONE

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 23:39:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cr01pz.8oJ@cix.compulink.co.uk>
Source record: 185884

>I've got a positively ancient piece of database shareware called DB
>ONE. The executables are called USEONE.PRG and MAKEONE.PRG. If anyone
>has any experience/information about it I'd appreciate it. Tried to
>register it a few years ago and got my check back as undeliverable.

I've been using this for about 6 years to keep my book collection on. Sort of anyway as I have't actually updated it in over a year. Mainly because it does not like my Mono MSTE with TOS 2.06. Its not a great fan of my Colour STM with TOS 1.4.

Unfortunatly once you set up a database for a particular resolution, it can't be changed - and I unfortunatly set it up for Colour!

TOS > 1.0 is the other major stumbling block. TOS 2.06 is definatly out. TOS 1.4, I can't remember off hand - its been so long. I have a feeling that it works from an TOS 1.0 on a floppy.

I don't have any docs, but I've had most of the features working.

I keep meaning dig it out and bring my database up to date. I'd really like to transfer the data to something newer though.

:-)

Roland.

@CiX

BTW I wasn't aware it was shareware. Atari gave it away with the original STs in 1986 in the UK. There was a comercial version I remember. Don't know the name though.

4128. Re: ttyname in gnulib?

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 23:39:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cr01q1.8p4@cix.compulink.co.uk>
Source record: 185885

>I'm using GCC and there is no ttyname() to be found in the lib.
>ttyname is a standard C library function, and the header exists in
>sys.h, but it's not in the gnulib (libolb98 on a.a.u.e) that i have.

I didn't recognise ttyname() so I looked it up. Excuse my ignorance but
tt doesn't seem to be a particularly useful function under TOS?

Under MiNT it could concievably be more useful as there is a proper /dev
directory with proper device names (including ttys).

It might be in the latest GCC MiNT libraries. Alternatively if you
elaborate on exactly what effect you are trying to achieve - then maybe
somebody can come up with a TOS work around.

:-)

Roland.

@CiX

4129. Re: Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-06 23:52:56 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.atrLgUtD6VU@murphy.sh.sub.de>
Source record: 185878

```
In <CquK29.Lur@cix.compulink.co.uk>, andre@cix.compulink.co.uk ("Andre Willey") writes:
>In <2dec34b4@p10.secom.ct.se>, stein.arne.jensen@p10.secom.ct.se wrote:
> > Does anyone know how to run the Gfa Basic 3.5E editor in higher
> > resolutions than 640x400. Usually I run my Falcon in 800x608.
>
>I think 3.5 still had some nasty resolution-dependent stuff in it. 3.6
>is fine in higher resolutions, though - I often run it in 640x480x16.
>
>Andre
That's right. The Gfa Basic 3.5E only work on ST-resolutions.
The 3.6 works at 2, 4, 16 colors in all resolutions. I'm using 800x608x16.

Ole--
************ 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 ************
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *
--------------------------------------------------------------------------------
Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.
--------------------------------------------------------------------------------
Murphy's word is law.
```

4130. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 00:08:46 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2t0dqe$b68@news.dmpe.CSIRO.AU>
Source record: 185823

>Does anyone out there use Calligrapher Professinal ?

For that matter, has anyone got it to work on a Falcon!? I bought the ST Review with the cover disk on it, cost me US$9, and the bloody thing doesn't work. On exiting from a color session, it gives me two bombs and corrupts memomory, and in the monchrome it doesn't. BUT in both modes, nothing is displayed on the pages, but it prints out fine!

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

4131. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 00:17:53 UTC
From: Lexicor@world.std.com
Message-ID: <Cr03Hu.Brr@world.std.com>
Source record: 185875

In article <25b_9406030506@nisc.fidonet.org>,
Darren Trutzenbach <Darren.Trutzenbach@f616.n2605.z1.fidonet.org> wrote:
>In a message of 25 May 94 17:24:32, Sys1@exnet.Com wrote:
>S> I need (Ha! *want*) a good DTP to do the company news letter, occaisional
>S> promotional material and proofs for the adverts we run. The two main
>S> contenders seem to be Calamus and DA's Layout.

Darren,

another main contender still happens to be Pagestream, even though
Softlogic has stopped support for the atari, it has *.ps output already
built in, and though it may not compare in many ways with SL, it is cheaper
and better than I guess it's B/W counterpart of Calamus 1.09N

As for comparing Calamus SL, the Digital Arts Desktop Publishing
Program is DA's Complete DTP System which consists of DA's Layout and DA's
Repro (in BW/CD or TC versions) and is IMO far better than Calamus SL because
of Repro (the followup of Retousche Pro). Also note that DA's DTP System has
a whole row of other applications to complement it such as DA Picture and
DA Vector (Pro too).

>S>
>S> Any ideas anyone?
>S>
>
> Definately Go with Calamus SL, the best DTP program on the computer market,i
>have worked with DTP on the IBM and MAC but nothing beats calamus. in fact DMC
>have just released it (or are about too) for the IBM market.
>

You need to run Calamus with Window's NT, and until 4.0 is released many
people cannot justify the high price tag of a system that can adequately run
NT ASWELL as the price of NT as an OS.

Also as always, many programs are a matter of agreement with the user, I know
several people who cannot work with Calamus and love Pagestream, on the other
hand I know plenty people who much prefer Calamus, mostly programs are a
matter of preference and of what you expect of it. IMO if you have a
1040 ST don't use Calamus *grin* OR DA's DTP System, as they will run at
a terribly slow speed, and even though Pagestream is not a speed wiz, it is
more suitable for B/W work.

Another program is Timeworks Publisher, compared to DA's DTP or Calamus SL it
is a very small contender, but by far the cheapest commercial package and
suitable for 1040's alike.

If you have a TT system, Medusa or a Falcon(preferably sped-up) and/or high resolution graphic boards the use of those packages makes much more sense.

Best thing is to possibly find someone who has Calamus and another person who has DA's DTP System and look at the programs in action...(or on who has both)

Cheers

Yat

> You could go with a descent HP laserjet printer, excellent reproduction,
>depends on your needs and budget though, they are very resonable priced, i
>would go with something either 300 or 600 dpi , 600 being are far superior
>quality when printing small text and photographic images, you could even go
>for the colour version?
>
> +=-----==-----=+
> | R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
> | ATARI Exclusive, 16.8 Baud + CD-ROM |
> | +=---=+ |
> | ~ Sysop: D.Trutzenbach@n616.f2605.z1.fidonet.org ~ |
> |Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
> +=-----==-----=+
>

4132. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 00:43:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2t0fqo$95u@mailer.fsu.edu>
Source record: 185876

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
> At about twenty-five to five, boyd@math.fsu.edu (Mickey
> Boyd (boyd@gauss.math.fsu.edu)) wrote:
> MBB>You simply cannot get more than 19200 baud _reliably_ on a stock
> MBB>ST/STE
>
> Sorry, but I think you're wrong.
>
> I have a very early model of the MegaSTE series and with HSMODA04 it's no
> problem to get a _reliable_ DTE-speed of 38.400 on *Modem2/Serial1*. I
> cannot
> go higher due to the hog in the harware. There is a simple patch for a
> GAL/PAL available to fix that.

I intentionally did not include the MegaSTE in the above list of machines.
I guess I didn't do it very well . . .

> MBB>this that should be very easy to install. See my other (big) post on
> MBB>modem stuff for more details. Hope that helps.
>
> Nice work, although you slightly mixed *baud* and *bit/s* ;-)

Thanks. I'm surprised that you missed the section that specifically addressed
the MegaSTE ports, distinguishing MODEM1 from MODEM2/SERIAL2.

Also, is it not the case that baud and bits/sec are equivalent? I always
thought the terms were interchangable, and my Webster's Handy College
Dictionary seems to agree with me (not the most magnanimous of tomes,
I admit).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4133. Re: New group allready installed?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 00:57:15 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2t0glb$95u@mailer.fsu.edu>
Source record: 185877

Patrick Koehne (koehne@troja.informatik.uni-dortmund.de) wrote:
> Hi All
>
> Is the new Group c.s.a.announcement already installed??

Comp.sys.atari.st.announce exists on my news server, so I guess it is making
the rounds. I just posted something there.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4134. Re: New group allready installed?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 02:22:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2t0lkp$d3l@golem.wcc.govt.nz>
Source record: 185880

In article <2sv3l1$a4f@fbi-news.informatik.uni-dortmund.de>,
koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) writes:
>
>Hi All
>
>Is the new Group c.s.a.announcement already installed??

>Gruss
>
> ...Patrick

Well it is out here in sunny but cold New Zealand

This is what our Vax stated this morning....

%NEWS-I-NEWGROUP, found new group comp.sys.atari.announce

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4135. anyone know of an img to postscript converter

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 02:58:55 UTC
From: cc7bjt0@buc.edu.au
Message-ID: <2t0npf$5a3@eureka>
Source record: 185887

Does anyone know of a utility to convert img files (gem image bitmaps) to a postscript printable format, ie for printing from unix or dos machines.

Please e-mail me if you know of anything like this

Thanks

Ben

==========

Oops....maybe I shouldn't have cut that wire......

4136. STE Hard disk

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 05:20:13 UTC
From: dak@latcs4.lat.oz.au
Message-ID: <Cr0HHp.2yJ@latcs1.lat.oz.au>
Source record: 185892

I'm a newcomer to the Atari world, and need some basic information
on attaching an external SCSI HD to a vanilla ST(e). I understand that
though there is a hard disk port in the back of the unit, that it's
not particularly standard. So:
* What sort of controllers/adaptors do I need?
* What sort of software (i.e. disk drivers) do I need?
* How much will this sort of stuff cost, and where
am i likely to find it?
* Or, at least, is there a FAQ list for this kind of thing.

Replies by e-mail would be appreciated, as my news reading is erratic.

Thanks,
Dak.

4137. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 05:27:45 UTC
From: steve-j@teleport.com
Message-ID: <2t10gh$dio@elaine.teleport.com>
Source record: 185889

In article <199406050123.a26316@la.maus.de>,
Holger Haslbeck <Holger_Haslbeck@la.maus.de> wrote:
>MBB>Oh, for those that have not tried it, Falcon on two machines (null
>MBB>modem) is extremely cool. It is definitely worth the trouble to set
>MBB>up!
>
>Yes it is! But since I sold my 1040ST to make place for the Falcon it
>won't work on both Falcon and MegaSTE. So it would be very nice if someone
>knows how to get it work on the MegaSTE (or probably Falcon also?)...

Back when the STE first came out and people found out FALCON
wouldn't run on it, Spectrum Holobyte said they'd fix it if
there were enough STE owners to make it worthwhile. However,
due to poor sales of Atari products, they dropped Atari
support altogether (and the chances of any official fixes as
well!). Since then (almost 5 years now!), NOBODY'S gotten
FALCON to run on an STE/MSTE or TT030. And nobody's gotten it
to run on a Falcon030 for the past 18+ months either! The
only HOPE of getting it to run it seems would be for someone
to 'hack' a fix for it. However, nobody's been willing to do
that for 5 years, so I don't know if anyone interested in
doing it (since distributing a fix may be illegal as well!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4138. Re: New group allready installed?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 05:31:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2t10nt$f0n@golem.wcc.govt.nz>
Source record: 185891

comp.sys.atari.announce has turned up here in New Zealand, usually a good sign that it's pretty well established! :)

4139. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 05:43:16 UTC
From: steve-j@teleport.com
Message-ID: <2t11dk$dsk@elaine.teleport.com>
Source record: 185890

In article <SEILER.94Jun6104508@eueh50.tuwien.ac.at>,
Gerhard Seiler <@iue.tuwien.ac.at> wrote:
>
>First of all: If your TV can't manage 50Hz, there is no
>possibility to watch it, because we set the resolution to
>50Hz via Hardware-registers.

Most TVs have a V-HOLD (vertical hold) control which can be
adjusted to display 50Hz signals. The drawback is having to
re-sync it back to 60Hz when you're done (and sometimes
getting to the V-HOLD control in the first place! <grin>).

I just realised a few days ago that my TV apparently auto
adjusts to 50Hz (and even re-positions the screen accordingly!).
I was shocked considering what a cheap TV I have, but maybe it
is like my SC1224 that's set just well enough that it will
accept either a 50Hz or 60Hz signal without rolling.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4140. Tons of ST magazines

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 06:37:56 UTC
From: osteele@u.washington.edu
Message-ID: <2t14k4$7m2@news.u.washington.edu>
Source record: 185894

I've got at least two boxes full of ST magazines. If anyone's interested
in them or in a list, just e-mail.

4141. Re: Help with getting MultiTOS to run from ext HD on Falcon, please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 06:43:52 UTC
From: uk63@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2t14v8$bgi@nz12.rz.uni-karlsruhe.de>
Source record: 185893

Rob (robo28@delphi.com) wrote:
: I bought a Falcon 030/4/0 and hooked a external scsi drive to it.
: My problem is that there is a disk that came with the CPU with MTOS on it
: but I can't get it to run from my HD.. Whenever I copy the files to the HD and
: boot up it bombs, even with the most barren setup. I think the MTOS disk
: is only setup for floppy usage and the documentation is a joke! It even
: references an "Install prg" to install it to my HD, but that prg is not on
: the disk! So any help would be appreciated! Thanks!
: Rob
As far as I know, you mustnï¿½t copy all the files from the disk to you external
HD. At least, Mint has to be in the AUTO-Folder and the files GEM.CNF and
MINT.CNF have to be in the Root-directory of your boot-HD. Then you have to
change the GEM-Path in the MINT.CNF to the file GEM.SYS and the PATH in the
GEM.CNF to the MULTITOS-folder. There might be other things to be set, but
I canï¿½t remember them now.
I hope this works, but if it doesnï¿½t, send me a PM and Iï¿½ll have a closer
look at the setup done by the INSTALL.PRG.

Tido

4142. Survey: Development of GUIs

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 07:41:33 UTC
From: dammert@informatik.uni-stuttgart.de
Message-ID: <Cr0o1A.8tK@news.informatik.uni-stuttgart.de>
Source record: 185898
Cross-posted to: comp.human-factors,comp.programming,comp.software-eng,comp.os.ms-windows.programmer.misc,comp.os.os2.programmer.misc,comp.sys.amiga.programmer,comp.sys.atari.st,comp.sys.hp.misc,comp.sys.ibm-pc.misc,comp.sys.mac.programmer,comp.sys.next.programmer,comp.windows.garnet,comp.windows.interviews,comp.windows.misc,comp.windows.news,comp.windows.open-look,comp.windows.suit,comp.windows.x,comp.windows.x.motif

Dear netlander,

if you are envolved in the development or the programming of
Graphical User Interfaces please answer the following questions.
This survey is part of my Ph.D.

!! The answers you (hopefully) will send to me are for my eyes only !!
!! and will be evaluated anonymously. !!

If you are interested in the evaluation I can send you the results of this
survey (see question 32).

--==<(S u r v e y)>==--

Questionaire about the Development of Graphical User Interfaces

Please answer by marking the brackets
[ ] -> [X] square brackets -> multiple choice,
you can mark more than one item
< > -> <X> arrow brackets -> only _ONE_ choice,
please mark ONLY ONE item
or by inserting your comments (starting after the => sign).

-=<cut here>=-

1. Your sex:
< > male
< > female

2. Your age:
< > < 20
< > 20-24
< > 25-29
< > 30-34
< > 35-39
< > 40-45
< > 45-50
< > > 50

3. What is your business?
[ ] Research
[ ] Development
[ ] Design
[ ] Production

[ ] other (please name):
=>

4. Number of employees in your company:
< > <= 10
< > <= 50
< > <= 100
< > <= 500
< > <= 1000
< > > 1000

5. Your education (please specify in terms of US educational system):
[ ] School
[ ] Highschool
[ ] College
[ ] Bachelor
[ ] Master
[ ] Ph.D. or equivalent
[ ] other (please name):
=>

6. Profession:
[ ] Programmer
[ ] Engineer
[ ] other (please name):
=>

7. Which GUI(s) do you use?
(This question concerns the Look and Feel, users perspective)
[ ] Amiga
[ ] Atari
[ ] MS-Windows
[ ] Macintosh
[ ] SunView
[ ] X Window (twm)
[ ] Motif (mwm)
[ ] Open Windows (olwm, olvwm)
[ ] other (please name):
=>

8. What are your skills as a USER of GUIs?
< > expert
< > ...
< > ..
< > .
< > novice

9. What toolkit(s) do you use for programming GUIs? (programmers perspective)
[ ] Amiga Intuition
[ ] Atari GEM
[ ] MS-Windows
[ ] Macintosh MacApp

[ ] Macintosh Think C Class Library
[ ] Macintosh ResEdit
[ ] Macintosh toolbox calls
[ ] SunView
[ ] X Window (Xt, Xlib)
[ ] Athena Widgets
[ ] Motif
Open Look
[ ] Open Look Intrinsic Toolkit
[ ] TNT (The NeWS (Network Window System) Toolkit)
[ ] Xview
[ ] other (please name):
=>

10. What are your skills as PROGRAMMER of GUIs?
< > expert
< > ...
< > ..
< > .
< > novice

11. How long are you involved in programming GUIs?
< > 6 months
< > 1 year
< > 2 years
< > 4 years
< > 8 years
< > more than 8 years

12. What programming languages do you use for your development?
[ ] Ada
[ ] C
[ ] C++
[ ] Eiffel
[ ] Fortran
[ ] Lisp
[ ] Modula 2
[ ] ObjectPascal
[ ] Objective C
[ ] Pascal
[ ] Prolog
[ ] Smalltalk
[ ] other (please name):
=>

13. Are you developing your GUIs with a GUI builder?
< > No (Please continue with question 15)
< > Yes

14. What GUI builder(s) are you using?
[ ] Hewlett-Packard: DialogManager
[ ] Non Standard Logics: XFaceMaker

[ ] Neuron Data: Open Interface
[ ] Precision Software: XVT
[ ] SUN: DevGUIDE
[ ] Telesoft: TeleUse
[ ] other (please name):
=>
(Please continue with question 16)

15. Why not?
=>

16. Do you wish to work with a GUI builder/editor?
< > Yes
< > No

17. The ability of a GUI builder to generate code for several toolkits is
< > very important
< > ...
< > ..
< > .
< > not interesting at all

18. On what hardware do you develop your GUIs?
[ ] Apple Macintosh (Motorola 680x0)
[ ] Apple Macintosh (Motorola PowerPC)
[ ] Atari ST / TT / Falcon
[ ] Commodore Amiga
[ ] DEC VAXstation
[ ] DEC station
[ ] DEC alpha
[ ] HP-9000 Series 400
[ ] HP-9000 Series 700
[ ] HP-9000 Series 800
[ ] IBM PS/2
[ ] IBM RS-6000
[ ] NeXT
[ ] Personal Computer, IBM-compatible (Intel 80x86)
[ ] Personal Computer, IBM-compatible (Intel Pentium)
[ ] Silicon Graphics
[ ] SUN 3
[ ] SUN SPARC
[ ] other (please name):
=>

19. Are you satisfied with your development environment?
< > Yes (Please continue with question 20)
< > No

20. Why not?
=>

21. Please let me hear some of your criticisms / improvements.
=>

22. Have you ever thougt about creating your own user interface elements /
widgets?
< > Yes
< > No (Please continue with question 27)

23. Have you implemented own widgets?
< > Yes
< > No (Please continue with question 25)

24. How much time did it take?
< > Too much
< > Much
< > More or less
< > Little
< > Verry little

25. Will you develop other widgets again?
< > Yes
< > No

26. Would you use a tool that supports the design of own user interface
elements?
< > Yes
< > No (Please continue with question 27)

27. How often would this tool be used?
< > frequent
< > ...
< > ..
< > .
< > sometimes

28. To what extent do you consider or test the esthetic appeal of your
program(s)?
< > a great deal
< > ...
< > ..
< > .
< > none at all

29. Typically, what proportion of your time spent on a software development
project is related to interface design?
< > < 20%
< > 20% - 39%
< > 40% - 59%
< > 60% - 79%
< > >= 80%

30. What guidelines do you use/consider?
[ ] none
[ ] Apple, Inc.:

Macintosh Human Interface Guidelines
[ ] Commodore, Inc.:
Amiga User Interface Style Guide
[ ] GO Corporation:
PenPoint User Interface Design Reference
[ ] IBM:
SAA Common User Access Basic Interface Design Guide
[ ] IBM:
SAA Common User Access Advanced Interface Design Guide
[ ] IBM:
Object-Oriented Interface Design:
IBM Common User Access Guidelines
[ ] Microsoft Corporation:
The GUI Guide:
International Terminology for the Windows Interface
[ ] Microsoft Corporation:
The Windows Interface: An Application Design Guide
[ ] NeXT Computer, Inc.:
NeXTSTEP User Interface Guidelines (Release 3)
[ ] Open Software Foundation:
OSF/Motif Style Guide
[ ] Sun Microsystems Inc:
OPEN LOOK Graphical User Interface Application Style Guidelines
[ ] Sun Microsystems Inc:
OPEN LOOK Graphical User Interface Functional Specification
[ ] X/Open Company Ltd. (Hewlett-Packard, IBM, Sunsoft Inc. & USL):
Common Desktop Environment: Functional Specification
(Preliminary Draft)
[ ] other (please name):
=>

31. Which readings concerning the development of Human Computer Interfaces
and human factors do you consider?
[ ] none
[ ] Baecker, Ronald et al (Ed.):
Readings in Human-Computer Interaction: Toward the Year 2000
[ ] Baecker, Ronald et al (Ed.):
Readings in Human-Computer Interaction:
A Multidisciplinary Approach
[ ] Bass, Len; Coutaz, Joelle:
Developing Software for the User Interface
[ ] Brown, C. Marlin:
Human-Computer Interface Design Guidelines
[ ] Card, Stuart K.; Moran, Thomas P.; Newell, Allen:
The Psychology of Human-Computer Interaction
[ ] Carroll, John M.:
Designing Interaction
[ ] Dix, Alan; Finlay, Janet; Abowd, Gregory; Beale, Russell:
Human- Computer Interaction
[ ] Foley, James D.; van Dam, Andries; Feiner, Steven K.;

Hughes, John F.:
Computer Graphics: Principles and Practice (2nd Edition)
[ ] Heckel, Paul:
The Elements of Friendly Software Design
[ ] Helander, Martin (Ed.):
Handbook of Human-Computer Interaction
[ ] Hix, Deborah; Hartson, Rex:
Developing User Interfaces:
Ensuring Usability Through Product and Process
[ ] Kantowitz, Barry H.; Sorkin, Robert D.:
Human Factors: Understanding People-System Relationships
[ ] Laurel, Brenda:
Computers as Theatre
[ ] Laurel, Brenda:
The Art of Human-Computer Interface Design
[ ] Lewis, Clayton; Rieman, John:
Task-Centered User Interface Design: A Practical Introduction
[ ] Marcus, Aaron:
Graphic Design for Electronic Documents and User Interfaces
[ ] Martin, James; Chapman, Kathleen Kavanagh; Leben, Joe:
Systems Application Architecture: Common User Access
[ ] Mayhew, Deborah J.:
Principles and Guidelines in Software User Interface Design
[ ] McCormick, Ernest J; Sanders, M. S.:
Human Factors in Engineering and Design
[ ] Meister, David:
Human Factors Evaluation and Testing
[ ] Nielsen, Jakob:
Usability Engineering
[ ] Norman, Donald A.:
Things that Make us Smart
[ ] Norman, Donald A.:
The Psychology of Everyday Things
[ ] Norman, Donald A.; Draper, Stephen W. (Ed.):
User Centered System Design:
New Perspectives on Human-Computer Interaction
[ ] Olsen, Dan:
User Interface Management Systems: Models and Algorithms
[ ] Rubinstein, Richard; Hersh, Harry:
The Human Factor: Designing Computer Systems for People
[ ] Salvendy, Gavriel (Ed.):
Handbook of Human Factors
[ ] Shneiderman, Ben:
Designing the User Interface:
Strategies for Effective Human-Computer Interaction
(Second Edition)
[ ] Smith, Sidney L.; Mosier, Jane N.:
Guidelines for Designing User Interface Software
[ ] Thimbleby, Harold:
User Inteface Design

[ ] Tognazini, Bruce:
TOG on Interface
[ ] other (please name):
=>

32. I am interested in the evaluation results of this survey:
< > Yes, please send me the results.
< > No, I am not.

-=<cut here>=-
All questions answered?
Then please return via email to
dammert@informatik.uni-stuttgart.de

Thank you for your time

J. Dammert

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

4143. Re: Info on Falcon towers needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 08:32:32 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2t1bb0$297@hpsystem1.informatik.tu-muenchen.de>
Source record: 185895

In article <2sk4ao$a0v@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
|> I'm looking for information on tower cases for the Falcon. I`ve seen a
|> couple of firms selling such things in STComputer, but there is never
|> close to enough information in those adverts.

[can't answer the other points]

|> - Can BlowUP030 be fitted inside?

BUT:
BlowUP030 can be included in a tower like the TEAM-Tower.
But more important:

There is a tower-version of BlowUP030 Hard I availavle since April.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

4144. Code Speed Was: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 09:16:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2df448e8@secom.ct.se>
Source record: 185831

In a message of 06 Jun 94 10:27:45, Roland Spatzenegger wrote:

```
RS> moveq #200,d1
RS> paint_it:
RS> add.wd3,d4
RS> addx.wd2,d5;Texture Offset
RS> move.w(a4,d5.w),(a0);Upper texture Part +move to screen
RS> add.la2,a0;add #320,a0
RS> dbrad1,.paint_it
```

Try:

```
moveq #200,d1
.paint_it:
addx.l d2,d5 (This requires a swap after the DIV)
move.w (a4,a5.w),(a0)
lea 320(a0),a0 (You cannot use another add since the addx won't work)
dbf d1,.paint_it
```

(I don't see why you're adding a2 to a0, I don't .. ;)

..it's also faster to do it horisontally, and use (a0)+ above instead of the lea ...

Using only addx.l instead of add.w/addx.w will yield a VERY small error (think about it!) but it's NOT noticeable ... I've used this engine in my own Wolf/Doom clone (on which I'm doing nothing since I now have a PC instead of my Falcon ..). Using only addx.l means also you cannot use another add or sub in the loop, since that'll screw up the x-flag.

I hope it's understandable, please Email me if you don't get it to work.

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

4145. Re: disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 09:17:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2t1dut$ggp@golem.wcc.govt.nz>
Source record: 185900

In article <CqzHFu.D3A@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>Martijn Dekker (mdekker@fwi.uva.nl) wrote:
>: hi.
>
>: i want to optimize my harddisk. is there a freeware available that does
>: this ? (i have a ST)
>
>There is a Shareware one called ST Tools.....looks a lot like File
>manager under Windoze, and PC tools. Has loads of features, and allows
>optimisation.

The best that I have used is Ataries Checkdisk 3, you will find this on many FTP sites, also a Frence one called Zorg134.lzh, this I have no tested, but its on A.A.

Note: you must do a clean up of your hard drive befor you try and optimize your hard disk or you can end up loosing some files...

I only use ICD's CleanUp for this....

Checkdsk3 has never caused a problem with any of my hard drives, a can recommend it some 100%..

>Danny.

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4146. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 09:19:33 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2t1e35$6h9@dunlop.cs.strath.ac.uk>
Source record: 185899

In <1994Jun6.220453.7645@abo.fi>, THIETAVUO@FINABO.ABO.FI writes

>> In message <2si10l$q5g@dunlop.cs.strath.ac.uk>, rgibson@cs.strath.ac.uk said:
>> >
>> >Does anyone out there use Calligrapher Professinal ?
>> >
>> >I am thinking of buying it and could do with a few opinions first from
>> >people who have used it.
>>
>> If you're getting the ST Review offer than it's fine, otherwise Papyrus
>> will be a much better choice.
>
>Do not buy Calligrapher (any version) if you own a Falcon, or have plans to get
>one... That program is so damn buggy that you'll lose your mind! On ST it
>works rather nicely, even if slowly. Accelerators recommended! Basically it is
>a good program with tons of features. If they only had finished it.. ;-(

I was actually planning to buy a Falcon fairly soon.

What's the problem with running it on a Falcon ?

I see that the other thread seems to have diverted to Papyrus ;-)

Does anyone know the cheapest UK price for Papyrus, are there different
versions of that available and does it run on the Falcon OK ?

Any comments ..... ?

Ronnie
---
rgibson@cs.strath.ac.uk

4147. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 09:37:42 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-EFHWDGUQ@albemuth.equinox.gen.nz>
Source record: 185778

In <1994Jun5.030506.9740@emba.uvm.edu> Moshe Braner wrote :

>Try MicroEMACS. Or better yet, my derivative of it, called GNOME.
>(Generally Not the Original Micro Emacs ;-) (Not to be confused
>with the much larger "microEMACS" programs that grew out of the
>original small microEMCAS.)
>
>GNOME is one small self-contained executable (about 55K, 35K after
>compression with Packer :-) with built-in brief help. The best
>part is that I use the same editor on MS-DOS and UNIX. The
>source code is about 220K, in C.
>
>Won't display 80 columns in low-res, though. Sorry. Will do 40 columns
>with the rest of the lines off screen, and you can scroll horizontally.

This sounds interesting. Can you point me to any FTP site with
an Atari Binary on it??

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4148. Re: Remote EMACS

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 09:40:06 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-EFHWDGUT@albemuth.equinox.gen.nz>
Source record: 185777

In <2ss769$vp@freenet.hut.fi> Matti Koskimies wrote :

>
>Is there any remote EMACS version that'd be suitable for a BBS, that is,
>hasn't got the possibility to access files remote? If so, please tell me
>on which ftp site I could find it. Thanks.

There is a version available but I don't know of a FTP site for it. I
saw it on the Gemini CD-ROM. I guess that means it could be available
from Genie though!

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

4149. GEM-list changes

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 10:11:05 UTC
From: lexicor@cs.bu.edu
Message-ID: <2t1h3p$3p2@news.bu.edu>
Source record: 185805

1st June 1994

Dear List Subscribers,

As it appears and as most of us had expected, it is extremely
difficult to cut down the volume of the Mail on gem-list, I will therefore
kindly ask all member of the gem-list to digest their mail.

In other words, read the mail and then respond to 4-5 different
people in one mailing to the list, this will make it a lot easier to read
and handle, especially for people who are on Mausnetz.

4th June 1994

Dear List Subscribers,

I have discussed with several people on the topic of how to cut
down mail and make the list much more manageable. Thankfully the volume of
Mail has indeed been cut down to an average of 15 or less messages a day,
as supposed to 40+ messages a day. However we were considering the fact
that there will be many more members on this list at a later time, and that
the messages per day will probably exceed the quota of other email services
(maus or commercial services who pay extra for internet email).

We have decided to only talk about one specific topic, and
that all other topics be currently set aside. Proposals for a new
discussion topic should be sent to gem-list-proposal@lexicor.com, with
a reasonable text on discussion and/or justification. The new proposals
will then be queued and as soon as one topic has been discussed and decided
upon, the next proposal will be released.

It is upto the person who has made the proposal to decide when it
is a good time to make the list approve of the proposed standard. Although
we haven't agreed on how this should be decided, I am always looking
forward to new suggestions, so far it might look like that we have to vote
on certain issues.

It is essentially upto the list members to decide on certain
points, and most of us expect that this can be done in a reasonably timely
fashion, in other words it doesn't help if we talk about one issue for
several months, it should only take a few weeks at the most.

Once a certain topic has been agreed the results will be posted
on all services available in an on-line magazine fashion.

Sincerely,

Yat Siu

ps: suggestions, improvements, thoughts please email to
gem-list-admin@lexicor.com. To join email majordomo@world.std.com with the
body subscribe gem-list email.address

4150. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 10:12:51 UTC
From: avg@cwi.nl
Message-ID: <Cr0v1G.BJE@cwi.nl>
Source record: 185803

>>That's not the point, and why should I waste the time? The point is this:
>>Why bother CREATING a newsgroup that will get precious little traffic? I
>>acknowledge the many existing newsgroups that get little or no traffic;
>>yes, they should be removed (IMO), but I'm not gonna bust my ass over it.
>>But to CREATE a newsgroup that will be devoid of postings...That's
>>something else entirely.

One of the good aspects of an announce group is that its index is
rarely longer than one page! This group is not created to produce
more net traffic, but to keep things organized and easily surveyable.

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>You would improve a lot if you simply interted "I think" or "It is my opinion
>that" in front of much of what you say, instead of bandying your ideas as
>facts.

I find this nonsense (IMHO; for who knows a psychologist may prove
that I don't find it nonsense at all). I think that would mean
that I think I'd have to write ``I think'' before every sentence I ever
think I write. I think.

I keep thinking: What's the point of personal communication if people
simply exchange plain facts?

Of course, you may find that this is entirely my opinion. You might
think that. I couldn't possibly comment.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4151. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 10:17:12 UTC
From: hallvart@ifi.uio.no
Message-ID: <2t1hf8$bj3@kolsaas.ifi.uio.no>
Source record: 185802

In article <2svdo3$osq@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
> Has anyone tried the DIY overscan modifiction on their ST, I'm talking about
> the overscan.zip and/or overscn3.(something) that can be found at various
> atari archives.
> If anyone has tried it can you please contact me (either as a follow up to
> this or by email) and tell me the results, ie, does it work? how hard is it to
> do? any problems with software? etc.
>
> Cheers,
>
> Andy.

I'd like to know about this too- I downloaded the files, and the overscan program(s) only seem to work with older STs- I have an STE with TOS 2.06.
Anybody got any experience with this?

Hallvard, Oslo, Norway

4152. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 10:19:50 UTC
From: avg@cwi.nl
Message-ID: <Cr0vD3.Bnt@cwi.nl>
Source record: 185804

P.A.Booth@bradford.ac.uk (Paul Booth) writes:

>Yep, tempus II is brilliant, I think one of the magazines has just given
>it away for free but I could be wrong. Don't know.

But it won't help the original poster, as Tempus II, AFAIK,
cannot display 80 columns in Low Rez (it probably even refuses to
run in ST Low). Needless to say Edith does provide a way out
here :-)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4153. DVS-sample-format

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 10:51:05 UTC
From: di3dah@fonda.adbutb.hks.se
Message-ID: <1994Jun7.105105.4764@gdunix.gd.chalmers.se>
Source record: 185814

Does anybody know how DVS-packed-sample format looks like?

--
\|/
@ @
------------------oOO-(_)-OOo---

CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST

4154. Re: AGT Adventure Games on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 11:03:54 UTC
From: dwatson@liverpool.ac.uk
Message-ID: <Cr0xEJ.Kx9@liverpool.ac.uk>
Source record: 185808

In article <1994May29.153717.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
> AGT is an adventure game development system to make text adventures that look
> similar to TADS and Infocom games. It works fine on my ST, but the
> "enter command" prompt is supposed to be at the bottom of the screen, and it
> always gets put at the top of the screen on my Falcon. This makes the games
> basically unplayable.
> A while ago I did something that made the games work properly (like taking off
> certain accessories, or using a certain setting in Backwards) but I can't seem
> to duplicate whatever it was I did to fix it.
> Has anybody else had this problem and found a solution?
>
It sounds like this is due to the bug in the Falcon's VT52 emulation - I can't
remember for certain, but I think the restore cursor position function
does a Home cursor instead. The fix is to use NVDI - its not cheap, but if
you're using a Falcon its worth it anyway, as it'll make your Falcon's screen
display several times faster

Kev

4155. Re: Value of BlowUP Hard 1

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 11:11:22 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2t1kkq$5k9@hpsystem1.informatik.tu-muenchen.de>
Source record: 185806

In article <2soqrt$snr@sun.cais.com>, scotty@cais.cais.com (Scott Chilcote) writes:

|> BlowUP calls MS1: it has a horizontal scanning range of 15 to 36 KHz.
This monitor-type showed as being better with Hard II as you can lower the
Pixel-Clock and get a (lower quality) resolution this way.
BUT: You can use it with the Hard I as well. -> Increase the left and right
margins so that the LINEFREQUENCY (kHz) gets into the range useable on
your monitor.

|> BlowUP
|> also refers to MS2 monitors, which have a range of 30 to 50 KHz. I'm starting
|> to believe that since I don't have an MS2 monitor, I'll never get any use
|> from the hardware in this product. If that's the case, I could have easily
|> saved over thirty dollars, and let someone who could use this connector buy
|> it! Why else, in the dozens of preprogrammed configurations, would there be
|> *none* that provide a stable image using the 50 MHz pixel clock?
There are stable resolutions for those multiscans, too.
Select [SVGA]-button. Choose a resolution from the [LOAD CONF]-List, press [OK]
Back in the main-menue you will see if the resulting frequencies match the
abilities of your monitor. BUT: there are monitors that do not syncronize
linarly over the whole range (e.g. NYTECH, SAMSUNG). Then you have to optimize
the margins (be sure to switch to [MS1/2]-Mode first).

|>
|> I note that the documentation recommends using the 16 color modes and below
|> only with the 50 MHz pixel clock, but this has not helped at all.
It's no recommandation it's a restriction of hte Falcon bus-system (It can't
go past 34MHz - in unaccelerated Falcons)

For forther questions please contact me or your distributor.
(UK: System Solutions, U.S.A.: Lexicor, France: Application Systems Paris
Sweden: COPSON Data)

If one Product is not available please ask us too, so that we can correct
it, if it is a fault of the distributor.

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

4156. Re: Value of BlowUP Hard 1

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 11:16:03 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2t1ktj$5pf@hpsystem1.informatik.tu-muenchen.de>
Source record: 185807

In article <1994Jun6.092423.16127@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> Indeed, I wish I had bought Hard 2 instead of Hard 1; I need an in-between
|> pixel clock rate to get square pixels with my monitor. Instead, I have
|> an odd aspect ratio when using BlowUp.
No. It is also possible to change the pixel-ration by increasing the left and
right margins (to make them taller)

|> Unfortunately, no supplier
|> (including Systems Solutions) had, or knew when they could get, Hard 2
|> at the time.
There were problems with the dilivery of Hard II in 4/93 and at the begining
of this year, thats true.

--
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

4157. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 11:17:42 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2t1l0m$cbl@infa.central.susx.ac.uk>
Source record: 185809

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

: In article <2svdo3$osq@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
: > Has anyone tried the DIY overscan modifiction on their ST, I'm talking about
: > the overscan.zip and/or overscn3.(something) that can be found at various
: > atari archives.
: > If anyone has tried it can you please contact me (either as a follow up to
: > this or by email) and tell me the results, ie, does it work? how hard is it to
: > do? any problems with software? etc.
: >
: > Cheers,
: >
: > Andy.

: I'd like to know about this too- I downloaded the files, and the overscan program(s) only
: seem to work with older STs- I have an STE with TOS 2.06.
: Anybody got any experience with this?

: Hallvard, Oslo, Norway

I guess I should have mentioned in my first post that I have a 4meg STE, TOS 1.62 with a 160M HD, SM124 mono monitor, and of course a TV. So I want the overscan to be compatible with my system. So, again, if anyone out there has a similar set up (ie Tos version and memory and STE) and has tried the overscan DIY upgrade, please mail me. Please?

Andy
--
Ah! To be young and insane.
- The Dream Team

4158. Multitasking with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 11:18:48 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2t1l2o$cbn@infa.central.susx.ac.uk>
Source record: 185810

I'm sure that some bright spark out there can help with this.

I have GCC v2.5.8 running nicely on my 4Mb STe + HD using GULAM (fine prog that it is) as my CLI. I also use EVEREST editor, the best that i've seen (promise to register today!)

Having installed MTOS on my machine, i thought that it would be nice to have an editor window and a CLI window to program with.

The problem with this is that gulam takes control of the mouse and therefore i am unable to top the editor window without quitting gulam. I've tried a couple of other CLIs but to no avail - either i couldn't get GCC to work properly, or i had the same or similar problem.

I then tried GENEVA - but this being little more than a task switcher, seems to allow the CLIs i've tried to lock the system until i free the TOS window the cli runs in.

I thought that the proble here might be the GNVA_TOSRUN.prg so i tried TOSWIN14 but this needs MiNT.

Anyone any suggestions??

Please don't suggest BASH shell 'cos i ain't got the energy, or disk space, to install it.

Steven (kaps3@central.susx.ac.uk)

4159. Re: Value of BlowUP Hard 1

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 11:31:37 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2t1lqp$61u@hpsystem1.informatik.tu-muenchen.de>
Source record: 185812

In article <2df2e92c@secom.ct.se>, rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
|> Hard-I is *NEVER* better than Hard-II ... Hard-II can do ANYTHING Hard-I can
|> do, and MORE.
Hard II always occupies the STE-Port (needed for new controllers)
Hard II (like the other ScreenEnhancers for the F030 connecteed to the
STE-Port) come very close to the ROM-port
-->problems with DONGLES reported by musicians

Hard I gets the joystick (or mouse-port) out from under the F030
Hard I has a TOWER-version (only with a thin cable to +5V)
Hard I is available in the MOUSE-version (+30DM)

So everybody has to decide what's best for him.

|> If you had bought Hard-II, you could choose a pixelclock from 33Mhz and up to
|> 51.5Mhz in 0.6 Mhz steps. (or if it's 0.3Mhz, I don't remember)

The range from 33.5 to 34MHz is the only useable range that gives better
results (on H2 better than H1) --- ONLY for 256col and TC (~5% better
resolution or scanrates).

The range from 34 to 49.9MHz is useful for monitors that don't accept high
linefrequencies (kHz) in low resolutions.
CORRECTION: might be corrected by increasing left and right margin.

50.1 to 51.5MHz showed problems on some F030s -- so it's only sometimes useful.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

4160. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 11:42:28 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2t1mf4$6r4@clss3.bangor.ac.uk>
Source record: 185815

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
: I guess I should have mentioned in my first post that I have a 4meg STE, TOS
: 1.62 with a 160M HD, SM124 mono monitor, and of course a TV. So I want the
: overscan to be compatible with my system. So, again, if anyone out there
: has a similar set up (ie Tos version and memory and STE) and has tried the
: overscan DIY upgrade, please mail me. Please?

: Andy
: --

I believe overscan cannot be used with STEs, only the the older ST(fm)s.
You need to do some soldering to certain areas which are inaccessable on
STEs.

Correct me if I'm wrong !!

Dylan

4161. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 12:11:01 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Jun7.121101.18471@cc.ic.ac.uk>
Source record: 185811

in article <2t0fqo$95u@mailer.fsu.edu>, Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
:[...]
:Also, is it not the case that baud and bits/sec are equivalent? I always
:thought the terms were interchangable, and my Webster's Handy College
:Dictionary seems to agree with me (not the most magnanimous of tomes,
:I admit).

They are not really the same thing. I think baud is the number of signal transitions per second, or something like that. I seem to remember you can't get faster than 2400 transitions/s on normal phone lines, and you get higher bps rates by the way that the encoding is done.

That said, most people (including me) use baud and bps interchangably. Only real pedants don't, but there are plenty of those on USENET :) .

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4162. Re: anyone know of an img to postscript converter

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 12:16:10 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2t1oealNN12c8@sat.ipp-garching.mpg.de>
Source record: 185821

Ben Townsend (cc7bjt0@buc.edu.au) wrote:
: Does anyone know of a utility to convert img files (gem image bitmaps)
: to a postscript printable format, ie for printing from unix or dos machines.

It's probably a bit complicated but if you can't find anything else:
- include your GEM image into a TeX file
- print TeX file to disk via dvips
That's it.

Unfortunately you need to know a bit about TeX, so if there is an easier
way, try it first.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4163. ANNOUNCING v. 0.24 of Okami Newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 12:38:50 UTC
From: josdb@xs4all.hacktic.nl
Message-ID: <2t1ppc$glb@news4all.hacktic.nl>
Source record: 185813

ANNOUNCING version 0.24 of the Okami Newsreader (aka O)

```
OOOO
OO  OO  O K A M I
OO  OO
OO  OO  N E W S R E A D E R
OOOO
```

Author: Wolfram R&#65533;sler @ AC2
<wr@bara.oche.de>
Augustastr. 44-46
D-52070 Aachen
Tel. 0241-534596

The program will be available soon on sally.informatik.rwth-aachen.de
/pub/atari/uucp/o_024.zip.

O can be used free from charge by those people who, against all odds,
believe that it is possible for PD software to be excellent, reliable
and bug-free. It is "Snobware", in the sense that people who look down
on free sofware and are too haughty to believe that it can be
excellent, reliable, etc., but still want to use O (because it is
excellent, reliable, etc.), will have to pay their dues in the form of
a contribution to a Human or Animal Rights organisation, or any public
charity institution.

O has the following features:

- multi-window user interface
- up to 256 windows (if the operating system can handle them)
- newsgroup folds - file browser
- semi-automatic PGP interface
- regular expression or string search
- built-in uuencode, uudecode, btoa, atob
- multi-volume message to file save
- built-in metric conversions
- thread walking
- pseudo newsgroup for outgoing messages (Outbound)
- pseudo newsgroups for mail and mail-archive
- built-in Mausnet support
- user-definable command-oriented keyboard layout
- configurable on-screen text effects
- configurable on-screen TEX conversion
- command shell interface
- user-definable quoting style
- cancel-message generation

- super smart signature system
- Hall of Fame (read all about it in the docs how to get in there!)

For those who can: please forward this message to comp.sys.atari.announce

4164. Re: disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:04:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2t1r9r$ip8@percy.cs.bham.ac.uk>
Source record: 185816

anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>In article <2sv38p$59t@turing.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>>hi.
>>
>>i want to optimize my harddisk. is there a freeware available that does
>>this ? (i have a ST)
>
>
> There was a defreg/optimizer with DLII I believe (called REORG.PRG
>I think), but it's older software, so I cannot attest to its
>abilties or robustness, but I suppose it's something to look for
>(DLII is at atari.archive.umich.edu and other FTP sites)...
>

It is unreliable - development of it stopped before even Big GEM (BGM)
partitions were invented!!

Try the 'zorg' program instead, it is new and I haven't tried it (I
use Minixfs anyway). It is also at a.a (AFAIK).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4165. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:09:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2t1rit$irm@percy.cs.bham.ac.uk>
Source record: 185817

rgibson@cs.strath.ac.uk (Ronald Gibson CS91) writes:
>In <1994Jun6.220453.7645@abo.fi>, THIETAVUO@FINABO.ABO.FI writes
>What's the problem with running it on a Falcon ?
>

It doesn't work :-)
Well, it doesn't work unless you are in ST high resolution mode...

>I see that the other thread seems to have diverted to Papyrus ;-)
>
>Does anyone know the cheapest UK price for Papyrus, are there different
>versions of that available and does it run on the Falcon OK ?
>
>Any comments ..... ?

The official UK price is 129.95 GBP, but it isn't quite available yet
from Hisoft. There is only one version (one size fits all), which is
Papyrus Gold. It runs on the Falcon fine. It runs on the TT better :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4166. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:13:47 UTC
From: bart@cwns4.INS.CWRU.Edu
Message-ID: <2t1rqb$9lg@usenet.INS.CWRU.Edu>
Source record: 185818

In article <2t1l0m$cbl@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk
(Andrew Collington) writes:
> Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
>
> : In article <2svdo3$osq@infa.central.susx.ac.uk>,
andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
> : > Has anyone tried the DIY overscan modifiction on their ST, I'm
talking about
> : > the overscan.zip and/or overscn3.(something) that can be found at various
> : > atari archives.
> : > If anyone has tried it can you please contact me (either as a
follow up to
> : > this or by email) and tell me the results, ie, does it work? how
hard is it to
> : > do? any problems with software? etc.
> : >
> : > Cheers,
> : >
> : > Andy.
>

I tried it on a mega and failed. I resoldered the thing several times, but
it never actually worked. Sometimes the drivers would load, but the hardware
stayed in the normal mode.

4167. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:15:45 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994Jun7.131545.4737@t.hfb.se>
Source record: 185819

```
In article ppc@mother.usf.edu, millert@undergrad (Timothy Miller) writes:
>Daniel Hagg - HFB T ep93 (ep93dha@t.hfb.se) wrote:
>
> : > You should have paid attention to the thread. If you COMPLETELY unroll the
> : > loop, then you're wasting time and memory. But PARTIALLY unrolling the loop
> : > makes significant speed increases.
>
> : This is WRONG!
> : Because in this example:
>
> : loop: move.l (a0)+,(a1)+
> : dbra d0,loop
>
> : the "dbra d0,loop" instruction will take 0 (zero) cycles to execute.
>
>I don't care about YOUR logic of the situation when the hard experiemental
>results show differently. I copied the same 128k block 20 times to different
>places in memory, and I timed it using the 200hz system timer. The unrolled
>loop showed to be appreciably faster.
>

Please, try to understand. I have tested this!
I don't know how you have done your testing, but you are getting
the wrong results! If you still want to convince me then mail
me your testing-program, otherwise let's end this thread.

/
/ Daniel
The Gambler of New Core
ST/STE/F030 game/demo programmer.
New Core - Coding for fame.
```

4168. Re: New group allready installed?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:28:46 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2t1smf$ok@fbi-news.informatik.uni-dortmund.de>
Source record: 185820

Hi All

Today the new group was installed on our server, too!!

Thanks for answers!

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

4169. For Sale: Atari Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:43:45 UTC
From: rrognlie@netcom.com
Message-ID: <rrognlieCr14sx.Ez9@netcom.com>
Source record: 185827

I have an old Atari 520ST w/ 1 MB RAM (One of the first ST's made 8^))

Various Software including:
Megamax C compiler.
Hexx (Game)

30 MB hard drive.

Broken Color monitor. (Sorry. It got dropped during a move 8^( )

Make me an offer. It's just collecting dust now...

E-Mail Preferred.

Richard (The Atari was a fine machine, but their marketing sucked) Rognlie
--
| /\/\/\ | Richard Rognlie / Sr. Computer Analyst / PRC Inc. / McLean, VA
| / \ \ \ | E-Mail: rrognlie@netcom.com *or* rognlie_richard@prc.com
| \ / / / | Phone: (Home) (703) 361-4764 (Office) (703) 556-2458
| \/\/\/ | (Fax) (703) 556-1174

4170. GENEVA

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:56:53 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2t1ub5$eke@infa.central.susx.ac.uk>
Source record: 185825

Anyone use this multitasking software???

Know of any alternatives to the supplied GNVA_TOSRUN program that agrees
with TCSH shell, or okammi shell since i get some bombs.

TOSWIN14 doesn't work - it needs MiNT

kaps3@central.susx.ac.uk

4171. Re: AGAIN: MAKE.MONEY.FAST

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 13:58:24 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <Cr15HD.MK@mach1.wlu.ca>
Source record: 185824

Mailbombs may be in order ;] Why doesn't everyone in the group send him mail (even reroute it through anon services) to his account continually until he gives up? That would irratate me enough to cease and desist!

dr nightmare

4172. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 14:00:29 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Jun7.140029.2476@cs.joensuu.fi>
Source record: 185826

Lexicor@world.std.com (ysiu@lexicor.com) writes:

>Also as always, many programs are a matter of agreement with the user, I know
>several people who cannot work with Calamus and love Pagestream, on the other
>hand I know plenty people who much prefer Calamus, mostly programs are a
>matter of preference and of what you expect of it. IMO if you have a
>1040 ST don't use Calamus *grin* OR DA's DTP System, as they will run at
>a terribly slow speed, and even though Pagestream is not a speed wiz, it is
>more suitable for B/W work.

Umm. i have used Calamus 1.09N (of course b/w) and some of the Pagesterams
earlier versions. And what I must say is that Calamus (even that earlier
verion) is enough innovative and easy to use for a that kind of work.

Though SL version is good enough for a pro DTP work. Pagestestream is not.

Ville

4173. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 15:08:55 UTC
From: Lexicor@world.std.com
Message-ID: <Cr18qw.F4z@world.std.com>
Source record: 185828

In article <1994Jun7.140029.2476@cs.joensuu.fi>,
Ville Hautam{ki <villeh@cs.joensuu.fi> wrote:
>Lexicor@world.std.com (ysiu@lexicor.com) writes:
>
>Umm. i have used Calamus 1.09N (of course b/w) and some of the Pagesterams
>earlier versions. And what I must say is that Calamus (even that earlier
>verion) is enough innovative and easy to use for a that kind of work.
>
>Though SL version is good enough for a pro DTP work. Pagestestream is not.

In regards to black and white I don't think you need SL, 1.09 was made for
B/W systems *grin*, however in regards to you comment about pro DTP work
you might find some disagreement, I think Pagestream is professional enough,
and actually should be compared more to 1.09, I am unaware of the price
differences though...

DA's Complete DTP system should be compared with SL IMHO

Cheers

Yat

>
>Ville

4174. PAD

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 15:42:21 UTC
From: mkosk@freenet.hut.fi
Message-ID: <2t24gt$gfg@freenet.hut.fi>
Source record: 185829

I saw the review of this programme in STF some time ago. I haven't
been able to find it though. Could someone please upload it to
atari.archive.umich.edu?
--

____
Matti Koskimies : Blessed are they that run around in circles, :
mkosk@freenet.hut.fi : for they shall be known as wheels. :
matti.koskimies@mpoli.fi :____:

4175. Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 16:01:59 UTC
From: djs@jet.uk
Message-ID: <1994Jun7.160159.26538@jet.uk>
Source record: 185832

Time for me to get home machine connected up: Novatech are offering Sportster 14.4 fax modems at 129 GBP. This sounds like a good deal, anyone got any comments on the suitability of this modem? (The Fax facilities aren't particularly important to me, but that sounds like a good price for a fast-ish data modem).

Which is the best Falcon-compatible comms s/w (terminal emulator, file transfer etc)? I'm be getting onto CiX if that makes any difference!
A freebie is preferred, but I'll buy the s/w if necessary.

Thanks in advance for any advice...

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4176. Re: anyone know of an img to postscript converter

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 16:03:19 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2t25o7$iq@mailer.fsu.edu>
Source record: 185830

Ben Townsend (cc7bjt0@buc.edu.au) wrote:
> Does anyone know of a utility to convert img files (gem image bitmaps) to a postscript printable format, ie for printing from unix or dos machines.

> Please e-mail me if you know of anything like this

You can do it with Pagestream simply by importing an IMG and printing
Postscript to disk.

I am pretty sure there is an img2ps out there somewhere, but this is all
that is on the atari.archive.umich.edu archive:

degas2ps.arc 65 Degas to post script converter.
1stw2ps.arc 53 First word to post script convertor
gem2ps.arc 80 Gem => post script (and back I'd bet)
mfps.arc 80 Metafile -> postscript converter (sameas gem2ps)

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4177. Re: disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 16:07:06 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.7.00101E73@edi.ngate.uni-regensburg.de>
Source record: 185822

>Try the 'zorg' program instead, it is new and I haven't tried it (I

It seems to be quite good, but it's only in French and I don't speak it :-((

bye,
Rainer

4178. Re: anyone know of an img to postscript converter

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 16:11:58 UTC
From: ceebsm@cscd4c19.caledonia.hw.ac.uk
Message-ID: <Cr1Bny.4xH@cee.hw.ac.uk>
Source record: 185834

In article <2t1oeaINN12c8@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>
>Ben Townsend (cc7bjt0@buc.edu.au) wrote:
>: Does anyone know of a utility to convert img files (gem image bitmaps)
>: to a postscript printable format, ie for printing from unix or dos machines.
>
>It's probably a bit complicated but if you can't find anything else:
>- include your GEM image into a TeX file
>- print TeX file to disk via dvips
>That's it.
>
>Unfortunately you need to know a bit about TeX, so if there is an easier
>way, try it first.

Correct me if I'm wrong but couldn't a DTP package be used instead of LaTex?
I'm sure Fleet Street Publisher can do this, so I'd think most others can.
Alternatively you could convert the IMG file to a graphics format readable
on the UNIX/dos machines and then convert it to a postscript from there.

Gemview can convert IMG files to many different formats readable on XV for
UNIX. XV can output Postscript files so there's one way. Maybe even the
registered version of Gemview can save Postscript?

Just some ideas...

Barry
ceebsm@clust.hw.ac.uk
ceebsm@caledonia.hw.ac.uk
--

4179. New address.

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 16:33:44 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771006824snz@nest.demon.co.uk>
Source record: 185756

Just to let everyone know that for all Internet work I now have a new mailing address, dbrewood@nest.demon.co.uk. The older address on CIX is still active, but a faster response will be given using the Demon address.

Daron

--

```
+-------------------------------+--------------------------------------+
| .---. Atari .-----------|Post....: Daron M. Brewood |
| / \ __ / ------ | 7, Crescent Road, Portwood, |
| / / \( )/ ----- | Stockport, Cheshire. SK1 2QG|
| ////// ' \/ ` --- | United Kingdom. |
| //// / // : : --- |Fax.....: +44 (061) 429-9803 |
| // / / /` '-- +--------------------------------------+
|// //..\\ |InterNet: dbrewood@cix.compulink.co.uk|
| ====UU====UU==== | : dbrewood@nest.demon.co.uk |
| '//||\\` |NeST....: 90:90/0.1@nest.ftn |
| |AtariNet: 51:500/0.1@atarinet.ftn |
+-------------------------------+--------------------------------------+
| Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD. |
+-----------------------------------------------------------------------+
```

4180. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 16:54:51 UTC
From: TOMM@cms.cc.wayne.edu
Message-ID: <16FCEB5A4S85.TOMM@cms.cc.wayne.edu>
Source record: 185833

In article <2sm48j$k8s@news.delphi.com>
lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>
>Boy, looks like another innoculous statement made by yours truly has
>started a barrage of "you hate Atari" posts. Thanks (for nothing) to the
>dozen or so people who left me hate mail about this topic. You guys
>REALLY have to lighten up and get lives, y'know?
>
>But anyway...I want to make something crystal clear. I'm not enthusiastic
>about a comp.sys.atari.announce group for the reasons I'd already stated.
.... and re-stated ...
>Someone asked for comments, I gave it. Period. Any more questions will be
Period? You give your opinion. Someone disagrees. You repeat your opinion
with _NO_ _NEW_ information. Someone disagrees. YOU repeat. And repeat.
>deviated to dev/null, thankyouverymuch.
>
You should send all your stuff to null.

4181. Blank CD Roms

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 17:21:36 UTC
From: johnm@loose.apana.org.au
Message-ID: <2t2ab1$hqa@loose.apana.org.au>
Source record: 185835

Can anyone advise me where I can get blank CD ROM's and at
what price per 1000?

4182. Notator Users

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 17:32:21 UTC
From: johnm@loose.apana.org.au
Message-ID: <2t2av5$i2t@loose.apana.org.au>
Source record: 185837

I see that there are CUBASE areas out there. Is there a news area
for NOTATOR users??? and does anyone know if there are any ftp sites
that have notator areas. I feel all alone out here!!!! 8-)

4183. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 17:51:13 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <2t2c2h$4as@agate.berkeley.edu>
Source record: 185836

From what I understand, it is correct that Overscan can not be used on STE's. I have is installed on a Mega ST, though, and it works quite nicely. It is a fairly simple modification, and allows a noticibly larger screen image on a standard mono monitor. I think that a multisync can provide an even larger screen.

Doug Tarico
dtarico@ocf.berkeley.edu

4184. Re: Can't get Mega 2 beyond 19k2

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 18:41:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406072041.a7782@pb2.maus.de>
Source record: 185782

At about twenty-five past six, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
wrote:

RS>PLEASE NOTE: NO Atari ST/STE or MEGA ST will run faster than 19200
RS>baud.

MegaSTE's can go beyond 19k2. Just 2 make sure evry1 gets it r8!

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4185. RE: Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 18:41:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406072041.a7787@pb2.maus.de>
Source record: 185783

At about five past twelve, lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud)
wrote:

LEO>Yes, try the German TeleOffice... Very very good fax-software

Yepp, right. However, TeleOffice is payware.

Try JuniorOffice instead, its SHAREWARE and should be available via FTP.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4186. RE: Class 1 Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 18:41:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406072041.a7788@pb2.maus.de>
Source record: 185784

At about twenty past ten, taylord@netcom.com (Doug Taylor) wrote:

DT>I have a class 1 faxmodem but have found no PD software to support
DT>it. COMA202 and HFAX only support 2 and 2.0..

Try to get *JuniorOffice* via FTP. A Class1 driver is included in this
package.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4187. Re: NVDI screen accelerator on

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 18:41:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406072041.a7789@pb2.maus.de>
Source record: 185785

```
TM>Seriously, though, NVDI was SO much more expensive than Warp 9, that
TM>there was no choice in the matter. I bought Warp 9 because I could
TM>afford it.

It's so much more expensive because it's SOOOOO much better... .

*Hendrik*

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!
```

4188. Re: RSC file creators for Falc

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 19:41:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199406072141.a20667@ms.maus.de>
Source record: 185780

In article <2so9tq$i35@news.u.washington.edu>, Jeff Beeghly
(jbeeghly@u.washington.edu) wrote:
>To be quite honest, I just wrote my own popup menu routines. If you use
>the menu_attach() & menu_popup() functions, you're limiting your user
>base (e.g. your program won't be able to run on a ST). Now if you're
>creating something that requires other features that aren't available on
>eariler machines (like 16 & 256 color modes), then this isn't an issue.

My machine isn't a Falcon, but it has 16 & 256 color modes. Falcon sound
and DSP stuff would be a much better example.

4189. Calamus->Postscript

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 19:50:12 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun7.195012.24683@bradford.ac.uk>
Source record: 185841

Can it be done? I've got version 1.09, and I'd like to use the cc's printing facilities by saving it as postscript. Is there a program that will covert a cdk or is it not possible?

Thanks

Paul

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

4190. Re: Notator Users

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 19:57:47 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771019067@Paddington>
Source record: 185839

johnm@loose.apana.org.au (John Moon) writes:

>I see that there are CUBASE areas out there. Is there a news area
>for NOTATOR users??? and does anyone know if there are any ftp sites
>that have notator areas. I feel all alone out here!!!! 8-)

You're not!
There is a mailing list for Notator, Logic and other Emagic programs.
Send mail to majordomo@mcc.ac.uk with the body text
subscribe logic-users

There are something like 60+ people here.

I maintain the Notator / Logic web page if you have web access, the
address is
http://web.city.ac.uk/~cb170/notator.page.html

There is screenshots, features listings, press releases and all the
digests of the mailing list there.

Fokke de Boer, who runs the mailing list has set up file areas for
notator, but currently they are fairly empty, but that should improve in
time (there are several things that I will be putting there shortly).

Welcome aboard!

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4191. Re: New group allready installed?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 20:22:32 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771020552snz@nest.demon.co.uk>
Source record: 185757

Nothing on Demon in the UK so far though.
--

```
==========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
```

4192. Re: disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 20:29:33 UTC
From: djs@jet.uk
Message-ID: <1994Jun7.202933.27666@jet.uk>
Source record: 185848

In <2t1dut$ggp@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <CqzHFu.D3A@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
>>Martijn Dekker (mdekker@fwi.uva.nl) wrote:
>>: hi.
>>
>>: i want to optimize my harddisk. is there a freeware available that does
>>: this ? (i have a ST)
>>
>>There is a Shareware one called ST Tools.....looks a lot like File
...

ST Tools failed to work for me, I kept getting 2 bombs. I know that it's not
freeware, but Diamond Edge really is unbeatable, I think.

>Note: you must do a clean up of your hard drive befor you try and optimize
>your hard disk or you can end up loosing some files...

>I only use ICD's CleanUp for this....
I had problems with files created by cleanup.prg that couldn't be
deleted. Diamond Edge sorted them out for me. 50 quid might sound
like a lot of money, but if you value your data...

Diamond Back 3 is a different story, though; it doesn't like my tape
drive at all.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4193. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 20:31:46 UTC
From: sos@sos.sh.sub.de
Message-ID: <EFHUCEUS1-UP@sos.sh.sub.de>
Source record: 185842

In <1994Jun6.104807.13177@unix.brighton.ac.uk> Allanon wrote :

>Winx 2.3 is out for beta test...but where can it be ftp'd from?

Nowhere.
The beta version is only in a small box in germany available.
It's not allowed to put it on a ftp site.

>Michael

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
****
*** sos@sos.sh.sub.de ***
*** sos@sos.sh.sub.org ***
****
PGP public key available on request.
--

4194. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 20:32:35 UTC
From: djs@jet.uk
Message-ID: <1994Jun7.203235.27807@jet.uk>
Source record: 185849

In <2t1e35$6h9@dunlop.cs.strath.ac.uk> rgibson@cs.strath.ac.uk (Ronald Gibson CS91) writes:
...
>>Do not buy Calligrapher (any version) if you own a Falcon,
>I was actually planning to buy a Falcon fairly soon.
>What's the problem with running it on a Falcon ?
It doesn't like any of the Falcon colour modes, so you would have to keep switching back to mono to run Calligrapher. You could consider Atari Works or Papyrus as alternatives, depending on your needs.

In the UK, HiSoft did a good deal on Atari Works (50 quid for Falcon owners). In some other countries Atari Works comes free with the Falcon.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4195. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 21:27:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406072327.a18566@m4.maus.de>
Source record: 185693

```
>Are there any PD hard disk de-fragmenters that can handle the Falcon's
>IDE drive ?

Atari's good old chap CHECKDISK 3 can.
```

4196. Re: Help with getting MultiTOS to

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 21:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406072340.a18567@m4.maus.de>
Source record: 185694

>boot up it bombs, even with the most barren setup. I think the MTOS
>disk is only setup for floppy usage and the documentation is a joke! It
>even references an "Install prg" to install it to my HD, but that prg is
>not on the disk! So any help would be appreciated! Thanks!

So you got a "Multi TOS boot disk" for no-HD falcons, surprise! That's
what you bought, isn't it?

You have to copy the files to C:\, throw FAKEFLOP.PRG out of your AUTO
folder, modify GEM.CNF and MINT.CNF (in the MULTITOS folder) to reference
C: instead of A: (use any ASCII file editor) and that's it.

bye, Peter

4197. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 21:43:31 UTC
From: howard@harry.lloyd.com
Message-ID: <2t2pm3$c5v@harry.lloyd.com>
Source record: 185843

In article <2t0fqo$95u@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
>I intentionally did not include the MegaSTE in the above list of machines.
>I guess I didn't do it very well . . .
>
>> MBB>this that should be very easy to install. See my other (big) post on
>> MBB>modem stuff for more details. Hope that helps.
>>
>> Nice work, although you slightly mixed *baud* and *bit/s* ;-)
>
>Thanks. I'm surprised that you missed the section that specifically addressed
>the MegaSTE ports, distinguishing MODEM1 from MODEM2/SERIAL2.
>
>Also, is it not the case that baud and bits/sec are equivalent? I always
>thought the terms were interchangable, and my Webster's Handy College
>Dictionary seems to agree with me (not the most magnanimous of tomes,
>I admit).

Nope, in the context of modems baud is not always equal to bits per second. Baud means the number of signalling frequency changes per second; in modems faster than 2400 bps there's more than 1 bit per baud. E.g., in a 9600 bps V.32 modem, the signal rate is 2400 baud, but there are 4 bits per baud. The basic frequencies used are the same as for 2400 bps modems, but instead of just encoding/detecting the presence of the high and low frequencies, the phase of the wave in each time slice is also used. This is some pretty hefty stuff to deal with, which is why high-speed modems only got cheaper after fast DSP got cheap. This is probably also why the NeXT guys only worked up a 2400 bps DSP modem, was probably too hard to reliably decode the phase info for the higher data rates with a 25 MHz 56001.

On a slightly related topic, has anyone else noticed a problem with the MFP_TT driver in the HSMODA package? It seems that setting the port to 19200 in Connect still gives me only 9600 when MFP_TT is loaded.

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

4198. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 21:47:45 UTC
From: howard@harry.lloyd.com
Message-ID: <2t2pu1$c88@harry.lloyd.com>
Source record: 185844

In article <2t2c2h$4as@agate.berkeley.edu>,
Douglas Frank Tarico <dtarico@OCF.Berkeley.EDU> wrote:
%From what I understand, it is correct that Overscan can not be used on STE's.
%I have is installed on a Mega ST, though, and it works quite nicely. It is
%a fairly simple modification, and allows a noticibly larger screen image on
%a standard mono monitor. I think that a multisync can provide an even larger
%screen.

Yes, but not significantly larger. I never did get a full 480 lines
on my multisync. Still, 800+ pixels horizontally was pretty nice.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

4199. Help Falcon w/STalker

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 21:59:50 UTC
From: watson@rahul.net
Message-ID: <Cr1rrr.86G@rahul.net>
Source record: 185845

My brother has just gotten a dial-up account on the net and is using Falcon with STalker to log on with. I told him to use a VT100 emulation, but he only gets control characters instead of inverse characters (etc.). What are you other ST users using to log onto your accounts with?

Thanks for any suggestions.
--
- Gary Watson, Los Gatos, CA

4200. Re: GENEVA

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 22:26:00 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1841@usdtsg.DaytonOH.NCR.COM>
Source record: 185754

In article <2t1ub5$eke@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Anyone use this multitasking software???
>
>Know of any alternatives to the supplied GNVA_TOSRUN program that agrees
>with TCSH shell, or okammi shell since i get some bombs.
>
>TOSWIN14 doesn't work - it needs MiNT

Hmm, I dunno. Does TCShell need MiNT loaded perhaps? (just wondering).
If they make Geneva MiNT-compatible like they said they would do,
then TOSWIN may become a possibility again...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4201. Re: Code Speed Was: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 22:26:43 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2t2s73$pp6@mother.usf.edu>
Source record: 185846

Could you explain to me what you're doing with this texture mapping and how it works? How are you storing the original bitmap, and how is it being accessed and mapped to the screen? How do you deal with other adjacent bitmaps? When updating the screen, do you draw the whole screen from top down or do you draw each of the irregular polygons individually?

4202. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 22:31:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1842@usdtsg.DaytonOH.NCR.COM>
Source record: 185755

In article <1994Jun7.160159.26538@jet.uk> djs@jet.uk (David Stevenson) writes:
[STuff deleted about 14.4k modem]

>Which is the best Falcon-compatible comms s/w (terminal emulator, file
>transfer etc)? I'm be getting onto CiX if that makes any difference!
>A freebie is preferred, but I'll buy the s/w if necessary.

Personally, I would say CoNnect would be the best overall. There's also
STalker, FLash, and various other ones. STalker and Flash are
commercial (Flash 2 is shareware i think); CoNnect and various other
comms (pd/shareware) can be found at atari.archive.umich.edu in the
atari/Telecomm directory, and at other fine FTO sites :-)

I would lean towards CoNnect or Stalker, since you're on a Falcon,
and probably would want to run it in a cool resolution (i.e.,
640x480x256, etc). With either, ya might want to have Warp9 or
NVDI as well for good speed updates...

There might be a CiX "front end" (like GEnie's Aladdin) but I'm
not sure offhand...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4203. Re: Multitasking with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 22:40:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cr1tn2.918@cix.compulink.co.uk>
Source record: 185768

>I have GCC v2.5.8 running nicely on my 4Mb STe + HD using GULAM (fine prog th
>at
>it is) as my CLI. I also use EVEREST editor, the best that i've seen
>(promise to register today!)
>
>Having installed MTOS on my machine, i thought that it would be nice to
>have an editor window and a CLI window to program with.

I'm using GCC 2.3.3, MTOS, TOSWIN, EMACS and ksh (korn shell). All versions
from a.a.u.e or mirrors (except for MTOS of course - MiNT 1.10/AES4.00).

Took me a long time to configure - especially to get hold of all the
utilities that come standard with Gulam (which I used to use), but it works
wonderfully.

:-)

Roland.

@CiX

4204. Re: Blank CD Roms

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 22:40:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cr1tn5.91x@cix.compulink.co.uk>
Source record: 185769

>Can anyone advise me where I can get blank CD ROM's and at
>what price per 1000?

You do have a CD-R drive to *write* them on?

;-)

Roland.

@CiX

4205. Re: ttyname in gnulib.. more info

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 22:41:17 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <Cr1tot.16A@usenet.ucs.indiana.edu>
Source record: 185847

well i'll add some more info about the problem with ttyname. i'm trying to build scm v4e1 (a scheme implementation). it has portable sources, including a makefile for the atari st, but the ttyname() is not handled properly with #IFDEFs.

here is the block of code it's from.. I haven't had time to sift through the code to see what is going on, but i'll do that when i do get time.

```
void prinport(exp,port,type)
SCM exp; SCM port; char *type;
{
lputs("#<",port);
if (RDNG & CAR(exp)) lputs("input-",port);
if (WRTNG & CAR(exp)) lputs("output-",port);
lputs(type,port);
lputc(' ',port);
if CLOSEDP(exp) lputs("closed",port);
#ifndef MSDOS
# ifndef __EMX__
# ifndef _DCC
# ifndef AMIGA
# ifndef THINK_C
else if (tc16_fport==TYP16(exp) && isatty(fileno(STREAM(exp))))
lputs(ttyname(fileno(STREAM(exp))),port);
# endif
# endif
# endif
# endif
#endif
else if FPORTP(exp) intprint((long)fileno(STREAM(exp)),10,port);
else intprint(CDR(exp),16,port);
lputc('>',port);
}
```

4206. .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 23:07:34 UTC
From: ajdw@st-and.ac.uk
Message-ID: <2t2ujn$5at@calvin.st-and.ac.uk>
Source record: 185752

What Music programs play .SNG files? (Either through
MIDI or just a monitor)

Thanks
Adam

4207. Re: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 23:25:42 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1994Jun8.112542.1@csc.canterbury.ac.nz>
Source record: 185850

In article <CqzwHC.1Ku@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>>GR>I find this first statement very difficult to believe. Most modern
>>GR>sets I've seen (ie with SCART input) can do 50Hz and 60Hz. The second
>>
>>Whoaah, careful with that!
>>
>>I've seen enough _newer_ TV's which cannot display 60hz signals! My Sony
>>and
>>Panasonic models work great. The screen is enlarged vertically, but that's
>>it.
>>
>>Some TV's of German manufactures won't sync at 60 hz.
>
> Yeah, you're most probably right. My knowledge of this is confined to my
> own sets (past n present) but all of these have sync'd happily into either
> rate.

Well, the latest TV my family got has a selection on the remote for 60-PAL, which is meant for "connecting to videos with the ability to display NTSC tapes on a PAL TV." So if you're trying to get an appliance salesman to understand what you're on about if you want to buy a TV, try something like this.

(Ours is a Mitsubishi, btw.)

Rhetorical question: Why can't they just have external v-hold knobs? >:-(
--
__ +-------------------------------------+
/<o__n | Carey Evans |
<| .=== .... | NZ: evancw2@cosc.canterbury.ac.nz |
____ <| | | World: misc223@csc.canterbury.ac.nz |
/ __ \ <| | +-------------------------------------+
~~~~~~
~~~~~~

4208. Re: Multitasking with GCC

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 23:26:44 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2t2vnk$43v@marsupial.jpl.nasa.gov>
Source record: 185751

In article <2t1l2o$cbn@infa.central.susx.ac.uk>,
Steven Constantine <kaps3@central.susx.ac.uk> wrote:
>I have GCC v2.5.8 running nicely on my 4Mb STe + HD using GULAM (fine prog that
>it is) as my CLI. I also use EVEREST editor, the best that i've seen
>(promise to register today!)

>Having installed MTOS on my machine, i thought that it would be nice to
>have an editor window and a CLI window to program with.

>I thought that the proble here might be the GNVA_TOSRUN.prg so i tried
>TOSWIN14 but this needs MiNT.

If you have MTOS installed on your machine, then you are already running MiNT.
And, the MTOS package should have included MiniWin, which is a stripped down
version of TOSWIN. As such, you could use any .TOS or .TTP program and run it
in its own window. If you don't like bash, there's still several other shells
out there.

Unfortunately, if you're already used to gulam, it will take some work to get
used to all the direct-from-unix shell ports. Main thing being, gulam had a
zillion built-in commands so that you had everything you needed to do productive
work all at your fingertips. Using any of the other shells, you'll also need to
grab appropriate fileutils archives etc. to give you basic commands like ls,
cat, cp, etc. I use tcsh 6.04 almost all the time; when I'm concerned about
memory usage I use ash. (Of course, since I recently added 16 MB RAM to my TT,
I haven't had to resort to using ash for quite a long time now...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

4209. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 23:32:24 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2t3028$45s@marsupial.jpl.nasa.gov>
Source record: 185753

In article <1994Jun7.160159.26538@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>Which is the best Falcon-compatible comms s/w (terminal emulator, file
>transfer etc)? I'm be getting onto CiX if that makes any difference!
>A freebie is preferred, but I'll buy the s/w if necessary.

Connect, by Wolfgang Wander, is definitely the best around. It's not quite fully supported on the Falcon, but it works, and will let you run the serial ports at very high speeds.

On the TT, Connect lets you use any of the 4 serial ports, as well as the MIDI port. On the Falcon, it only lets you use the modem port, but not the LAN port. Seems to be an oversight, but I haven't seen this fixed yet. (Last version I used was 2.40.)

Connect is shareware; you can use it for something like 30 days before you must register it. I think it's well worth it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

4210. Re: DVS-sample-format

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 23:47:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cr1wqt.D3M@cix.compulink.co.uk>
Source record: 185770

In message <1994Jun7.105105.4764@gdunix.gd.chalmers.se>, di3dah@fonda.adbutb.hks.se said:
>
>Does anybody know how DVS-packed-sample format looks like?

I have mailed you the file spec.

Ofir ogal@cix.compulink.co.uk

4211. Re: Calamus->Postscript

Newsgroup: comp.sys.atari.st
Date: 1994-06-07 23:49:35 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771032975@Paddington>
Source record: 185758

P.A.Booth@bradford.ac.uk (Paul Booth) writes:

>Can it be done? I've got version 1.09, and I'd like to use the cc's
>printing facilities by saving it as postscript. Is there a program that
>will covert a cdk or is it not possible?

There is a program around that loads into memory, so that when you print
from an application (eg Calamus), it goes to a buffer that can then be
saved as a postcript file. I've got it somewhere, but I haven't used it
yet so I'll have to check it out.

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4212. Re: For Sale: Atari Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 00:31:13 UTC
From: rrognlie@netcom.com
Message-ID: <rrognlieCr1ys3.B7J@netcom.com>
Source record: 185760

Richard Rognlie (rrognlie@netcom.com) wrote:
: I have an old Atari 520ST w/ 1 MB RAM (One of the first ST's made 8^))

: Various Software including:
: Megamax C compiler.
: Hexx (Game)

Also,
DBASIC
ST Music Box (XLEnt Software)
MegaFont ST (XLEnt Software)
Rubber Stamp ST (XLEnt Software)
Write 90 (XLEnt Software)
Typesetter Elite (XLEnt Software) [Jeez, did this guy own the Company,
or what?!? Yes, I *was* VP... 8^)]

: 30 MB hard drive.

Correction. SH204 External Hard Drive ~20MB.

: Broken Color monitor. (Sorry. It got dropped during a move 8^( )

Various sundry documents...

: Make me an offer. It's just collecting dust now...

: E-Mail Preferred.

: Richard (The Atari was a fine machine, but their marketing sucked) Rognlie
: --
: | /\/\/\ | Richard Rognlie / Sr. Computer Analyst / PRC Inc. / McLean, VA
: | / \ \ \ | E-Mail: rrognlie@netcom.com *or* rognlie_richard@prc.com
: | \ / / / | Phone: (Home) (703) 361-4764 (Office) (703) 556-2458
: | \/\/\/ | (Fax) (703) 556-1174
--
/\/\/\ | Richard Rognlie / Sr. Computer Analyst / PRC Inc. / McLean, VA
/ \ \ \ | E-Mail: rrognlie@netcom.com *or* rognlie_richard@prc.com
\ / / / | Phone: (Home) (703) 361-4764 (Office) (703) 556-2458
\/\/\/ | (Fax) (703) 556-1174

4213. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 01:49:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cr22Er.I50@cix.compulink.co.uk>
Source record: 185771

In message <2t1rit$irm@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>>What's the problem with running it on a Falcon ?
>
>It doesn't work :-)
>Well, it doesn't work unless you are in ST high resolution mode...

It runs in any 2 colour mode.

Ofir ogal@cix.compulink.co.uk

4214. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 01:49:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cr22Eu.I5L@cix.compulink.co.uk>
Source record: 185772

In message <1994Jun7.160159.26538@jet.uk>, djs@jet.uk said:
>Time for me to get home machine connected up: Novatech are offering
>Sportster 14.4 fax modems at 129 GBP. This sounds like a good deal, anyone
>got any comments on the suitability of this modem? (The Fax facilities
>aren't particularly important to me, but that sounds like a good price for
>a fast-ish data modem).
>
>Which is the best Falcon-compatible comms s/w (terminal emulator, file
>transfer etc)? I'm be getting onto CiX if that makes any difference!
>A freebie is preferred, but I'll buy the s/w if necessary.

For CIX the best solution is Cixcomm and Cixread which work together.
Otherwise CoNnect is the best I've seen.

Ofir ogal@cix.compulink.co.uk

4215. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 02:40:33 UTC
From: howard@harry.lloyd.com
Message-ID: <2t3b31$d34@harry.lloyd.com>
Source record: 185761

In article <2t1l0m$cbl@infa.central.susx.ac.uk>,
Andrew Collington <andrewc@cogs.susx.ac.uk> wrote:
>I guess I should have mentioned in my first post that I have a 4meg STE, TOS
>1.62 with a 160M HD, SM124 mono monitor, and of course a TV. So I want the
>overscan to be compatible with my system. So, again, if anyone out there has
>a similar set up (ie Tos version and memory and STE) and has tried the
>overscan DIY upgrade, please mail me. Please?

You can't perform the overscan mod on an STe. The video hardware has been
combined into a single chip, and the required signals don't come out of the
chip. You can only do the mod on an older ST because those are the only systems
where the video sync signals appear at accessible points.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

4216. SM124 Monochrome Monitor FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 02:57:44 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2t3c38$ke7@ucsbuxa.ucsb.edu>
Source record: 185762

I have a SM124 Monochrome monitor I would like to
sell. It is in excellent shape (looks brand new.)

I'll take the best offer....

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

4217. Re: .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 03:14:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cr26BH.L2n@cix.compulink.co.uk>
Source record: 185773

```
In message <2t2ujn$5at@calvin.st-and.ac.uk>, ajdw@st-and.ac.uk said:
>
>What Music programs play .SNG files? (Either through
>MIDI or just a monitor)

Possibly Pro-24 or Cubase (via import Pro-24 song).

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

4218. GDOS driver for HP DJ 500

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 03:59:02 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771042190.0@mettav.royle>
Source record: 185650

It was none other than John McConnell that wrote on 26 May 94 that ,
JM> Anyone know of where ftp, pd, or commercial I could obtain a GDOS
JM> driver for my new HP DJ500?

try AMCGDOS ,or Font GDOS which contain driver's. You will also need the
300dpi printer font's though and the only place I have found these are through
the FaST Club (in the UK).

////
Graham Irvine
grin.mettav.royle.org

4219. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 04:16:34 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771042190.1@mettav.royle>
Source record: 185654

It was none other than Christopher Fuhrman that wrote on 26 May 94 that ,
CF> be (we : still have to work that out), nor do I know when we will
CF> have time to : do up a version; it probably won't be for several
CF> weeks.
CF> : Sounds pretty good to me!
CF> Sounds good to me too! When this becomes available, will someone
CF> PLEASE post where one can get it (atari.archive, wuarchive, BBSs,
CF> etc). Thanks you!!!!

sound's good to me aswell but what about AES 4.10 (or later !) which is the
real reason that MultiTOS is still not a patch on MAG!X .

MHYG
Graham

4220. Re: NEW ATARI MACHINE (maybe???)

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 04:25:08 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771042190.2@mettav.royle>
Source record: 185655

It was none other than Chris Herborth that wrote on 26 May 94 that ,
CH> Ok, how's this... I just made it up, though I _am_ going to a
CH> multimedia show in Toronto on Saturday, so maybe I'm not really
CH> lying!
CH> Atari Hawk/AXP

The 'Hawk' was the name on a 19" rackmount cased falcon I saw at a recent
Atari show in the UK !

////
Graham Irvine
grin.mettav.royle.org

4221. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 04:30:18 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771042190.3@mettav.royle>
Source record: 185652

It was none other than -Unknown- that wrote on 27 May 94 that ,

>> It's terrible that Brodie has to resign at such a critical time. I
>> guess where Atari is concerned, any time is "critical"..
-> Maybe he was jumping from a sinking ship. Would it not be funny if he
-> ends upwith Sega and or at Apple's consumer Performa division. He

why would he want to take a backward's career move ?

-> knows something and
-> he will not tell.

I think his problem was more he said to much !

MHYG
Graham

4222. File recovery Plus GFA help!

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 04:36:06 UTC
From: gungfu@csd4.csd.uwm.edu
Message-ID: <2t3hrmINNro2@uwm.edu>
Source record: 185763

Here's the scoop: While working in GFA 2.0, I went to save a file.
However, when the directory listing came up, I accidentally clicked
on the wrong file name to save it under, and saved it as GFA_BCOMM.PRG,
the compiler for GFA!

Now, I haven't touched the disk since then except to rename my program to
something else. This I did from the actuall desktop and the Show Info box,
so it shouldn't have altered any space.

I immediately got the RECOVER.TTP program from the archive, and tried to
recover it. I found what's looks like it (right text appeared in the
cluster), and collected the clusters and saved it to a new disk. Now I
tried running the recovered clusters/program and keep getting
TOS Error #35.

Here are my questions:

1) What does TOS Error #35 stand for?

2) When I accidentaly clicked on the wrong name (GFA_BCOMM.PRG) and it
saved my program under that name, did it write over part of the actuall
compiler, or did it just change the directory heading info at the beginning
of the disk? Hence, is recovery completely impossible now?

3) When looking it over, I assumed that the programs were seperated by blank
disk space, and that the null characters are shown as ^F's. If this is
wrong, and they are listed as something else (in RECOVER.TTP), then what?

4) If it's impossilbe for me to recover, than what next? Since GFA has been
updated so many times (3.* now) and this is such an old old version (I think
later one's were even public domain), how would I go about finding a new
copy? Mine was the first version of the complier to come out.

Thanks!!!!!!

4223. Casio Editors?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 04:42:25 UTC
From: jmax@panix.com
Message-ID: <2t3i7h$inn@panix.com>
Source record: 185764

I am looking for voice editors for both the CZ 1 and the FZ 1 for the ST. Any suggestions?

Thanks,

jmax@panix.com

4224. Re: Help Falcon w/STalker

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 05:18:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2t3kb2$b24@darkstar.UCSC.EDU>
Source record: 185765

In <Cr1rrr.86G@rahul.net> watson@rahul.net (Gary Watson) writes:

> My brother has just gotten a dial-up account on the net and is using
>Falcon with STalker to log on with. I told him to use a VT100 emulation,
>but he only gets control characters instead of inverse characters
>(etc.). What are you other ST users using to log onto your accounts with?

Right now I am using a Falcon with STalker v 3.01 without problems, inverse
characters and all.

~Chris
>Thanks for any suggestions.
>--
> - Gary Watson, Los Gatos, CA

4225. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 05:20:38 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2t3kf7$roc@mother.usf.edu>
Source record: 185774

Robert Anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: In article <1994Jun7.160159.26538@jet.uk> djs@jet.uk (David Stevenson) writes:
: [STuff deleted about 14.4k modem]

: >Which is the best Falcon-compatible comms s/w (terminal emulator, file
: >transfer etc)? I'm be getting onto CiX if that makes any difference!
: >A freebie is preferred, but I'll buy the s/w if necessary.

: Personally, I would say CoNnect would be the best overall. There's also
: STalker, FLash, and various other ones. STalker and Flash are
: commercial (Flash 2 is shareware i think); CoNnect and various other
: comms (pd/shareware) can be found at atari.archive.umich.edu in the
: atari/Telecomm directory, and at other fine FTO sites :-)

: I would lean towards CoNnect or Stalker, since you're on a Falcon,
: and probably would want to run it in a cool resolution (i.e.,
: 640x480x256, etc). With either, ya might want to have Warp9 or
: NVDI as well for good speed updates...

: There might be a CiX "front end" (like GEnie's Aladdin) but I'm
: not sure offhand...

The problem with all the terminals you mentioned is that none of them can
scroll with any decent speed.

Hey, Anisko! We're waiting on your article!

4226. Re: MultiTOS problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 05:26:48 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771042190.4@mettav.royle>
Source record: 185651

It was none other than Michael Smith that wrote on 26 May 94 that ,
MS> Hmm. Not that your message is much of a commentary, really, but NVDI
MS> is a great product, the manual is concise but not lacking in detail
MS> (even the english version), and it is as close to bugfree as anything
MS> I have ever used.

can I just agree 100% with that ?

MS> Coincidentally, it's also faster than any other accelerator I've
MS> used,
MS> and is the only one that works properly under MiNT/MTos (AFAIK).

and that ! And add that it also that its built in enhancement of GDOS is worth
having aswell !

////
Graham Irvine
grin.mettav.royle.org

4227. 2nd Help With File

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 05:32:37 UTC
From: gungfu@csd4.csd.uwm.edu
Message-ID: <2t3l5lINNsni@uwm.edu>
Source record: 185766

I got the file CENTEPED.LZH from the archive, got everything ok, ran the file extracted (CENTI.PRG). Sound was incredible, got the beginning Sinistar credits. As soon as it hit the color "Select Language" screen, the v-hold went. Anotherwords, it started rapidly scrolling vertically. I have a 520ST (one of the originals from 1986, first one with TOS installed in rom). Is it by chance expecting the blitter chip or something? Or possibly some other graphics co-processor installed on later models?

Thanks!

4228. RE: .SNG files... (Additional Info)

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 05:45:48 UTC
From: truesdale@trues.wheaton.edu
Message-ID: <2t4smt$pp9@wheaton.wheaton.edu>
Source record: 185622

In Article <2t4evh$hc7@calvin.st-and.ac.uk>
ajdw@st-and.ac.uk (Adam Jeffrey Daniel Walsh) writes:
>from "atari.archive.umich.edu/<not sure>/atari/Music",
>and don't have anything to play them on.

Try MMM226.lzh in that directory. It can play song files in several
different formats, including .SNG, and has some other interesting
features.

Phil

4229. PLEASE READ: Request for Submissions

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 05:48:31 UTC
From: news@uncc.edu
Message-ID: <2t3m3f$lbe@unccsun.uncc.edu>
Source record: 185767
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Thankyou you very much for taking the time to read this.

Hi, I am interested in starting a list of Atari programming information sources. This list will include information on books, magazines, fanzines, technical documents, Special Interest Group newsletters, on-line tutorials, ftp sites, Email mailing lists, telnet services, and anything else dealing with programming on the Atari. I'm looking for sources of programming on anything from programming GEM to programming the MIDI port to programming the DSP in the Falcon and even programming on the Atari 800 if available. I also wish to make a comprehensive listing of hopefully all magazines published to date that deal with Atari, even if the magazine is not published anymore, but if back issues are still available I'd like to hear about it. Also if you use the Atari to program alot, I would like to know about books,etc. that you find useful in your programming, even if they aren't written for the Atari. I would like to get contributions that contain info on any Atari from the Atari 400 to the Jaguar to the MEDUSA040. Basically this list will include any and everything (hopefully) ever written about the Atari (tech stuff on the Atari 2600 will also be gladly taken). Please read below on how to make submissions.

My reason for starting this list is simple I have owned an Atari 130XE for over 9 years now and want to move up to a Falcon or beyond. I've been searching for sources of programming on the bigger and smaller Ataris for awhile now and have found hardly nothing. And no one I know of locally has even heard of the Atari so I'm hoping this list will help people, like myself, who have not been very successful in finding information sources for the Atari. I plan to put all the info I receive on all major Atari ftp sites, newsgroups and any mailing list(s) around, and will keep it updated to the best of my ability. Below is sort of an outline of how I would like submissions to be sent. Thanks again for all your help and I will do my best to make this list the best.

Submission Info::
For Magazines:
o Magazine Name
o Address (for subscription)
o Subscription rates
o Phone number
o type of Atari(s) covered (or type of programming covered,

i.e. M68k, C, Pascal,etc.)
For books:
o Title
o Author
o Publisher's Name (if available)
o ISBN
o Price (if available)

For Online-tutorials:
o Ftp address
o Directory
o Filename(s)

For telnet sites, gopher, www, etc:
o IP address
o Login:
o Pass:(if needed)
o Also instructions on how to find info,
subscribe etc. (if available)

Miscellaneous sources (Mailing Lists, Compuserve, Genie, etc.)
o Anything that isn't already covered
in AEO online for FAQs.
o For mailing lists
- Email Address & how to subscribe (if possible)

And anything else you feel is pertinent.

Email Submissions to: jonewby@unccsun.uncc.edu or jonewby@uncc.edu

P.S. Sorry for all grammar mistakes and spellings errors and also
for the long post. (It's about 2 in the morn here)

-*- ATARI siting: atari is listed in the dictionary file -*-
-*- of IBM's Qedit Advanced v3.0 -*-

4230. Re: .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 07:06:34 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <2t3qlq$2er@Tut.MsState.Edu>
Source record: 185775

Adam Jeffrey Daniel Walsh (ajdw@st-and.ac.uk) wrote:

: What Music programs play .SNG files? (Either through
: MIDI or just a monitor)

: Thanks
: Adam

Adam,
I believe the program you need is Band In A Box by Dr. T

Brian

4231. CPU Cases

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 07:25:03 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <2t3rof$2er@Tut.MsState.Edu>
Source record: 185776

Is it just me or are the CPU cases for ST,STE,TT,FALCON computers really cheezy!?! Well, I'm looking for a solution to this problem. Idealy, I would like to find a 19" rack mountable CPU case for my 1040STE. Does anyone know of a place that will slap one of these together for a resonable price?
If you or someone you know is handy at building chasis units and such, please drop me a line. It would be nice to get rid of some of these wires that hog up my desk space, and even better is I could pop everything in a flight case and be gig ready at the snap of a few latches.

Brian
bjr2@ra.msstate.edu
BRIANROLAND@delphi.com

4232. Sequencer help!

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 08:03:42 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <1994Jun8.080342.8802@draco.bison.mb.ca>
Source record: 185616

I'm thinking of picking up a used 1040 ST and mono monitor to use for sequencing. I'm not sure which sequencer would be best suited for me. I need something that'll give me the biggest bang for the buck (who doesn't?). I don't really need to edit and print standard notation, but I do want something with a lot of editing options and programming power. Speed is an asset, and if it can run alright under 1 meg, that'd be handy too.

I can't seem to find much information on them, so if anyone could fill me in, I'd appreciate it. What's the difference between Cubase, Cubase Lite, and Cubeat? Everyone seems to be on the Cubase bandwagon, is it really worth the price? Or is there something else cheaper and close to it's power? I've seen ads for Breakthru by Gadjits, C-Lab's Creator, and Dr. T's KCS they seem pretty good. But that doesn't give me any indication of how good they are from a users perspective. In other words, I'm looking for personal experinces with Atari sequencers, pros and cons.

Please reply be e-mail. Thanks in advance.

4233. Wolfram Roesler author of Okami Newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 08:50:56 UTC
From: josdb@xs4all.hacktic.nl
Message-ID: <2t40q2$67r@news4all.hacktic.nl>
Source record: 185781

In my message announcing version 0.24 of the Okami Newsreader the name of its author somehow was deleted. Let it be known to everyone that the program was written by no other than Wolfram Roesler.

4234. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 08:55:20 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jun8105520@dxhrb3.desy.de>
Source record: 185786

In article <2t3028$45s@marsupial.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

In article <1994Jun7.160159.26538@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>Which is the best Falcon-compatible comms s/w (terminal emulator, file
>transfer etc)? I'm be getting onto CiX if that makes any difference!
>A freebie is preferred, but I'll buy the s/w if necessary.

Connect, by Wolfgang Wander, is definitely the best around. It's not quite fully supported on the Falcon, but it works, and will let you run the serial ports at very high speeds.

On the TT, Connect lets you use any of the 4 serial ports, as well as the MIDI port. On the Falcon, it only lets you use the modem port, but not the LAN port. Seems to be an oversight, but I haven't seen this fixed yet. (Last version I used was 2.40.)

Thanks for your kind review. However Connect 2.46 supports (together with an installed HSMODA02/04) any port HSMODA offers. One of this ports is the LAN Port on the Falcon...

Wolfgang

4235. oxyd ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 09:20:40 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2t42h8$qid@turing.fwi.uva.nl>
Source record: 185787

hi,

yesterday I downloaded the game OXYD. Altough the game looks very
nice, i haven't got a clue how to play it. In landscape #1 something
drops on my black ball immediately and i can't do a thing. I have
succeeded in moving the ball a bit around the screen but the controls
are so terrible that i end up crashing to walls (resulting in death).
The use of the mouse is so awkward that i thought that maybe I do
something wrong here. The game is a bit weird about sounds: sometimes
i run it and every keystroke results in a kind of barking sounds, sometimes
i have no sound at all.
The game left a bit frustrated last night, so i would appreciate some
'help' on this game.

bye
--
Martijn Dekker +--+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +--+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4236. Re: .SNG files

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 09:45:43 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406081631.AA00155@montp.cirad.fr>
Source record: 185788

CEO file contents:
Hi,

If I remember well, back in '86 or '87 there was a program call Music Studio from Activision (I think) that used files with a .SNG extension. It played very bad Yamaha soundchip music. I guess it's no standard and wasn't very popular anyway. I'll check this when I get home...

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

4237. lynx (WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 09:58:28 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2t44o4$muv@nasim.sta.sub.org>
Source record: 185635

Hello!

Could someone please tell me where I can get the lynx port for ATARI?
I had a look at a.a, but all I found was for the lynx game, which I'm
not interested in. ;)

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4238. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 09:58:42 UTC
From: djs@jet.uk
Message-ID: <1994Jun8.095842.1924@jet.uk>
Source record: 185791

In <1994Jun7.140029.2476@cs.joensuu.fi> villeh@cs.joensuu.fi (Ville Hautam{ki) writes:

>Though SL version is good enough for a pro DTP work. Pagestestream is not.
It's not that clear-cut. Some people would suggest that the other way
around is true, given that PageStream has full support for the
industry-standard PDL (ie PostScript), but Calamus SL (even with Bridge
Module) does not.

Unless, of course, my understanding of the Bridge Module is wrong; does it
allow EPS import, use of PostScript fonts, ... ?
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4239. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 10:17:05 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2t45r1$n06@nasim.sta.sub.org>
Source record: 185636

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
> On the TT, Connect lets you use any of the 4 serial ports, as well as the MIDI
> port. On the Falcon, it only lets you use the modem port, but not the LAN port.
> Seems to be an oversight, but I haven't seen this fixed yet. (Last version I
> used was 2.40.)

Get and install HSMODA04 and enjoy FALCON's LAN port usage! ;)

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4240. Re: .SNG files

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 10:17:06 UTC
From: f93mael@dd.chalmers.se
Message-ID: <2t45r2$k5v@lugdush.dd.chalmers.se>
Source record: 185790

In article <9406081631.AA00155@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
> CEO file contents:
> Hi,
>
> If I remember well, back in '86 or '87 there was a program call Music Studio
> from Activision (I think) that used files with a .SNG extension. It played very
> bad Yamaha soundchip music. I guess it's no standard and wasn't very popular
> anyway. I'll check this when I get home...

Confirmed. I've got it, it is crappy sound.

. . _. | ._
/ \/ \ / | -|- |. f93mael@dd.chalmers.se
_/ __|__|/ _/ Chalmers University of technology, Sweden.
--
. . _. | ._
/ \/ \ / | -|- |. f93mael@dd.chalmers.se
_/ __|__|/ _/ Chalmers University of technology, Sweden.

4241. Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 10:35:27 UTC
From: ceebsm@cscd4c25.caledonia.hw.ac.uk
Message-ID: <Cr2qr4.Epv@cee.hw.ac.uk>
Source record: 185799

OK, this has probably been covered in some parts over the
last few months but could someone please give me fuller
details as to how to get on-line.

What I want is access to my university UNIX account, so
that means I want access to Telnet and FTP.

I'd also be interested in getting access to this newsgroup
and possibly having a seperate e-mail account.

I know that Cix can do most of these but how expensive
is it? Where does one contact to get an account with them.
What are the charges like?

What would be the best modem to buy? I'm not fussed about
sending/receiving FAXs so a basic modem would do.

Anyway hope you get the message. Could someone send me
full details? Is there a text file on this subject
available - I think it would be handy.

Cheers,

Barry
--
-- Barry S. Munro ----------------------------------

-- InterNet: ceebsm@clust.hw.ac.uk --
-- ceebsm@caledonia.hw.ac.uk --
-- ceebsm@cee.hw.ac.uk --
-- 11 Station Court, Leven, Fife KY8 4RR, Scotland --
---==---

4242. Re: .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 10:39:52 UTC
From: ceebsm@cscd4c25.caledonia.hw.ac.uk
Message-ID: <Cr2qyH.ExF@cee.hw.ac.uk>
Source record: 185800

In article <Cr26BH.L2n@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>>What Music programs play .SNG files? (Either through
>>MIDI or just a monitor)
>
>Possibly Pro-24 or Cubase (via import Pro-24 song).

Didn't the ancient Music Studio (or something like that) not
create .SNG files? I remember seeing this program included with
an older STE pack and there was loads of plinky-plonky chip music
on the disk in SNG format.

--
-- Barry S. Munro ----------------------------------

-- InterNet: ceebsm@clust.hw.ac.uk --
-- ceebsm@caledonia.hw.ac.uk --
-- ceebsm@cee.hw.ac.uk --
-- 11 Station Court, Leven, Fife KY8 4RR, Scotland --
---==---

4243. Connect atari with pc

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 10:46:32 UTC
From: Bas.Hekking@phil.ruu.nl
Message-ID: <Bas.Hekking-080694124632@ana-dyn-32.mac.phil.ruu.nl>
Source record: 185792

I wonderd if it is possible to connect my atary with my pc (by zero mode cable??), and if there is software which enables me to load and save atari programs to/from my pc harddisc
I hope somebody can give me some helpfull information!!

4244. Ramdisk Users Unite

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 11:14:09 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2t4961$d6b@infa.central.susx.ac.uk>
Source record: 185793

For all you users out thers that want a relaible and foolproff Ramdisk, check out TCache60/61 or 62.

I use TCache60 purely because i couldn't see the benefit of using either of the latest versions.

The program also has numerous other functions like caching and for all those that can (my STe just can't quite manage..) virtual memory is handled.

An auto program is configured either through an .ACC or CPX and low and behold, booting up installs the drive(s).

It's certainly the best that i've found.

You can find it at good ol' UMICH.EDU or mirrors.

Happy ramming.

Steven (kaps3@central.susx.ac.uk)

4245. BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 11:20:22 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2t49hm$d71@infa.central.susx.ac.uk>
Source record: 185794

What is this, does it work on my STe and where can I get it??

Is it true that overscan doesn't work on the STe??

I want more screen area!!!!

Help!

Steven. (kaps3@central.susx.ac.uk)

4246. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 11:22:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cr2sxp.lqy@cix.compulink.co.uk>
Source record: 185702

In message <2t3kf7$roc@mother.usf.edu>, millert@grad.csee.usf.edu said:
>
>: Personally, I would say CoNnect would be the best overall. There's also
>: STalker, FLash, and various other ones. STalker and Flash are
>: commercial (Flash 2 is shareware i think); CoNnect and various other
>: comms (pd/shareware) can be found at atari.archive.umich.edu in the
>: atari/Telecomm directory, and at other fine FTO sites :-)
>
>: I would lean towards CoNnect or Stalker, since you're on a Falcon,
>: and probably would want to run it in a cool resolution (i.e.,
>: 640x480x256, etc). With either, ya might want to have Warp9 or
>: NVDI as well for good speed updates...
>
>: There might be a CiX "front end" (like GEnie's Aladdin) but I'm
>: not sure offhand...
>
>
>The problem with all the terminals you mentioned is that none of them can
>scroll with any decent speed.
>
>Hey, Anisko! We're waiting on your article!

They do if you have NVDI. No program can scroll at a 'decent' speed
without NVDI if it's written to follow the GEM guidelines.

Ofir ogal@cix.compulink.co.uk

4247. Re: Calligrapher Pro ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 11:30:20 UTC
From: alpldbia@w254zrz.zrz.tu-berlin.de
Message-ID: <2t4a4c$3sl@brachio.zrz.TU-Berlin.DE>
Source record: 185795

>There is only one version (one size fits all), which is
>Papyrus Gold. It runs on the Falcon fine.

AFAIK there are two versions of pap (at least in Germany). The standard version and the GOLD version. The standard version does not have the extended features of the GOLD version (the DTP and office features).

4248. Re: MacMiNT ?????

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 11:46:35 UTC
From: dave.buss@studorg.uio.no
Message-ID: <2t4b2r$cq@hermod.uio.no>
Source record: 185797

In article <1994May11.202802.12088@nessie.mcc.ac.uk>, bianchi@engels.co.umist.ac.uk (Andrew Bianchi) says:
>
>Hi All,
>
>Could someone tell me exactly WHAT MacMiNT will do ???
>
>Could I use a Mac to run Atari software ?
>Or is MacMiNT just a pre-emptive multitasker for a Mac ??
>
>Who wrote MacMiNT - Eric Smith ???
>
>Questions, questions ....
>
>Bye for now,
>
> Andrew.
>
> ~~~~~~
> ~ Please send e-mail to abi@sn2.ee.umist.ac.uk - I read ~
> ~ this VERY frequently ! :-) ~
> ~~~~~~
>
>===
>= "racing turtles and the /// = A baby is gods =
>= gratefruit is wining" @ @ = opinion that the =
>= 'Space Dog' > = World should =
>= * Under The Pink -Tori Amos * _/ = go on. =
>===
>
>
I've downloaded all the available versions of MacMiNT, there are three of them. The biggest one with all the gcc
and g++ staff installed is from suniams1.statistik-tu.de or something, the main program is larger in bites and
support copy-paste, with online 'man' support, but I find it extremely unstable -- sometimes the mkdir, or rm or any-
thing that will have to create/delete files/dir's will cause trouble, 'permisson denied' is typical. With my case, simply
type 'cd' may solve the problems temperorily.

one of the other two is called jet, with which you get several scripts for optional installation of shells, you may need
to get some binary files directly from mint atari.

The last one is the one I am mostly using, all the stuff is within a directory named mint-0. This one doesn't support
copy-paste or man command as are found with the one I mentioned firstly. But it's definitely stable, and is definitely
useful if you install the GNU stuff, and the installation may be not tha difficult.

I'd like to hear any commends you got.

Chuck

PS. I find MacMiNT's multitasking feature isn't that great even with a Mac with 8 Mb physical RAM, and is incompatible
with any sort of VM.

4249. Re: disk optimizer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 11:57:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2t4bni$ob@golem.wcc.govt.nz>
Source record: 185601

In article <1840@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>In article <2sv38p$59t@turing.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>>hi.
>>
>>i want to optimize my harddisk. is there a freeware available that does
>>this ? (i have a ST)
>
>
> There was a defreg/optimizer with DLII I believe (called REORG.PRG
>I think), but it's older software, so I cannot attest to its
>abilties or robustness, but I suppose it's something to look for
>(DLII is at atari.archive.umich.edu and other FTP sites)...

If you want to suff up your hard disk, use DLII, its the best yet...

No, but get Checkdisk 3, its on many FTP sites....

Works 100% on all my hard drives...

> Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4250. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 12:25:08 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771078308@Paddington>
Source record: 185603

djs@jet.uk (David Stevenson) writes:

>Unless, of course, my understanding of the Bridge Module is wrong; does it
>allow EPS import, use of PostScript fonts, ... ?

Bridge Module
DMC is very pleased to announce Bridge - the long-awaited upgrade of
Dataformer. Bridge is a single module with 4 command groups. The first
command group contains all the functions for converting frames or page to
a number of raster and vector graphic formats. These include (raster
graphic) Degas, PIC, NEO, PAC, IMG, ESM, BLK, PCX, IFF, TIF, TGA, CRG and
GIF (87a) and (vector graphic) CVG 1.0 or 1.1, GEM, DXF, PLT, EPS, PS, and
Illustrator EPS.

The second command group in Bridge is a much improved set of
PostScript functions which include the ability to compress graphics, text,
show pages, do multipage, print to serial/parallel/file, etc. TIFF header
file options are also available.

The third command group converts raster graphics among different
numbers of planes and colour depths. This command group comprises a very
powerful set of functions which even allow the conversion of RGB graphics
to 4-colour CMYK. You will be impressed with this command group.

The fourth command group converts frames to vector graphics, useful
for creating special effects using Outline Art, the Vector Graphic or Line
Art modules. Special skews and masking effects can be created when frames
have been vectorized using this command group.

Calamus can already use type 1 fonts as there are a number of programs
around that can convert .pfb 's to .cfn 's.

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4251. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 12:49:04 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771079744@Paddington>
Source record: 185604

If you have a UNIX account with a UNI, ask and see if you can get access with them. Our university has a special number you can call to log into the computer system. You then only have to pay telephone charges.

Why things like CIX cost is they are essentially providing you with an account - if you already have a uni one, then use that if you can.

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4252. .SNG files... (Additional Info)

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 12:53:05 UTC
From: ajdw@st-and.ac.uk
Message-ID: <2t4evh$hc7@calvin.st-and.ac.uk>
Source record: 185606

The thing is, I downloaded 2 arc'ed files,
22415 Oct 30 1992 sngfile2.arc
80768 Oct 30 1992 sngfiles.arc
from "atari.archive.umich.edu/<not sure>/atari/Music",
and don't have anything to play them on.
I was therefore wondering if there was a player
actually in the same directory, but there seems to be about
50+ programs in there, and I cant afford to download them all
and check each one! Is there a player which is actually PD, and
available from ftp? (I particularly wanted to hear some TOM LEHRER
songs which were archived as lehrer.arc, and had the .SNG suffix too).

Thanks once again for all who've already answered,

Adam

4253. Re: .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 12:53:57 UTC
From: mpui3@central.susx.ac.uk
Message-ID: <2t4f15$egr@infa.central.susx.ac.uk>
Source record: 185602

Rainer Riedl (Rainer.Riedl@edi.ngate.uni-regensburg.de) wrote:
: >What Music programs play .SNG files? (Either through

Pro-24 definitely used .SNG files (that means Cubase can use
them too), but it seems that it could be used by many other different
(incompatible) programs, judging by other responses to your question.

Jamie.

James Adams -	"The word sir?"
mpui3@central.	"The word is no. I am therefore going anyway."
susx.ac.uk	- Sulu & Kirk - Star Trek III: The Search for Spock.

4254. Re: Casio Editors?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 12:56:09 UTC
From: mpui3@central.susx.ac.uk
Message-ID: <2t4f59$elv@infa.central.susx.ac.uk>
Source record: 185605

John Maxwell Hobbs (jmax@panix.com) wrote:
: I am looking for voice editors for both the CZ 1 and the FZ 1 for the
: ST. Any suggestions?

I have one for the CZ series, (unfortunately not with me), which
is PD, but I can't remeber what it's called, so I don't know if it's on
any FTP sites anywhere. Think I got it from 16-32 PD library tho.

Hope that's some help.

Jamie.

--

James Adams -	"The word sir?"
mpui3@central.	"The word is no. I am therefore going anyway."
susx.ac.uk	- Sulu & Kirk - Star Trek III: The Search for Spock.

4255. Re: Help Falcon w/STalker

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 13:27:32 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94159.092732STIRRE31@MAINE.MAINE.EDU>
Source record: 185609

Personally I use Uniterm with my Falcon. The Falc must be in
ST high or medium, though. It works fine in VT100.
-scott tirrell

4256. Re: .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 13:41:13 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.000DAFF5@edi.ngate.uni-regensburg.de>
Source record: 185796

>What Music programs play .SNG files? (Either through

Is it a single file or are there DVS-files with it? Then it could be MJUZAKK?!

bye,
Rainer

4257. Re: BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 13:43:39 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.2.000DBA47@edi.ngate.uni-regensburg.de>
Source record: 185798

>What is this, does it work on my STe and where can I get it??

It's only for the Falcon.

>Is it true that overscan doesn't work on the STe??

Think so.

>I want more screen area!!!!

Buy a Falcon:-)

bye,
Rainer

4258. Minix/other Unix clones

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 13:47:52 UTC
From: u3n98@cc.keele.ac.uk
Message-ID: <2t4i68$p3f@gabriel.keele.ac.uk>
Source record: 185608

Help!! I am looking for an anonymous ftp site where I can download Minix (or any other Unix clone) for the ST. Any advice on what clone to use (if there are anyothers) and where I can get them from would be appreciated. Any other info. that I may find usefull would be nice. Thanks in advance for your time. Please email repiles because I don't often have enough time to read this group properly.
Dave.

4259. Re: 2nd Help With File

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 14:09:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2t4je7$t89@mailer.fsu.edu>
Source record: 185607

Marty (gungfu@csd4.csd.uwm.edu) wrote:

> I got the file CENTEPED.LZH from the archive, got everything ok, ran the
> file extracted (CENTI.PRG). Sound was incredible, got the beginning Sinistar
> credits. As soon as it hit the color "Select Language" screen, the v-hold
> went. Anotherwords, it started rapidly scrolling vertically. I have a
> 520ST (one of the originals from 1986, first one with TOS installed in
> rom). Is it by chance expecting the blitter chip or something? Or possibly
> some other graphics co-processor installed on later models?

Can you run 50Hz stuff without vertical flipping? If you are not sure, that is probably the problem. Many games sync the monitor at 50Hz (as opposed to the regular US 60Hz) for a number of reasons (freeing up more of the CPU, for one). For most SC1224 monitors, you can adjust the vertical hold once and it will work in both 50Hz and 60Hz mode. To test this theory, I suggest you grab one of the 50Hz booter programs on atari.archive.umich.edu, and see if your display starts to roll when you switch to 50Hz.

A 50Hz boot is designed to allow folks with US machines to run software that assumes that a 50Hz sync is the default. It simply switches the display to 50Hz, and allows you to boot or run stuff while in that mode. Most software detects and switches the sync rate automatically.

Centipede is quite nice. I suggest you check out Cybernetix as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4260. Modems.

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 14:19:15 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2t4k13$fvg@infa.central.susx.ac.uk>
Source record: 185610

Could someone please give me some info on these, like what are the best types to get, and how expensive are they to run _really_.

Andy
--
Ah! To be young and insane.
- The Dream Team

4261. Re: Files help

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 14:36:48 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jun8.143648.21025@bradford.ac.uk>
Source record: 185611

On 6 Jun 1994 04:57:16 GMT, Steve Wells wrote:
:] I have a question: Are most of the files at the Atari archive for
:] the newer TOS and ST models only?
:]
:] I have a stock 520ST from around 1986, in fact it was when they just starte
:] putting TOS on the chips.

: Not a great deal of recent software will run on TOS 1.0 or 1.2. This
: is due to problems trying to code around OS oddities, most of which
: is fixed with the major re-write of TOS 1.4!

This is not true. I have always had TOS 1.2 and on the whole, only
software which is Falcon or STe specific will fail to run on it. I don't
think upgrading to TOS 1.4 would do anything for me, except to stop me
needing FATSPEED.

If anyone can, post a list of any software you know of which will not run
on TOS 1.2 but will run on TOS 1.4. I will be very interested to see it.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

4262. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 15:46:41 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2t4p51$1t4@mother.usf.edu>
Source record: 185612

David Stevenson (djs@jet.uk) wrote:
: In <1994Jun7.140029.2476@cs.joensuu.fi> villeh@cs.joensuu.fi (Ville Hautam{ki) writes:

: >Though SL version is good enough for a pro DTP work. Pagestestream is not.
: It's not that clear-cut. Some people would suggest that the other way
: around is true, given that PageStream has full support for the
: industry-standard PDL (ie PostScript), but Calamus SL (even with Bridge
: Module) does not.

: Unless, of course, my understanding of the Bridge Module is wrong; does it
: allow EPS import, use of PostScript fonts, ... ?

One of the modules (I forget which) allows one to export just about anything
in Calamus to a myriad of image formats, including PS and EPS. And
considering how cheep and icky PS fonts are, it's a good thing that Calamus
just produces a big vector file with no fonts in it, per se.

4263. Re: DVS-sample-format

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 15:49:39 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2t4paj$1t4@mother.usf.edu>
Source record: 185613

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <1994Jun7.105105.4764@gdunix.gd.chalmers.se>, di3dah@fonda.adbutb.hks.se said:
: >
: >Does anybody know how DVS-packed-sample format looks like?

: I have mailed you the file spec.

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------

Could I also get a copy of that spec? I may need to do some real-time audio compression. Thanks.

4264. Re: CPU Cases

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 15:52:38 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2t4pg6$1t4@mother.usf.edu>
Source record: 185614

Brian J. Roland (bjr2@Ra.MsState.Edu) wrote:
: Is it just me or are the CPU cases for ST,STE,TT,FALCON computers really
: cheezy!?! Well, I'm looking for a solution to this problem. Idealy,
: I would like to find a 19" rack mountable CPU case for my 1040STE. Does anyone know of a place that will slap one of these together for a resonable price?
: If you or someone you know is handy at building chasis units and such, please
: drop me a line. It would be nice to get rid of some of these wires that
: hog up my desk space, and even better is I could pop everything in a flight
: case and be gig ready at the snap of a few latches.

: Brian
: bjr2@ra.msstate.edu
: BRIANROLAND@delphi.com

It's just you. <grin> But seriously, when we've needed to move one of our computers around, it was wonderful to be able to just pick up the Falcon and go.

4265. Re: Connect atari with pc

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 15:53:55 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2t4pij$1t4@mother.usf.edu>
Source record: 185615

Bas Hekking (Bas.Hekking@phil.ruu.nl) wrote:
: I wonderd if it is possible to connect my atary with my pc (by zero mode
: cable??), and if there is software which enables me to load and save atari
: programs to/from my pc harddisc
: I hope somebody can give me some helpfull information!!

It's a LOT faster to just swap floppies between the two machines.

4266. Re: CPU Cases

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 16:28:50 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771092930snz@nest.demon.co.uk>
Source record: 185690

> Is it just me or are the CPU cases for ST,STE,TT,FALCON computers really
> cheezy!?! Well, I'm looking for a solution to this problem. Idealy,

Contact Best Electronics, they do a rather nice 19" rack system. No idea on how easy it is to fit though.

--

```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

4267. Re: CPU Cases

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 16:54:41 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cr38B6.3zE@nntpa.cb.att.com>
Source record: 185617

>Brian J. Roland (bjr2@Ra.MsState.Edu) wrote:
> Is it just me or are the CPU cases for ST,STE,TT,FALCON computers really
> cheezy!?! Well, I'm looking for a solution to this problem. Idealy,
> I would like to find a 19" rack mountable CPU case for my 1040STE.
> Does anyone know of a place that will slap one of these together for
> a resonable price? If you or someone you know is handy at building
> chasis units and such, please
... rest deleted ...

Brian, You might try Don Bahr at CompuSeller West (St. Charles, IL)
(708) 513-5220 (Hours Sun 1:30-5pm, MTTF 12-8pm, closed Wed, Sat 10am-6pm).
He has made rack mounted units for musicians around the country.
Wayne - just a happy customer

4268. Re: Mosaic and WWW

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 17:05:38 UTC
From: david@bdt.com
Message-ID: <Cr38tE.tn@bdt.com>
Source record: 185624

Mosaic is usable at 14.4, if you have a little patience.

--

David Beckemeyer (david@bdt.com) | Engineering Services
Beckemeyer Development | Hardware/Software Sales
P.O. Box 21575, Oakland, CA 94620 | WWW: <http://www.bdt.com/>

4269. Re: Empire maps anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 17:06:20 UTC
From: uns@xs4all.hacktic.nl
Message-ID: <2t4tqcINNq8u@xs4all.hacktic.nl>
Source record: 185618

Empire? wasn't this a game that also ran in monochrom.... you had to rule
your emire or something like that?

where can i buy it? and is it fun?

thnx
--
()-()
Uri N. Shimron -()- uns@hacktic.nl -()- urnash@sterbbs.nl
()-()-()-()-()-()-()-()-()-()-()-()-()-()- ||| ATARI user and
There is no gravity... the earth sucks-()- / | \ proud of it

4270. Re: Help Falcon w/STalker

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 17:19:41 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1843@usdtsg.DaytonOH.NCR.COM>
Source record: 185632

In article <Cr1rrr.86G@rahul.net> watson@rahul.net (Gary Watson) writes:
>
> My brother has just gotten a dial-up account on the net and is using
>Falcon with STalker to log on with. I told him to use a VT100 emulation,
>but he only gets control characters instead of inverse characters
>(etc.). What are you other ST users using to log onto your accounts with?

I'm not familiar with STalker (using it anyways) so I dunno if there
are any special settings he might need to use...

Personally, I use CoNnect, which does *very good* VT100 (and misc
other VT's). An oldie but goodie that's also excellent for VT
emulation is Uniterm 2.0e. Both CoNnect (filename is probably
like conn246.lzh) and Uniterm are available at FTP site
atari.archive.umich.edu in the atari/Telecomm directory, and
other fine FTP sites...

CoNnect should work in any Falcon mode. Uniterm (if it does
work, I assume it does) probably only works in the ST-compatible
modes (640x200x4 and 640x400x2), i.e. ST Medium and Hi...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4271. Re: Calamus->Postscript

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 17:37:36 UTC
From: gruber@austin.ibm.com
Message-ID: <Cr3AAo.2pL0@austin.ibm.com>
Source record: 185620

In article <1994Jun7.195012.24683@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Paul Booth) writes:
>
> Can it be done? I've got version 1.09, and I'd like to use the cc's
> printing facilities by saving it as postscript. Is there a program that
> will covert a cdk or is it not possible?
>
> Thanks
>
> Paul

Paul,
Yes it is very much possible, you need the Bridge Module from Calamus
It will convert a whole page to postscript , amoung MANY other formats

Scott

Disclaimer : The views of the poster are not necessarily that of IBM

4272. RE: Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 17:38:08 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2t4vm0$piv@news.ysu.edu>
Source record: 185619

>Try JuniorOffice instead, its SHAREWARE and should be available via FTP.

Could someone please put this up on a@a.a.u.e, as I have no access
to FTP and have to use BART and E-Mail to get stuff from umich!
Thanks in advance!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu)

4273. Re: Calamus->Postscript

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 17:40:49 UTC
From: gruber@austin.ibm.com
Message-ID: <Cr3AG1.69uo@austin.ibm.com>
Source record: 185621

In article <1994Jun7.195012.24683@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Paul Booth) writes:
>
> Can it be done? I've got version 1.09, and I'd like to use the cc's
> printing facilities by saving it as postscript. Is there a program that
> will covert a cdk or is it not possible?
>
> Thanks
>
> Paul
>

Sorry about that Paul, The note I jsut sent before this one about needing the Bridge Module is for Calamus SL, if you know of someone who has SL, they can load your 1.09 .cdk file and convert it to PostScript if they have the Bridge module, conversely you can call Calamus' Service Bureau and I'm sure they can do it.

Scott

Disclaimer : The views of the poster are not necessarily that of IBM

4274. [NEWS] Okami 0.24: Wrong FTP-stite

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 18:32:34 UTC
From: josdb@xs4all.hacktic.nl
Message-ID: <2t52s2$dfh@news.bu.edu>
Source record: 185623
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st

In my announcement for version 0.24 of the Okami Newsreader I mentioned
the wrong FTP-site. It should be:

ftp.informatik.rwth-aachen.de (137.226.225.3)

4275. Re: a.a.u.e. Sounds

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 18:59:04 UTC
From: Bill.Jones@231-370.dswhq.omahug.org
Message-ID: <391_9406091939@dswhq.omahug.org>
Source record: 185397

MB> > I downloaded a bunch of sounds from a.a.u.e, all labeled "*.snd.z". But
MB> The lower case "z" indicates the use of GNU Zip. The newer convention is

I was under the impression that the .Z on all those files meant they had been run through Compress. At least, the 30 or so sounds I got from there all extracted just fine with it...

4276. Re: Falcon Icon Editor.

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 19:22:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <199406082122.a23481@bi.maus.de>
Source record: 185692

Hello,

>My deskicon file is 98K

Mine is over 240 K. :-)

Best regards
Olaf

MausNet: Olaf Kaiser @BI .---. .---.
InterNet:Olaf_Kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
> User of German MausNet < ////// ' \/ ` \\\\\\
> !No Mail >16kB please! < //// / // : : \\ \ \\\\
// / / /` '\ \ \ \\
FALCON 4/65 (Tower) // //..\\ \\
TKR SPEEDSTAR 144 *member of the German Falcon-Ring*

4277. Re: Vroom II for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 19:22:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <199406082122.a23482@bi.maus.de>
Source record: 185695

Hello Falcon-owner,

> Hello to all Falcon owners,
>
> It seems that Lankhor has done this fabulous game for
> the Falcon 30 (the game was done before the 1200 version)
> But they don't want to sell this game because the number
> of Falcon on the market is not so big ;(
> I think that it will be a good idea to send some request
> to Lankhor ....
>
> the adress:
> LANKHOR
> 84bis,avenue du Gal de Gaulle
> 92140 CLAMART
> FRANCE
>
> cu next time, Cster
>
>

Has LANKHOR an internet adress? Can anyone post their adress to this
group?
It would be easier to contact them via internet than by mail.

Best regards
Olaf

MausNet: Olaf Kaiser @BI .---. .---.
InterNet:Olaf_Kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
> User of German MausNet < ////// ' \/ ` \\\\\\
> !No Mail >16kB please! < //// / // : : \\ \ \\\\
// / / /` '\ \ \ \\
FALCON 4/65 (Tower) // //..\\ \\
TKR SPEEDSTAR 144 *member of the German Falcon-Ring*

4278. UPoint

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 20:16:28 UTC
From: Steve.Barnes@lchurch.mcd.on.ca
Message-ID: <771087664.0@lchurch.mcd.on>
Source record: 185637

G'day all.

A few days back I posted an article about how I was looking for alternatives to the Mercury UUCP package. Thanks to everybody who replied via Email! Almost to a person, they all pointed me to the 'Upoint' package. I went and did an archie for it but came up skunked! Can somebody please tell me what the filename, or even better, the filename and I site where this package is ftp'able? A thousand thanks in advance!

-Steve, steve.barnes@lchurch.mcd.on.ca

* Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

4279. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 20:30:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2t59pj$5b3@golem.wcc.govt.nz>
Source record: 185627

] I guess I should have mentioned in my first post that I have a 4meg STE, TO
] 1.62 with a 160M HD, SM124 mono monitor, and of course a TV. So I want the
] overscan to be compatible with my system. So, again, if anyone out there h
] a similar set up (ie Tos version and memory and STE) and has tried the

The overscan instructions relate to only a couple of particular models,
and revisions of the ST/STM/STFM line. I tried to get it going on my
STFM, Revision D. But couldn't work out the huge differences between
it and the original revision in the instructions.

It won't work on Any machine newer than the STFM/Mega-ST, as the particular
component it hookes into, doesn't exist any-more!

4280. ANNOUNCING v. 0.24 of Oka

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 20:31:14 UTC
From: jornm@oslonett.no
Message-ID: <2t59qi$3nq@hasle.oslonett.no>
Source record: 185625

In message #128, josdb@xs4all.hacktic.nl writes:

> - built-in Mausnet support

Is this the only supported format? What about QWK? Any other?

Jorn Moe, Oslo, Norway. Email: jornm@oslonett.no | Fax: (+47) 64866917
Electric engeneers do it with less resistance! | -=NO INTEL INSIDE=-

4281. YARN/SOUP Offline readers

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 20:31:16 UTC
From: jornm@oslonett.no
Message-ID: <2t59qk$3nt@hasle.oslonett.no>
Source record: 185626

Does anyone know of a offline reader for atari (TT) that supports the SOUP or ZIPMAIL format (used on some dial-up internet connections running on UNIX machines).

The DOS equivalent is YARN, and a source (in (ANSI) C or G++) of YARN or compatible might also please me.

Also a decent QWK reader might do temporarly, but QWK have limitations on how it handles internet news and mail. I've tried Captains QWK reader and microTALK QWK reader, but both have serious problems running on a TT in TT-High, and I don't want to switch monitor to read news/mail!

Regards: Jorn Moe, Oslo | Fax: (+47) 64866917
Email: jornm@oslonett.no | ABK BBS: (+47) 67132659

4282. Re: anyone know of an img to postscript converter

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 20:32:52 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2t59tk$5b3@golem.wcc.govt.nz>
Source record: 185628

] : Does anyone know of a utility to convert img files (gem image bitmaps)
] : to a postscript printable format, ie for printing from unix or dos machin

Try B-Convert. (Big Convert). It's in the pub/atari/Graphics directory
at ftp.cs-tu.berlin.de It converts to/from dozens of obscure formats....

4283. Re: Code Speed Was: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 21:08:56 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <2t5c18$10cl@rs18.hrz.th-darmstadt.de>
Source record: 185629

In article <2df448e8@secom.ct.se> rickard.troedsson@secom.ct.se writes:
>In a message of 06 Jun 94 10:27:45, Roland Spatzenegger wrote:
>Falcon ..). Using only addx.l means also you cannot use another add or sub in
>the loop, since that'll screw up the x-flag.
Not true. If you do a ADDA none of the flags are affected. So you can save
quite a bit in your loop still...

Nat!
--
------------------ "Bang that bit that doesn't bang" -------------------
"I am going / before wine, women and song /
become beer, the old lady and T.V." - DLR

4284. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 21:10:20 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <771214862.2@mettav.royle>
Source record: 185727

"Graeme bibbled on 2 Jun 94 to All...

>> Warp9 doesn't compare! NVDI works well in ANY resolution and collor
>> depth and it works with MultiTos.
> I wish more people (like, everyone) would buy a copy of NVDI. It's
> the fastest, it's the best, it's the most compatible - it's the most
> essential program for any Atari computer. At least, if you do anything
> other than play games or run FZT or Protext.

What problems are there with FZT and Protext, Graeme? AFAIK it works okay with
them.... :)

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

4285. Walls of Illusion: some info.

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 21:14:02 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <771214862.3@mettav.royle>
Source record: 185734

Howard bibbled on 2 Jun 94 to All...

>> Oh yes and does anyone know where to FTP "WALLS OF ILLUSION" ??
>> This looks *Exactly* like Dungeon Master and is PD !!
> Sounds cool, never heard of it.

It's _not_ PD though. It costs 20DM for the registered version (28DM for the English version, but I got mine for 20DM). The demo version (which will take you some time to complete...) was on the Atari ST User coverdisk a month or so ago...

It is also available for Freqing from a number of UK BBSs (the Tavern and Fortress have it). The unpacked un"crack"ed German-text version is also available on those BBSs.

Here's some blurb on the game itself....

```
************************************

WALLS OF ILLUSION

A ROLEPLAYING-ADVENTURE

FROM THE "A R C A N" SERIES

MOTELSOFT & SOFTWAVE

BREITMAIER & MUNTER GBR

1993

ENGLISH TRANSLATION BY

KAT, MOG & ZEG OF THE ASF

1994

************************************

PROGRAMMING, GRAPHICS & SOUND

HARALD BREITMAIER & HEINZ MUNTER

************************************

REGISTERED SHAREWARE VERSION 1.0

************************************

CONFIGURATION : ATARI ST/STE/TT WITH
MIN 1Mb RAM
```

COLOR MONITOR / TV
DOUBLESIDED FLOPPY

PROGRAM CAN ALSO BE INSTALLED ON A
HARD DISK!

HAVE A BLANK FORMATTED DISK READY FOR
SAVED GAMES.UP TO 8 SAVED GAMES CAN
BE STORED ON A DISK.

****

HELLO PEOPLE ...

THIS PROGRAM HAS TAKEN OVER A YEAR TO
WRITE (AND NOT JUST THE WEEKENDS).

THIS FIRST VERSION CONTAINS
APPROXIMATELY 1.2Mb OF SOURCE CODE
AND APPROXIMATELY 1.4Mb OF DATA ...

THIS IS THE REGISTERED SHARE-VERSION
WITH FULL PLAYFIELD.IF YOU HAVE NOT
YET REGISTERED THEN PLEASE SEND 20DM
(28DM FOR ENGLISH VERSION).YOU CAN
USE SAVED GAMES FROM THE UNREGISTERED
SHARE-VERSION AND NEED NOT PLAY FROM
THE BEGINNING.

Send 20DM
Or 28DM (ENGLISH VERSION)

to ...

BREITMAIER & MUNTER GBR
MARKUSPLATZ 3 * 7000
STUTTGART 1
GERMANY

a/c No. 4 799 042
AT THE STUTTGARTER BANK
BANK SORT CODE 600 901 00

GIVE PASSWORD "WALLS"

PLEASE WRITE IN GERMAN & GIVE YOUR
FULL PERMANENT ADDRESS INCLUDING
POSTCODE.

****

Col

Gabber system: Col@Bibble.Mettav.Royle.Org

4286. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 21:20:04 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771110404snz@nest.demon.co.uk>
Source record: 185666

You'd be better accessing Internet via Demon instead of CIX, it's a lot
cheaper and you have access to a lot more newsgroups as well as more
facilities on the Internet, your own node name for example.
--

```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
=============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
=============================================================================
```

4287. Re: Overscan question

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 21:20:10 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2t5cma$c4v@scapa.cs.ualberta.ca>
Source record: 185630

wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:

>] I guess I should have mentioned in my first post that I have a 4meg STE, TO
>] 1.62 with a 160M HD, SM124 mono monitor, and of course a TV. So I want the
>] overscan to be compatible with my system. So, again, if anyone out there h
>] a similar set up (ie Tos version and memory and STE) and has tried the

>The overscan instructions relate to only a couple of particular models,
>and revisions of the ST/STM/STFM line. I tried to get it going on my
>STFM, Revision D. But couldn't work out the huge differences between
>it and the original revision in the instructions.

>It won't work on Any machine newer than the STFM/Mega-ST, as the particular
>component it hookes into, doesn't exist any-more!

Sorry, I just jumped into this conversation. Is this relating to the
overscan.prg file I saw?? It comes with no documents, and I can't get it
to work on my falcon- could this be why?

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

4288. Re: CPU Cases

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 21:44:06 UTC
From: stu1222@alpha.wright.edu
Message-ID: <Cr3LpI.1C5@mercury.wright.edu>
Source record: 185631

In article <2t3rof$2er@tut.msstate.edu>,
Brian J. Roland <bjr2@Ra.MsState.Edu> wrote:
>Is it just me or are the CPU cases for ST,STE,TT,FALCON computers really
>cheezy!?! Well, I'm looking for a solution to this problem. Idealy,
>I would like to find a 19" rack mountable CPU case for my 1040STE. Does anyone know of a
place that will slap one of these together for a resonable price?
>If you or someone you know is handy at building chasis units and such, please
>drop me a line. It would be nice to get rid of some of these wires that
>hog up my desk space, and even better is I could pop everything in a flight
>case and be gig ready at the snap of a few latches.
>
>Brian
>bjr2@ra.msstate.edu
>BRIANROLAND@delphi.com
>
Toad computers sells a rack case for falcons...Since an ST is very close
in size I wiuld think that it would fit with no problems. The phone
number is: 1-800-448-TOAD, or 1-410-544-6943.
On the other hand I have not been able to find any one who makes a tower
conversion kit for the Falcon. Any help on this would be appreciated.
John Wagner-Wright State University

4289. US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 22:15:08 UTC
From: trwills@indyunix.iupui.edu
Message-ID: <1994Jun8.171508.5989@ivax>
Source record: 185644

Hi all
Just wondering if anyone knows about what the going
rate is in the US for a base Falcon, mailorder style...
(1mb, no monitor, no HD)....Thanks...

Ziggy

4290. TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 22:18:37 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <Cr3nB2.ADB@ecf.toronto.edu>
Source record: 185633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The subject more or less says it...
I'm looking for any ethernet card (and the software of course!) that can
connect my TT up to a Mac ethernet network...
Is there such a product? Is it even possible?!

Why I want it:
I need to send Calamus files to a Fiery Xerox 5775 colour laser copier,
which is hooked up to a Mac network. Since I can't directly send my
Calamus files to the Fiery (Can I? If anyone has any info in a possible
driver for Calamus, or anything, please respond!!!) I want to send them
to a Mac in Tiff format, so I can convert and send to the Fiery. Problem
is, I can't use the serial port on the TT because it's too slow (some of
my files are 40megs and up) so Ethernet is my only solution.

Also, does anyone know if DMC Germany has an email address? I'd like to ask
them if Calamus has any drivers to directly send to the Fiery Xerox 5775.

If anyone can help me out on this, I'd be eternally in their debt!!
Many TIA!
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4291. TT Hard drive problem!! (Help!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 22:33:14 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <Cr3nzF.B4r@ecf.toronto.edu>
Source record: 185645

Like the subject says, I'm in dire need of help concerning the health of
my hard drive!!
Okay..some info first:
The drive is a Quantum Pro-drive ELS, SCSI-1, 80 meg harddrive.
The drive is partitioned with BGM partitions.

The problem started a while back when a friend of mine was trying to save
onto the drive and got a "Output device not receiving file" message.
He tried to fix it using Diamond Edge, but inadvertently he _might_ have
deleted out the entire partition. Whatever it is, no files show up in the
partition anymore...leading me to believe that the FAT is probably screwed up.
Now, nothing can even read the partition!! And yes, I tried fixing it with
Diamond Edge, but it couldn't access the drive.

My problem:
How in the heck do I fix this??!? I ported the drive over to my Pc-compatible
(which happens to have a really nice auto-config scsi card) and _did_
manage to find out that data still exists on the drive... I need to know how
to get it!! Incredibly valuable data files exist on the drive!! (argh!)
Anybody out there have any ideas? Can any software (ala Norton Utilities) out
there solve this problem? Is there anything I could use on the Pc-compatible
platform that could _understand_ BGM partitions and fix this problem?

If anyone has _any_ suggestions, please respond _please_!
Manymanymany TIA.
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

4292. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-08 23:44:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2t5l51$kia@mailer.fsu.edu>
Source record: 185634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
> The subject more or less says it...
> I'm looking for any ethernet card (and the software of course!) that can
> connect my TT up to a Mac ethernet network...
> Is there such a product? Is it even possible?!

There are some German Ethernet cards for TTs. I know they are quite expensive, but they do (or did) exist. I seem to remember a price tag approaching $1000 (this could be totally bogus, like I'm remembering it in D-marks or something, though with today's rates...). Also, there would still be the problem of talking to the printer using the EtherTalk protocol.

> Why I want it:
> I need to send Calamus files to a Fiery Xerox 5775 colour laser copier,
> which is hooked up to a Mac network. Since I can't directly send my
> Calamus files to the Fiery (Can I? If anyone has any info in a possible
> driver for Calamus, or anything, please respond!!!) I want to send them
> to a Mac in Tiff format, so I can convert and send to the Fiery. Problem
> is, I can't use the serial port on the TT because it's too slow (some of
> my files are 40megs and up) so Ethernet is my only solution.

Actually, there is at least one other nice solution. You would need:

1 or 2 Syquest drives
Spectre 128/GCR, or perhaps the program MacSee, or perhaps Dos Mounter :-)

Ok, Syquest drives are removable platter hard disks. There are 5.25" drives (44mb, 88mb, possibly larger) and 3.5" drives (105mb, 270mb). Access speed is quite fast (feels like a fixed hard disk). With your TT, you could probably just plug a single drive into it, transfer your file (see below), unplug the drive, stick it on a Mac, and print directly from the Syquest. With two drives, you just carry the cartridge over to the Mac unit and print away. This would be significantly faster than downloading 40mb over a 10mbit/sec Ethernet (even if you had to hike a bit to get to the printer).

One way to write an ST file to a Mac filesystem (on a Syquest) is to use the Spectre 128 or Spectre GCR Mac emulator. All you would really need is the Transverter program, which is included with the above (and might be available separately, or even PD). You would not have to actually emulate a Mac to do this (though you would have to use an old-style MFS filesystem, no big deal for transfers). If you actually emulate a Mac, you would still use Transverter, but could write the file to an HFS partition (which is the normal Mac partition type nowadays). Another way is to use the program MacSee, which I believe allows you to read/write directly to a Mac HFS filesystem while in native ST/TT mode. An early version of this program, called MacRead, is

available from atari.archive.umich.edu (and some info about MacSee is included, I think).

MacSee should be available from Toad Computers, and other places. I don't have direct experience with the product. I do use a Spectre GCR a fair amount on my MegaSTE, and it works very well indeed. Version 3.1 of the software is supposed to be coming soon, which should greatly improve TT support (I think it will work with 3.0, but some desireable features are unavailable).

Yet another possibility would be to use Dos Mounter or other PC mounting utility on a Mac, and write to the Syquest cartridge in native ST mode, depending upon it being a PC compatible format. I think the ICD software formats Syquest cartridges in a PC compatible way. I cannot verify this, but perhaps someone else on the net could. A call to ICD would probably clear it up.

Now, the bare drive for a 44mb Syquest costs about $290 or so, an external Mac unit about $320. For the 105mb 3.5" unit, the bare drive is around $460, an external close to $500. The cartridges for both of these cost the same: ~$60 (all prices in US dollars, recent guestimates)! So, if the TT Ethernet stuff is as expensive as I remember it to be, you could probably get some nifty removable platter drives for about the same price, with much more general utility. The addition of an external ICD Link host adaptor would add another $100, though I suspect you could just plug it directly into the SCSI port on a TT.

I personally own two 44mb drives, and they are great! I have one at home, one at work. I can bring home stuff in 44mb chunks, and keep ongoing Mac work on the cartridge. There are drivers available for PC, Mac, Amiga, Suns, etc. The 105mb drives are even nicer. They spin up significantly faster (about 5-8 seconds, verses ~15 for the 44mb units), read/write faster (the 44mb units go at around 28ms), and the cartridges are quite small (about the size of three 3.5" floppies stacked together). Any Mac peripheral catalog will have these units (they are very popular in the Mac world, not so much in the PC, which is just recently getting reasonable SCSI). Also, Computer Shopper would be a good source.

Lots of folks are upgrading to the 105mb units, so the 44mb ones should not be hard to find on the used market. I bought both of mine, and all my cartridges used, and have not had a problem.

Hope that helps, feel free to email questions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4293. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 01:06:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1845@usdtsg.DaytonOH.NCR.COM>
Source record: 185641

In article <2t3kf7$roc@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
>
>: I would lean towards CoNnect or Stalker, since you're on a Falcon...

[STuff deleted]

>The problem with all the terminals you mentioned is that none of them can
>scroll with any decent speed.

Agreed, *UNLESS* you have Warp9 or NVDI loaded in. It's a tradeoff
of screen updates vs compatibility - Uniterm for instance is a killer
VT term, but you can't run it in 640x480x256, for instance (at least
I don't think you can) - ditto with Flash - though both do have
quicker screen updates than CoNnect or STalker. However, you should
be able to run CoNnect or STalker in any resolution (I had CoNnect running
in ST LOW MonSTEred, i.e. 640x400x16, and it worked - not the best
environment, but it worked) - this is why I would recommend one of those
two for use *on a Falcon in particular*. Really, with ANY GEM-based
program, you ("you" in general for anyone) should use Warp9 or
NVDI - even when using the plain old desktop - it makes a significant
difference...

>Hey, Anisko! We're waiting on your article!

::shrug:: I'll try to speed it along - I don't want to turn anything in
that doesn't pass at least my personal standards... will get it to GEnie
in a couple days hopefully...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4294. Forsale: Spectre GCR w/ ROMS

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 02:40:50 UTC
From: basil@bugs.cis.upenn.edu
Message-ID: <2t5vfi$ka7@netnews.upenn.edu>
Source record: 185642

FORSALE: Spectre GCR w/ ROMS for all Atari STs w/ harddrive.
Allows you to run Mac programs, read/write MAC disks with no added
hardware. $200 OBO

Contact Brian
basil@eniac.seas.upenn.edu

4295. Re: Files help

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 02:47:01 UTC
From: etat@delphi.com
Message-ID: <JO2OfI9.etat@delphi.com>
Source record: 185638

2 to 1.4 and was thought it was worth the money.
For one thing you can move files from TOS and there are other benefits
making it a better version of TOS. Sometimes you can pickup a used
set of chips for 25-30 bucks and they are easy to install.

4296. Zork problem

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 02:52:28 UTC
From: a-aulick@ux4.cso.uiuc.edu
Message-ID: <2t605c$2vk@vixen.cso.uiuc.edu>
Source record: 185643

I recently bought a copy of Zork, was thrilled for a while, explored every thing I could find, and got stuck. I'm not looking for spoilers, but I have found instructions in a boat that say to launch it with "launch boat". When I try that, I'm told "You can't launch that with the word `Launch'." Could some kind sould tell me wether this is a puzzle or a bug?

Thanks,
~Adam
--

BOOGER BOOGER BOOGER BOOGER BOOGER BOOGER BOOGER BOOGER BOOGER BOOGER BOOGER

Adam Aulick <> a-aulick@uiuc.edu <> http://www.cen.uiuc.edu/~a-aulick

4297. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 04:22:46 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2t65em$6go@bronze.coil.com>
Source record: 185646

I'd have to put my vote in for STorm 1.2 as the best comm's
package. It's small relative to Connect (~500K vs ~750K -- dunno about
STalker) and very full-featured. No cryptic script language to fool with
-- macro programming is done in a built-in BASIC.
Unless you need all kinds of strange features (IMHO) like an Answering
Machine (et al) built in (a la Connect) try Storm. Heck, try 'em both if
you can! :)
Feel free to write if you want -- I've tried them both.

--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

4298. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 05:04:22 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Jun9.170422.29471@waikato.ac.nz>
Source record: 185647

In article <2t10gh$dio@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
> In article <199406050123.a26316@la.maus.de>,
> Holger Haslbeck <Holger_Haslbeck@la.maus.de> wrote:
>>MBB>Oh, for those that have not tried it, Falcon on two machines (null
>>MBB>modem) is extremely cool. It is definitely worth the trouble to set
>>MBB>up!
>>
>>Yes it is! But since I sold my 1040ST to make place for the Falcon it
>>won't work on both Falcon and MegaSTE. So it would be very nice if someone
>>knows how to get it work on the MegaSTE (or probably Falcon also?)...
>
>
>
> Back when the STE first came out and people found out FALCON
> wouldn't run on it, Spectrum Holobyte said they'd fix it if
> there were enough STE owners to make it worthwhile. However,
> due to poor sales of Atari products, they dropped Atari
> support altogether (and the chances of any official fixes as
> well!). Since then (almost 5 years now!), NOBODY'S gotten
> FALCON to run on an STE/MSTE or TT030. And nobody's gotten it

[snip]
Bollocks - it works fine on my STE 2MB (can't remember TOS ver no., can check
if you want). Am I the only STE owner who has it working??
--
Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand

4299. Email address for Golden Image UK

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 05:14:18 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771128886.0@mettav.royle>
Source record: 185672

It was none other than Peter Hopson that wrote on 29 May 94 that ,
PH> Yep, the subject says it all.
PH> Hope you can help.

Golden Image are part of Gasteiner if I am not mistaken and thus are not
available via Email. ....on account of there Modem's being faulty :-)

MHYG
Graham

4300. Atari ST/STE stuff CHEAP! :)

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 05:38:12 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <2t69s4$qp3@news.csus.edu>
Source record: 185648

Great Atari ST games & stuff for sale!

GAMES:
For $5/each game:
Arena, Deep Space, Barbarian, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $15/game
Wrath of the Demon, Awesome, Wanderer 3-D.

Compilations:
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $20
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $20
"Triad II"--Menace, Tetris, Baal---------- $15
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $15

EMULATORS:
Spectre GCR (MacROMS includes) v.3 ----------$199

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator----------$90

MISCELLANEOUS ST STUFFS:
Mega ST keyboard ----------$15
Atari Mouse----------$20
OMNISWITCH (connects the ST/STE to any Multi-sync monitor)---$20
ULTIMATE RIPPER: this cart lets U break into any program,
disassemble, freeze any screen pix, etc! U'll love it!-------$40

BACK-UP your copy protected games with:
TURBO BLITZ (software & cable)----------$15
SYNCHRO EXPRESS (software, parallel port cart & cable)-------$30

buyer pays shipping

Interested? please contact jorge@mercury.sfsu.edu
Thanx!

4301. Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 05:44:26 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771128886.1@mettav.royle>
Source record: 185673

It was none other than -Unknown- that wrote on 30 May 94 that ,

-> I have an STe with 4Mb RAM, TOS 1.62 and an 80Mb hard disk. I am
-> considering purchasing Mag!X to replace the OS. I have read that
-> single tasking it will run
-> faster than standard TOS. Is this correct?

yes and no less impressive running a host of program's aswell. For anyone with an early TOS it's a must have even just for the optimisation of TOS with a fix for the serial port , Faster VDI (still better with NVDI though) , vastly optimised Disk I/O .

-> How does Mag!X run GEM programs which do not use a window? Does it
-> place its own window around the display?

You mean TOS program's ,GEM program's all use Windows. The answer is yes it has a driver to direct TOS,TTP program's into there own window . Or I think you can alter the config to use another suitable driver .Anyone tried TOSWIN (The new version) with this ??

-> Does Mag!X replace the standard file selector?

It replaces everything but the file selctor is dependent on the desktop you use (or indeed a replacement FS) ,the supplied one is not that brilliant (still better than pre newdesk though!) but GeminiV2 is better and Ease or neodesk4 promises to set your ST alight !

-> Can you quit from Mag!X like Terradesk?

Not without rebooting since it is not just a shell like Terra but a complete OS rewrite. BTW terra doesn't support the neccessary GEM protocols to make it useable with MAg!X

-> Are there any other incompatibility problems with the system other
-> than the music package identified in ST Review magazine?

There are a some program's that point blank don't run (not many) and they are the usual thing's that even have problem's with different TOS's !
Some program's don't behave correctly but work alright. Common problem is program's not updating the screen when quit ...lucky there is a hand TIDY UP option in the MagX menu popup which normally sort's thing's out.

Some program's like to hog all the free mem but there are way's round that aswell (a supplied util).

Well behaved GEM and TOS program's have no problem with MAg!X and I haven't found any reason's not to load it in defacto standard yet ,except for games playing that is ....but even there it is not a complete lost cause

!!!

-> Any other information would be greatly appreciated.

It really need's a better desktop but apart from that I'd say along with
NVDI it thee an essential purchase for anyone with an ST.

////
Graham Irvine
grin.mettav.royle.org

4302. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 05:53:38 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <390_9406090641@dswhq.omahug.org>
Source record: 185395

> From: Lonnie McClure <lmcclure@delphi.com>

> Hmmm...I thought I rememberd something about CMOS chips consuming more
> power if inputs were left floating. I assumed since I had not heard of

You are correct. CMOS consumes power when it changes state, or when it is in the region between about 1v and about 2.5v, where it is operating in a roughly linear mode. In actual practice, most modern CMOS incorporates an internal pullup on the input lines to properly bias the input drivers, so this becomes more of a paranoia issue than anything else. If you are dealing with old CD4000 series stuff it is usually a good idea, and it is generally good engineering regardless of what you are using, but it is FAR less vital than it used to be.

Later,
Gizmo

4303. Re: lynx (WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 06:27:28 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2t6cog$77o@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 185649

In <2t44o4$muv@nasim.sta.sub.org> knarf@nasim.sta.sub.org (Frank Bartels) writes:

>Hello!

>Could someone please tell me where I can get the lynx port for ATARI?
>I had a look at a.a, but all I found was for the lynx game, which I'm
>not interested in. ;)

You can get it from ftp.twi.tudelft.nl.

Kay.

4304. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 07:18:10 UTC
From: howard@harry.lloyd.com
Message-ID: <2t6fni$1uu@harry.lloyd.com>
Source record: 185656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On the topic of Syquest drives, you'll notice (in recent issues of Computer Shooper, anyway) that the 88MB drives and platters are actually cheaper than the 44MB units. I guess 44MB units aren't being made any more. (Small loss, the 88MB units can read the old platters, and are faster anyway...)

I haven't really had time to form much opinion on the new 3.5" 105 MB units...

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

4305. Re: MacMiNT ?????

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 07:32:44 UTC
From: howard@harry.lloyd.com
Message-ID: <2t6gis$20t@harry.lloyd.com>
Source record: 185657

In article <2t4b2r$cq@hermod.uio.no>,
Chuck An <dave.buss@studorg.uio.no> wrote:
>In article <1994May11.202802.12088@nessie.mcc.ac.uk>, bianchi@engels.co.umist.ac.uk (Andrew Bianchi) says:
>>Could someone tell me exactly WHAT MacMiNT will do ???

MacMiNT will give you a window under multifinder that runs a MiNT kernel. From there you can run most Atari MiNT binaries, as long as they don't try to do anything in GEM, or fancy XBIOS calls.

>>Could I use a Mac to run Atari software ?
>>Or is MacMiNT just a pre-emptive multitasker for a Mac ??

I suppose you can run it without the multifinder, in which case you would pretty much have an Atari emulator on your Mac. But again, it will only run text-based programs. GEMDOS calls are translated into Mac toolbox calls, when possible.
>>
>>Who wrote MacMiNT - Eric Smith ???

Eric wrote MiNT, Brad Pickering at JPL ported the kernel to the Mac.

>I've downloaded all the available versions of MacMiNT, there are three of them. The biggest one with all the gcc
>and g++ staff installed is from suniams1.statistik-tu.de or something, the main program is larger in bites and
>support copy-paste, with online 'man' support, but I find it extremely unstable -- sometimes the mkdir, or rm or any-
>thing that will have to create/delete files/dir's will cause trouble, 'permisson denied' is typical. With my case, simply
>type 'cd' may solve the problems temperorily.
>
>one of the other two is called jet, with which you get several scripts for optional installation of shells, you may need
>to get some binary files directly from mint atari.
>
>The last one is the one I am mostly using, all the stuff is within a directory named mint-0. This one doesn't support
>copy-paste or man command as are found with the one I mentioned firstly. But it's definitely stable, and is definitely
>useful if you install the GNU stuff, and the installation may be not tha difficult.

The whole reason Brad wanted to port MiNT was to be able to use GCC on his Mac. Btw, JET means "Just Enough TOS", i.e., just enough TOS emulation to get Atari GCC running under MacMiNT.

>PS. I find MacMiNT's multitasking feature isn't that great even with a Mac with 8 Mb physical RAM, and is incompatible
>with any sort of VM.

No, MacMiNT requires a Mac with MMU, and takes it over completely.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

4306. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 07:41:18 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.771147678@sakura>
Source record: 185660

I have a FalconSpeed and it`s not too slow.
It runs Windows 3.1 at acceptable speed.
I was not able to use any programs requiring Color under DOS.
The Communications program (terminal program) that comes with Windooze
doesn`t seem to work.
Haven`t tried any others yet.
Harddiskpartitions are only recognized up to 32 MB or so.

It does not use the 68030, but the video peripherals.

It does not run under Multitos, which would make simultaneous usage of
both CPUs seem possible.

I think that`s about it.

Christian.

4307. Re: GDOS driver for HP DJ 500

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 07:49:40 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2t6hik$1poq@info2.rus.uni-stuttgart.de>
Source record: 185659

In <771042190.0@mettav.royle> Graham.Irvine@mettav.royle.org writes:

> It was none other than John McConnell that wrote on 26 May 94 that ,
> JM> Anyone know of where ftp, pd, or commercial I could obtain a GDOS
> JM> driver for my new HP DJ500?
>
> try AMCGDOS ,or Font GDOS which contain driver's. You will also need the
> 300dpi printer font's though and the only place I have found these are through
> the FaST Club (in the UK).
Ask archie for fontgdos.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4308. Re: Falcon F16 flight sim on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 07:51:25 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406091429.AA00141@montp.cirad.fr>
Source record: 185658

CEO file contents:
Hi,

I've got cracked copy of Falcon that works on my 1Mb STE with TOS 1.62. I don't know if the original would have worked but this copy does.

Suppose I'll have to get the original one day... to use it.

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

4309. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 08:41:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199406091041.a20786@ms.maus.de>
Source record: 185600

In article <2db_9406060400@nisc.fidonet.org>, Darren Trutzenbach
(Darren.Trutzenbach@f616.n2605.z1.fidonet.org) wrote:
>Just read the message about Photo CD's, i have a Mega STe4 and a Chinon
XDS
>535 CD-ROM, i use Extendos as my CD-ROM driver, i can switch between ISO
and
>Photo CD Discs, like switching floppies. I use no other software to
drive
>the CD just extendos, i was kind of amazed myself when it worked, i didnt
think
>Extendos v1.11 was a Photo CD driver, apparently it is? Just thought you
would
>be interested.

This is normal. Photo CDs *are* ISO CDs, so they should be readable with
any
normal ISO driver. Exception: multisession Photo CDs. For this, you'll
have to use a driver which supports the (vendor specific) multisession
commands of the CDROM drives.

4310. What's CPX files ????

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 09:25:48 UTC
From: jcmonier@muguet.saclay.cea.fr
Message-ID: <1994Jun9.092548.16660@nenuphar.saclay.cea.fr>
Source record: 185661

I'm really new in Atari world.
I have a MEGA ST2 + SM124 + MEGAFILE 44 SyQuest using with Cubase
and other misc. for MIDI music and text processing & programming.

I've a directory on drive C call CPX with some files like GLOBAL.CPX ...

My question is : what sort of files are ? what use ? for what ?

Thanks for all respons send to me direct via E-Mail.

```
___ _____
.'/,-Y" "~-.
l.Y ^.
/\ _\_ HEY MARGE, WHAT TIME IS IT ?
i ___/" "\
| /" "\ o ! +-------------------------+
l ] o !__./ | MONIER Jean-Chrisopthe |
\ _ _ \.___./ "~\ | 87, Rue Juliette ADAM |
X \/ \ ___./ | 91190 GIF SUR YVETTE |
( \ ___. _..--~~" ~`-. +~~~~~~~~~~~~~~~~~~~~~~~~~+
` Z,-- / \ | ATHESA France |
\__. ( / ______) | Agence C.E.A. - Defense |
\ l /------~~" / | BP 28 |
Y \ / | 91192 GIF SUR YVETTE |
| "x______.^ +-------------------------+
| \
j Y
```

E-Mail : jcmonier@muguet.saclay.cea.fr

4311. Re: lynx (WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 10:15:56 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <Cr4KIL.1rK@dutiws.twi.tudelft.nl>
Source record: 185663

In article <2t44o4$muv@nasim.sta.sub.org>,
Frank Bartels <knarf@nasim.sta.sub.org> wrote:
>Hello!
>
>Could someone please tell me where I can get the lynx port for ATARI?

ftp://ftp.twi.tudelft.nl/pub/atari/

This port works with local files, "term" connections and should work with
real SLIP. You'll need a patched MiNT 1.10 and MiNT-Net >=0.42 if you use
tcp/ip. Furthermore you'll need a terminfo file for your terminal, look in
the ncurses directory.

If anyone has any ideas how I can polish this up so it works out of the
box, let me know.
>
>Bye,
>Knarf
>--
> Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
>knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

Bart.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ Insert your favourite witty saying here, I can't choose! /

4312. Re: Calamus or DA's Layout

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 10:18:20 UTC
From: djs@jet.uk
Message-ID: <1994Jun9.101820.14622@jet.uk>
Source record: 185662

In <2t4p51$1t4@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
>..
>And considering how cheep and icky PS fonts are...
I would be interested in seeing an explanation of this rather bizarre comment.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4313. Re: .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 12:02:10 UTC
From: steve-j@teleport.com
Message-ID: <2t70c2$c8a@kelly.teleport.com>
Source record: 185665

```
In article <2t2ujn$5at@calvin.st-and.ac.uk>,
Adam Jeffrey Daniel Walsh <ajdw@st-and.ac.uk> wrote:
>
>What Music programs play .SNG files? (Either through
>MIDI or just a monitor)

That's hard to say. I think Music Studio used the .SNG
extension, plus Dr.T's KCS uses files w/ a .SNG
extension, and I'm sure there are probably a few other
music programs that use it. If it's a Music Studio file,
you can play it using MIDI Music Maker (MMM).

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

4314. Re: Connect atari with pc

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 13:06:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1846@usdtsg.DaytonOH.NCR.COM>
Source record: 185668

In article <Bas.Hekking-080694124632@ana-dyn-32.mac.phil.ruu.nl> Bas.Hekking@phil.ruu.nl (Bas Hekking) writes:
>I wonderd if it is possible to connect my atary with my pc (by zero mode
>cable??), and if there is software which enables me to load and save atari
>programs to/from my pc harddisc
>I hope somebody can give me some helpfull information!!

If you want to get program files from your Atari to your PC. there's
at least two easy ways to do so:

1) copy the files to a PC floppy disk (which was formatted on a PC -
a double-density disk, aka 720k disk), and then just copy them
off the disk onto your PC...

---or---

2) you could set up a "null modem" connection between the Atari and
PC - what this basically is is connecting the serial/modem port
of the one system to the other, with a "null modem" between...
a "null modem" connection (which could be simply a "null modem"
adapter purchased at Radio Shack, for instance), simply switches
the sending and receiving signals, so what's being "sent"
from the one system is being "received" by the other - you
would use a modem/terminal program on each system, with the
same baud rate settings, etc, and would simply "upload" to the
other system (and since a null modem is not restricted like
a normal modem, you can pull off a connection (and transfer)
of at least 19200 baud...

In short, what *I* did (others may vary) was to get a null modem
adapter from Radio Shack (cost like $8 US), plug a modem cable
from my Atari into one side of it, and plug a modem cable from
by PC into the other side, load up a modem program on both sides,
make sure the settings were the same, type a couple keys to
see if they indeed were being received on the other end,
and then simply started a ZMODEM transfer (or whatever protocol
you like) from the source (in this case, Atari) to the
destination (in this case, PC)...

There's other ways to get files from one system to the other
(via a network, for instance), but the above two are the easiest
ways to do it (and the least hassles)...

Hope this helps...

--
>>| "Some say the glass is half full,

Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4315. No download with Connect 2.46

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 13:52:49 UTC
From: bhanses@VNET.IBM.COM
Message-ID: <19940609.045350.491@almaden.ibm.com>
Source record: 185664

I have downloaded the CONNG246.LZH and CONN246U.LZH and installed on my harddisk. Various test with in the German MAUS net are ok, but I am not able to download any files. I know that CONN246U corrects a problem with the Z-modem. When the download starts, a new window opens with path, filename, data and various other infos, but only error messages are produced. The same is true when I use the CONN246H version. I tried X-modem too, but also without success. As I am still in the test phase - and have not paid for registration till now - I have no handbook, but can't see any handling error so far. Could someone verify that the download works with this Connect version on his ST and optionally have a hint what I might doing wrong.

Thanks, Bernd Hanses

4316. slow boot up without IDE?

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 14:01:07 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun9.140107.26356@cen.ex.ac.uk>
Source record: 185667

I have just replaced the internal IDE on my Falcon030 with a big external SCSI unit. Whilst everything works fine, the boot up is extremely slow. AHDI seems to spend ages trying to talk to the IDE which isn't there.

Is this normal? I have tried turning off the IDE checking with AHDICONF.PRG, but it didn't seem to have any effect. The system seems to take 5 to 10 seconds just to install the SCSI drive. Is there anything I can do to speed things up?
Thanx,
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

4317. NEED: Fostex MIDI-Remote for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 14:39:45 UTC
From: ad869@FreeNet.Carleton.CA
Message-ID: <Cr4wq9.1Fx@freenet.carleton.ca>
Source record: 185669

I have the Mac version of this software but need the Atari version.
Its used to do MTC-SMPTE synchronization for a couple of Fostex multitrack
machines. I called Fostex but they dont make it anymore.

IF anyone has the Atari version of Midi-Remote, please email me.

Thanks

--
****
*** Often I fear eating a boiled egg because there might ***
*** be a cooked chick embryo inside when I open it, again. ***
************ R.Prasad: ad869@freenet.carleton.ca *************

4318. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 15:03:12 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2t7avg$mtp@lyra.csx.cam.ac.uk>
Source record: 185670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

howard@harry.lloyd.com (Howard Chu) writes:

>On the topic of Syquest drives, you'll notice (in recent issues of Computer
>Shooper, anyway) that the 88MB drives and platters are actually cheaper than
>the 44MB units. I guess 44MB units aren't being made any more. (Small loss,
>the 88MB units can read the old platters, and are faster anyway...)

>I haven't really had time to form much opinion on the new 3.5" 105 MB units...

At work we have a 3.5" optical drive on one of our PC's. 128mb and
rewritable as well. The speed isn't too quick, maybe a bit faster than a
floppy.
I wouldn't mind one myself but I bet they are rather expensive!!!
(I think the disks are 50 pounds each, no idea about the drive)

>--
>Howard Chu, Sr. Systems Engineer Lloyd Internetworking
>howard@lloyd.com 3031 Alhambra Drive
>(916) 676-1147 - voice Suite 102
>(916) 676-3442 - fax Cameron Park, CA 95682

Phil
[E-mail pd@mole.bio.cam.ac.uk]

4319. Unix for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 15:11:57 UTC
From: M J G Day <M.J.G.Day@durham.ac.uk>
Message-ID: <2t7bft$emh@mercury.dur.ac.uk>
Source record: 185671

Er yeah is there a version
is it any good
how much memory does it need
where can I get it
How much
er anything else

--
M.J.G.Day@durham.ac.uk Or kill me !

The lack of question marks in this posting is intentional

4320. CONNECT problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 15:45:19 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2t7def$o7e@dux.dundee.ac.uk>
Source record: 185735

I cannot get connect to run on my FALCON. It loads and sits there but
wont dial the modem despite the fact that all the set up code is there.
Do I have to do something else?

and yes I have put u:\DEV\MODEM1

Rod

--

```
==============================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==============================================================================
```

4321. Re: .SNG files...

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 16:04:42 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EFJQDGZK@dksoft.ping.dk>
Source record: 185532

In <2t2ujn$5at@calvin.st-and.ac.uk> Adam Jeffrey Daniel Walsh wrote :

>
>What Music programs play .SNG files? (Either through
>MIDI or just a monitor)
>

Cubase and Pro24 both from Steinberg and commercial. Goes via Midi.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

4322. zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 17:01:43 UTC
From: lai@myhost.subdomain.domain
Message-ID: <2t7htn$ndi@paperboy.gsfc.nasa.gov>
Source record: 185674

I was wondering if lzh on the st and pkzip on the pc are compatible. I have an st at home and I want to compress text files to being home. I tried pkarc(pc) and arc(st) v1.9 and that didn't work. Is there a common program that uses the same format on the pc and st.

Keith
lai@paf.gsfc.nasa.gov

4323. Re: Falcon F16 flight sim on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 17:16:42 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32df74e6c@sirius.herts.ac.uk>
Source record: 185678

```
+-- This was written in a previous article by Bales_N@CIRAD.fr...
|> CEO file contents:
|> Hi,
|>
|> I've got cracked copy of Falcon that works on my 1Mb STE with TOS 1.62. I don't
|> know if the original would have worked but this copy does.
|>
|> Suppose I'll have to get the original one day... to use it.
|>
|> Bye,
|> Nick.
|>
|> \_)|||(_/ I'm a poor lonesome cowboy...
|> .o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
|> ( - )
|> \u/ <ADVERTISEMENT SPACE FOR RENT>

I'm not sure this exactly a good thing to post on a very global,
very public newsgroup...
Oh, and there are ST and ST/STE versions of Falcon, so there
should be no problem finding a real, original copy of Falcon to buy that
you can play (subtle hint).

Duncan.

--
Duncan P. Corps \ EMail: D.Corps@herts.ac.uk \ "I'm waiting for a reason
Student, Radio DJ, \ Address: 47-2 Coales Hall, \ like waiting for a train"
PWEI/ Utah Saints/ \ Bishops Rise, Hatfield, \ from 'I still think of you'
Faith No More fan \ Hertfordshire AL10 9BT \ -Utah Saints, out June 6th
*--------------------*---------------------------*------------------------*
\ Addresses valid until August. Disclaimer: Beats the crap out of me, Judy \
```

4324. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 17:22:08 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2t7j40$qp2@m.ehd.hwc.ca>
Source record: 185675

bnp@waikato.ac.nz wrote:
: Bollocks - it works fine on my STE 2MB (can't remember TOS ver no., can check
: if you want). Am I the only STE owner who has it working??

It also works on my 1040 STe (TOS 1.6, 1meg at the time). The original
that I bought (in 1990 when I bought the STe) was quirky. It wouldn't
save last mission, wierd display on exit, stuff like that. I sent Disk 1
back to Spectrum-Holobyte (at their suggestion) and they sent me an
upgraded version (I think the upgrade was 1.2). Operation Counterstrike
worked properly from the start. Haven't used it at all for a very long,
long time though.

Didn't Spectrum-Holobyte produce 'Flight of the Intruder' for the Atari?
It came out after 'Falcon'. And wasn't there a second operations disk?
One with helecopters that had to be shot down? ...

--

Blair Dean | aa728@freenet.carleton.ca | ||| LS650-F
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada

4325. CIX access to Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 17:28:26 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Jun9.172826.6742@vax.sbu.ac.uk>
Source record: 185676

Can someone advise me on a decent, ST friendly high speed modem for use in the UK? I intend to get a cix account for Internet access after finishing my degree. Also what software is required?

Del

4326. Printer advice please..

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 17:30:41 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Jun9.173042.6743@vax.sbu.ac.uk>
Source record: 185677

Can someone advise me of the best InkJet or Bubblejet (whats the difference?)
printer available for the ST at the moment? Colour preferably...
Do I need special drivers for use with Calamus or Timeworks?

Del

4327. Re: Fax software for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 17:56:55 UTC
From: c-hjr@math.utah.edu
Message-ID: <C-HJR.94Jun9115655@solitude.math.utah.edu>
Source record: 185679

>Try JuniorOffice instead, its SHAREWARE and should be available via FTP.

I have been looking, but have not been able to find this anywhere.
Can someone please let me know where to find this?

Thanks!

Jeff Healey

4328. ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 18:26:27 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94160.142627STIRRE31@MAINE.MAINE.EDU>
Source record: 185681

I am interested in ST Xformer for the Falcon. I recently talked to
Derek of Branch Always and he said the the source code was available
to tinker with and that changing the 68000 specific stuff to work
on the 68030 would be quite easy. Since I am not a very good
programmer (know Basic, Pascal and C a little) I cannot do the
job. However, would someone else be interested in such a project?
And would other Falcon owners want ST Xformer for their machines?
-scott tirrell

4329. Re: US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 18:32:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94160.143220STIRRE31@MAINE.MAINE.EDU>
Source record: 185682

I think that a 1 meg RAM hard drive-less Falcon is around $799
in the US.
-scott tirrell

4330. Postscript problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 18:35:32 UTC
From: gerrymon@eng.umd.edu
Message-ID: <2t7ndk$a1m@mojo.eng.umd.edu>
Source record: 185680

Does anyone know how to print postscript files generated by Microsoft Windows 3.1 on the Atari SLM804 laser?

Ultrascript has trouble with the files generated by the standard Windows 3.1 printer drivers. It seems to print out the graphics stuff fine but all the text are left blank.

I tried all kinds of settings (like telling the driver to only use the printer's built-in fonts instead of downloading them) but the results were the same.

I then tried using the printer drivers that came with Micrografx's Graphics Works and was more successful. I finally got both text and graphics to print but all the text were generated using the Courier font!

Would I have more luck with Composcript? Or how about Ghostscript? Any help would be appreciated!

By the way, these postscript files printed out fine using my school's HP Laserjets so I don't think the problem is with Window's printer drivers.

--Gerry

4331. Re: Serial 2 on MegaSTE beyond 19k2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 18:50:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406092050.a7851@pb2.maus.de>
Source record: 185597

At about twenty-five to three, rrice@netnews.upenn.edu (Rob S. Rice)
wrote:

RSR>Would I have anything to gain, speedwise, by going in through
RSR>the "Serial 2" port now in my Mega STE 4's VME slot? Or is this
RSR>delay more a function of TOS?

The Serial2 of my very early MegaSTE allows me to set the DTE to 57k6 with
HSMODA04 installed.

With a 14k4 modem you will notice a *slight* increase of your transfer
rate
(approx. 1670). If you have a modem with 16k8 (ZyXel), 19k2 (ZyX or terbo)
you have to set your DTE as fast as you can to use your modems potential.

A DTE of 115k2 will be appropriate for the upcoming V.Fast style modems.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4332. Re: Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 18:50:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406092050.a7850@pb2.maus.de>
Source record: 185598

At about ten to twelve, mm68@unix.brighton.ac.uk (Allanon) wrote:

A>Winx 2.3 is out for beta test...but where can it be ftp'd from?

I'm afraid nowhere. Martin doesn't want it to be distributed via ftp nor
should it be uploaded in any mailbox whatsoever.

For those of you who might understand German:

```
-------------------------------cuthereplease------------------------------
---

WINX Test Area

Alle Dateien in diesem Programmteil sind nur fï¿½r den privaten Test
bestimmt und dï¿½rfen nicht in anderen Mailboxen abgelegt werden.

MfG, Martin

-------------------------------cuthereplease------------------------------
---
```

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

4333. Where can I find <Commodore>

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 19:38:36 UTC
From: ac386@FreeNet.Carleton.CA
Message-ID: <Cr5AKC.Dzq@freenet.carleton.ca>
Source record: 185683

My son has an old Commodore and I want to repair it for him, however, I do not know where the Commodore Usenet conference is. Can anyone tell me?

--

John W. Dodson | Sales/Rentals of Mac "off the shelf"
The Computer Paper - Ad Sales | software training: MacAcademy videos
613 729-7306 | and PTS Interactive Audio 613 729-0234
613 729-6615 fax ac386@freenet.carleton.ca

4334. Re: Printer advice please..

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 20:45:17 UTC
From: gfrajkor@superior.carleton.ca
Message-ID: <Cr5DnH.8vA@cunews.carleton.ca>
Source record: 185684

The most affordable and best supported color inkjets are the
Hewlett-Packard 550 and 560 (the 560 is newer, better, etc., but the
550 is now cheaper and it was very good) or the Canon 600 series.
Prices are about the same on the street but the quality of the 560 is,
I believe, 600x300 while the Canon is , I think, still 360x360 dpi.
There are others in the market now,but these two are the biggies.
Yes you will need special drivers and yes you may have problems
finding them. The printer makers give you Windows and Messydos
drivers and instructions as a matter of routine, but have never been
good on Atari software drivers. the program makers are often a few
years or versions behind.

4335. Re: Mosaic and WWW

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 20:56:16 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2t7vlg$2ud@charm.magnus.acs.ohio-state.edu>
Source record: 185685

If you turn off the the pictures except when you really want them it shouldn't be too bad on an Atari. After using in on a IIci, I would be suprised if the Falcon or TT couldn't do better.

Even stripped down to text, it is still a wonderfull way to access all the information on the Web. And since you don't have to wait for a screen to finish loading to go onto the next one it's not going to be too killer for screen size. (in K)

I'm basing all my opinions on using Mosaic on the Macintosh. I have only seen the X version running, haven't played with it myself. Although I imagine that if you use a work station with a direct connection to the network at work or school you probably wouldn't want to use your Atari for it too much. But for people that have no other alternatives I think it will be teneable.

Dan Ackerman
ackerman.29@osu.edu

4336. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 21:32:46 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771197566snz@leprosy.demon.co.uk>
Source record: 185552

In article <771110404snz@nest.demon.co.uk>
dbrewood@nest.demon.co.uk "Daron Brewood" writes:

> You'd be better accessing Internet via Demon instead of CIX, it's a lot
> cheaper and you have access to a lot more newsgroups as well as more
> facilities on the Internet, your own node name for example.

Whilst this is true, CIX does offer some novel additions to the Internet gateway which mean that you don't need special software - just a comms terminal. As the Atari doesn't yet have this special software CIX is still a good way of getting on. For instance, using NOS on the Atari it is impossible to gopher or archie, using Lynx is difficult (you need MiNT & MiNTNet) and Mosaic doesn't (yet) exist for us. The CIX gateway, on the other hand offers everything it can - including a VT100 based Lynx and IRC viewer.

Depends what you want, I guess - if it's e'mail, usenet and ftp then Demon is definately the way to go.

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------

4337. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 21:35:38 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771197738snz@leprosy.demon.co.uk>
Source record: 185553

In article <2t65em$6go@bronze.coil.com>
mbmccabe@bronze.coil.com "Matt McCabe" writes:

>
> I'd have to put my vote in for STorm 1.2 as the best comm's
> package. It's small relative to Connect (~500K vs ~750K -- dunno about
> STalker) and very full-featured. No cryptic script language to fool with
> -- macro programming is done in a built-in BASIC.

Unless Storm has improved since version 1.01 (1.10?) it'll still have that
very dodgy looking non-standard interface. That put me off of it at once -
it also looked relatively difficult to set up - but so's Connect.

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------

4338. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 22:02:54 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <771285788.0@mettav.royle>
Source record: 185578

Steve bibbled on 5 Jun 94 to All...

> essential] program for any Atari computer. At least, if you do
> anything other than] play games or run FZT or Protext.

> It speeds up FZT a great deal as well! Why anyone would even _think_
> about using Protext is beyond me though! :)

There's _nothing_ that can beat Protext if you do a lot of typing, Steve. I've only ever had it crash 3 times on me - and that's since 1989...

Col.

4339. Re: Bob Brodie

Newsgroup: comp.sys.atari.st
Date: 1994-06-09 22:24:27 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2t84qr$89t@news.cs.tu-berlin.de>
Source record: 185686

Iain.Laskey@barclays.co.uk writes:

>I don't know why everyones going so mad about it. Outside the US, hardly anyone
>has even heard of him. I know that on more than one occassion he embarrassed Atari

What's the difference, if you are a net user in the US or in
Europe?

If you use it, you know the RTCs and you know Bob Brodie.

I'll miss him.

greetinx -thommy
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

4340. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 00:06:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1847@usdtsg.DaytonOH.NCR.COM>
Source record: 185512

In article <2t7htn$ndi@paperboy.gsfc.nasa.gov> lai@myhost.subdomain.domain writes:
>I was wondering if lzh on the st and pkzip on the pc are compatible. I
>have an st at home and I want to compress text files to being home.
>I tried pkarc(pc) and arc(st) v1.9 and that didn't work. Is there a
>common program that uses the same format on the pc and st.

The latest versions of ZIP and LHArc are compatible across the Atari
and PC (and unix, and...):

ST Program PC Counterpart
---------- --------------
STZIP 2.6 PKZIP 2.04g
LHArc 3.10 LHA 2.x

PkARC is *not* compatible with PkZIP!

The latest versions of the Atari archivers can be found at
atari.archive.umich.edu, and other popular sites. The latest
PC versions can be found on various FTP sites as well...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4341. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 00:17:04 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2t8be0$bkh@mother.usf.edu>
Source record: 185687

Robert Anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: In article <2t3kf7$roc@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller)
writes:
: >
: >: I would lean towards CoNnect or Stalker, since you're on a Falcon...

: [STuff deleted]

: >The problem with all the terminals you mentioned is that none of them can
: >scroll with any decent speed.

: Agreed, *UNLESS* you have Warp9 or NVDI loaded in. It's a tradeoff
: of screen updates vs compatibility - Uniterm for instance is a killer
: VT term, but you can't run it in 640x480x256, for instance (at least
: I don't think you can) - ditto with Flash - though both do have
: quicker screen updates than CoNnect or STalker. However, you should
: be able to run CoNnect or STalker in any resolution (I had CoNnect running
: in ST LOW MonSTEred, i.e. 640x400x16, and it worked - not the best
: environment, but it worked) - this is why I would recommend one of those
: two for use *on a Falcon in particular*. Really, with ANY GEM-based
: program, you ("you" in general for anyone) should use Warp9 or
: NVDI - even when using the plain old desktop - it makes a significant
: difference...

Warp 9 didn't help worth squat. I tried the illegal method... I used my
fastest memory-move routine to scroll the screen. It was still too slow. The
Falcon's bus is just too slow! Anything short of using the Blitter in HOG
mode (which would totally disrupt serial communications) is just not going to
cut it.

: >Hey, Anisko! We're waiting on your article!

: ::shrug:: I'll try to speed it along - I don't want to turn anything in
: that doesn't pass at least my personal standards... will get it to GEnie
: in a couple days hopefully...

: --
: >>| "Some say the glass is half full,
: Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
: anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
: >>| twice as big as it should be..."

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?

Timothy Miller

4342. MiNT and Warp9...

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 00:19:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1849@usdtsg.DaytonOH.NCR.COM>
Source record: 185511

Just wanted to mention something I noticed. I usually have MiNT 1.10
(sans patches) and Warp9 3.75 working quite nicely together (the screen
updates are very nice). However, there are two program I've noticed
so far that will freeze me in my tracks under this environment:
ArcShell and VDIMgr. When I try to load one of these, a solid cursor
appears to the bottom left of my screen, and it's "goodnight."

Was curious as to what these two programs are doing that make the
MiNT/Warp9 match act differently than just about everything else
I've been messing with. BTW this is in ST Hi res on a TOS 2.06, MSTe/4...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4343. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 00:27:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cr5nyD.BCt@cix.compulink.co.uk>
Source record: 185703

> WK> Does anybody out there have any hands-on experience with the new ST
> WK> OS SMS2?
>
>Fiddled about with it at a recent Atari show and without getting a look at th
>manual's I couldn't get it to do anything at all so 0 out of 10
>for intuative interface <Grin>

Same here

;-)

Roland.

@CiX

4344. Re: CIX access to Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 00:27:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cr5nyF.BDG@cix.compulink.co.uk>
Source record: 185704

>Can someone advise me on a decent, ST friendly high speed modem for
>use in the UK? I intend to get a cix account for Internet access after
>finishing my degree. Also what software is required?

The US Robotics Sportster 14400 FAX is quite a good bet, as is the similar spec Zoom one. As long as its V32bis V42bis V42, Hayes compatible - you should be okay. Make sure its BABT approved too (the above 2 are AFAIK). The Supra and TKR ones are also very popular but not strictly legal as AFAIK they don't have the BABT approval.

As for CiX, there is a very good Off Line Reader for the ST, which comes in 2 programs known as CiXRead and CiXComm. They let you do *almost* everything you can do online and allow access to usenet newsgroups. I'm using them to write this message now. Currently they are 15ukp each but AFAIK due to go up in price shorty. Well worth the money IMO however. They are also constantly updated.

:-)

Roland.

@CiX

4345. Re: Where can I find <Commodore>

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 00:37:18 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2t8cju$9ib@news.cs.tu-berlin.de>
Source record: 185688

ac386@FreeNet.Carleton.CA (John W. Dodson) writes:

>My son has an old Commodore and I want to repair it for him, however, I do
>not know where the Commodore Usenet conference is. Can anyone tell me?
-

As Commodore went bankrupt I don't think that there are any further
acitivities by Commodore.
Anyway there are still many C= related newsgroups where you may get
useful hints or adresses of dealers nearby.

Try
comp.sys.amiga.hardware
comp.sys.amiga.misc

Hope you find this helpful :-}

```
o-------------------------------------------------------------------------------o
| \|/ thommy@cs.tu-berlin.de || || || |
| o o ---------------------- || || || |
| | -have sometimes a smile on your face... )) || (( |
| `-' & always a smiley on your screen )) || (( |
o-------------------------------------------------------------------------------o
```

--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

4346. Re: Files help

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 00:38:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2t8cme$iok@golem.wcc.govt.nz>
Source record: 185689

In article <1994Jun8.143648.21025@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On 6 Jun 1994 04:57:16 GMT, Steve Wells wrote:
>:] I have a question: Are most of the files at the Atari archive for
>:] the newer TOS and ST models only?
>:]
>:] I have a stock 520ST from around 1986, in fact it was when they just starte
>:] putting TOS on the chips.
>
>: Not a great deal of recent software will run on TOS 1.0 or 1.2. This
>: is due to problems trying to code around OS oddities, most of which
>: is fixed with the major re-write of TOS 1.4!
>
>needing FATSPEED.
>
>If anyone can, post a list of any software you know of which will not run
>on TOS 1.2 but will run on TOS 1.4. I will be very interested to see it.

I do think that any one using TOS 1.0 1.2 needs there head seeing to,
there are over 2 pages of fixes to TOS 1.4, and FatSpeed is just a minor
one..

What about the Archive bit, the Move option, the Copy Date Fix, shall I go on
and on...

Those that think that they don't need TOS 1.4 just don't know what they are
talking about...!!!

And the Games that don't Run with TOS 1.2 that DO RUN WITH TOS 1.4...

So do your self a big favour Get TOS 1.4, you will never regret it...!!

>--
> ||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4347. Re: lynx (WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 01:31:41 UTC
From: jjmcwill@next5
Message-ID: <2t8fpt$el0@mtu.edu>
Source record: 185691

A question for the Lynx savvy if you please.

I've been telnetting to either www.twi.tudelft.nl or
millbrook.lib.rmit.edu.au and using their
lynx programs since all I have is a vt100 on this end.
I see som peole posting here advertising their own html home pages.
How do I force these WWW servers to vie these home pages???

Many thanks for forthcoming help.

Jeff;
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4348. Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 02:04:13 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2t8hmt$nqg@netnews.upenn.edu>
Source record: 185696

Dear Atari Creatures:

What we have here...is a failure to communicate.

I'm logging onto a 7/8bit University telnet system (run on Telebyte modems) with my Mega 4 STE, my BRAND NEW U.S. Robotics 14,400 Sportster V.42bis Fax Modem, and STalker v.3.02. I have the fixes from HSMODEM04 installed, even though I'm only running set at 19,200 baud, 8bit, no parits, one stop bit.

No matter what I have tried, DOWNLOADING from my telnetted accounts here, I invariably--I mean absolutely every time--get errors EVERY 4096 bytes--starting at byte 4096--with Z-Modem. My transfers have slowed to around 510cps as a result. My transfers TO Penn, however, have gone like lightning--102% efficiency, over 1200cps. V.42bis on both ends. Go figure.

I've changed every variable I could think of or someone could suggest, except logging onto another system--everything's either disconnected or busy. I've played with the flow control, tried logging in at 9600 baud, and used standard Kermit, Z-Modem, and X-Modem. Everything but Z-Modem gives me no errors at all, but at best a 535cps transfer rate.

I have used the U.S. Robotics template setting, AT&F1, which made no difference whatsoever. Where I come from, if you can reproduce an error every time, that means there's a bug in the woodwork somewhere. Both mail.sas and ccat.sas have given me this problem, and I've use rlogin, telnet, and the tn3270 protocols to reproduce it. I thought that perhaps it was the STe's serial port buffer--but every 4K incoming? And the error message reads "NAK received from remote host." Every 4k. At least I can transfer the big files in, but not out. Not at anything better than 10-20% of capacity.

HEEEEEEELLLLLLLLLPPPPPPP!!!!

Rob S. Rice

4349. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 03:04:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cr5v7o.H48@cix.compulink.co.uk>
Source record: 185705

In message <771042190.1@mettav.royle>, Graham.Irvine@mettav.royle.org said:
>
>sound's good to me aswell but what about AES 4.10 (or later !) which is the
>real reason that MultiTOS is still not a patch on MAG!X .

Mag!X is faster than AES 4.10 and is much more reliable. It features both
cooperative and preemptive multi-tasking, switchable at any time. You can
also switch to single-tasking at any time. The current version lacks some
AES 4.xx features, but at least it works.

Ofir ogal@cix.compulink.co.uk

4350. Lemmings on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 03:07:56 UTC
From: kipm@lobo.rmh.pr1.k12.co.us
Message-ID: <Cr5vD8.FvC@k12.colostate.edu>
Source record: 185699

Has anyoone ever got lemmings on the falcon? I have the Oh! No! More lemmings version. I have backwards and was wondering if anybody else got this to work. E-mail me at caiken@pr1.k12.co.us.
Thanks a lot.

```
/
\ / /
\\\' , / //
\\\// _/ //'
\_-//' / //<'
\ /// <//'
/ >> \\\'
/,)-^>> _\'
(/ \\ / \\\
// //\\\ Kip Morgan a proud Falcon owner
```

4351. Re: US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 03:27:50 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun9.222750.28538@cobra.uni.edu>
Source record: 185698

In article <1994Jun8.171508.5989@ivax>, trwills@indyunix.iupui.edu () writes:
> Hi all
> Just wondering if anyone knows about what the going
> rate is in the US for a base Falcon, mailorder style...
> (1mb, no monitor, no HD)....Thanks...
>
> Ziggy
>
>

Last I heard, the one meg base falcon was $799, while the four meg version no harddrive is $999. For $1069 list you can get a Quadra 605 with eight megs and 160 meg HD plus a fast 25 mhz 040. And is PowerPC upgradeable.

Peter Sinclair-Day
University of Northern Iowa

4352. Re: Sound Tools

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 03:33:48 UTC
From: Mountain Air <mountainair@delphi.com>
Message-ID: <5m8M3E0.mountainair@delphi.com>
Source record: 185697

John,
Degidesign made a version of Sound Tools for the Mega ST series. They have since discontinued support for the Atari platform. I hope they return someday, Sound Tools was a favorite of mine.
To find a new package would be almost hopeless. You might try Rogue Music in NYC or Sweetwater Sound.
A studio I used to work at has a system for sale and I would be glad to help you connect.

Also, Hybrid Arts made a system called ADAP which is similar and I know of a studio selling that system.

Feel free to e-mail me if you are interested.

~ Stephen mountainair@delphi.com

4353. ST HARDWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 04:20:42 UTC
From: ez007793@bambam.ucdavis.edu
Message-ID: <Cr5yqJ.J70@ucdavis.edu>
Source record: 185701

I have a few 1040ST systems for sale, I will test again, but all are in great working condition:

2 1040STf with mouse...
2 SC1224 Color monitors
1 SM124 Mono Monitor

Like I said, all work great. We had three, I'm keeping one, the rest are for sale.
As you might imagine, I'd like to keep the units together as much as possible and sell as complete systems, but I will hear offers for individual pieces as well since I want to move this stuff...

I've been seeing lots of different prices for this type of stuff, so I don't know what to ask for it, I only ask for offers that seem reasonable.

Reply via e-mail to ez007793@chip.ucdavis.edu

Thanks a lot,
Brian

4354. WTB: Link host adapter

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 04:53:11 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FD014FE7.SPERNA1@ua1vm.ua.edu>
Source record: 185557

I want to buy an ICD Link host adapter? Anyone want to sell?

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

4355. How do I register Gemview?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 07:04:46 UTC
From: dburns@world.std.com
Message-ID: <Cr66Bz.6E4@world.std.com>
Source record: 185706

I've been using Gemview for a while, and I'd like to register it. Is it possible to do that here in the US? I'm not keen on sending away to Germany to do it, and I thought I saw some talk here indicating there is a US distributor.

Please include the correct price, and if it comes with a manual; is it on disk, or will it be e-mailed to me?

Thanks.

Dave Burns
Lowell, MA

4356. Volume in Falcon-Demos

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 07:30:57 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2t94rh$mm4@rs18.hrz.th-darmstadt.de>
Source record: 185707

Hi!

After we had the discussion why many (german) demos won't work on NTSC-TVs, I think it's also worth a question why so many demo-programmers on Falcon (and not only these) change the volume settings of the Falcon when the program starts (and they do that, of course, using the hardware-registers, not the XBIOS).

It's really annoying when you use a headphone and have the volume set, let's say, to 4, and then run a demo which sets the volume to 15. It's not very nice for the ears...

So, why is this necessary? It's not a programming problem for sure, because you don't have to affect the volume settings when you init the sound-subsystem to your needs. And even if so, it's d*mn easy to save the old settings and restore them later.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

4357. Re: Falcon F16 flight sim on Mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 07:34:59 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406101420.AA00142@montp.cirad.fr>
Source record: 185708

CEO file contents:
Hi DuncMan,

Sorry, I didn't mean to say that it was GOOD to have cracked copy. I just happen to have one because it was given to me when I bought my STE (second hand). I never actually used it as you really need the manuals to get started even for training.

I just wanted to add my experience. This copy works on my STE, which means that perhaps the copy protection is to blame and that something can be done to get this game running. That is if the original doesn't work, of course.

I don't know what however...

Sorry to all those offended :)

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

4358. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 08:24:35 UTC
From: dcoull@cix.compulink.co.uk
Message-ID: <Cr6A0z.4En@cix.compulink.co.uk>
Source record: 185590

If you can E-Mail me the source, I have a friend looking for programming projects. He is mad on Atari, plus he would optimise it to support DSP, FPU, accelerators etc., if required.

Falcon emulating 8-bit Atari - hmmmm now where are all the old games for downloading?

I did try E-Mailing a suggested address for the Author of XFormer, but was not successful. Has Derek got an E-mail address? Could be useful for advice etc.

Signed:- A Falcon030 owner, and proud of it! Best machine around, just needs programmers!

Darren Coull

4359. Re: US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 08:29:52 UTC
From: djs@jet.uk
Message-ID: <1994Jun10.082952.20118@jet.uk>
Source record: 185747

In <1994Jun8.171508.5989@ivax> trwills@indyunix.iupui.edu () writes:

>Hi all
> Just wondering if anyone knows about what the going
>rate is in the US for a base Falcon, mailorder style...
>(1mb, no monitor, no HD)....Thanks...
A one megabyte Falcon is completely useless, forget it. I spend far too much time having to jiggle around ACCs and AUTOs because FOUR megabytes aren't enough. I run out nearly every time I do anything remotely complex in PageStream, DA's Vector, DA's Picture, Calamus. (The latter two partly compensate by having their own Virtual Memory support).

Problem is, the buying 16MB not only costs more than I can afford, it only boosts my 4MB to 14. If I could add another 4 to get 8MB, I would be very happy...
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4360. Re: Printer advice please..

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 08:46:01 UTC
From: djs@jet.uk
Message-ID: <1994Jun10.084601.20277@jet.uk>
Source record: 185748

In <1994Jun9.173042.6743@vax.sbu.ac.uk> fountad@vax.sbu.ac.uk writes:

>Can someone advise me of the best InkJet or Bubblejet (whats the difference?)
>printer available for the ST at the moment? Colour preferably...
>Do I need special drivers for use with Calamus or Timeworks?
The Hewlett Packard inkjets are better than the cheaper bubblejets, such
as the Cannon BJ10.

The new HP (520 for mono and 560 for colour) are pretty good, but there are
no Atari drivers for these at the moment (as far as I am aware). Therefore,
they will be driven as 500 and 550c printers respectively, and will print
at 300x300 instead of 600x300. Mind you, the grade of paper you use makes
more difference than that resolution improvement anyway, for many applications.

Timeworks has a Deskjet driver. It will drive any of the above HP printers
in mono. Calamus and PageStream have drivers for the 500/510 mono,
the 500c colour and the 550c colour. However, both use very course dithering
algorithms, which give poor quality *colour* output. To get best quality
from my HP 550c when using PageStream, I print it as a PostScript file, then
use GhostScript v2.6.1 to drive the printer; it has more appropriate colour
dithering algorithms.

Most other software supports the HP printers too, eg DA's Vector, GemView,
ImageCopy2, Atari Works, Papyrus,...
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4361. mac <-> ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 10:52:51 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2t9gm3$jds@turing.fwi.uva.nl>
Source record: 185709

hi,

can i connect my old apple Mac via a nullmodem cable to my 1040STfm?
maybe a silly question, i just want to make sure (i dont want to
blow my rs232 port).
--
Martijn Dekker +--+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +--+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4362. FALCONs Soundsubsystem

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 10:58:12 UTC
From: sdew92ot@cip3a.tu-harburg.de
Message-ID: <2t9h04$n38@rztsun.tu-harburg.de>
Source record: 185577

```
**********************************************************************
** **
** **
** **
** ----- H E L P ! ----- **
** **
** **
** **
**********************************************************************
```

To start a hardware-project, I need informations about how managing the extern channel of the Sound-subsystem (extern input as well as extern output) in synchronous and asynchronous mode.

It would be nice, if anyone could answer me - many thankx to those who spend their time to help.

Ciao, Oliver

4363. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 11:01:14 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-100694130149@128.141.55.215>
Source record: 185710

In article <2t7htn$ndi@paperboy.gsfc.nasa.gov>, lai@myhost.subdomain.domain
() wrote:

> I was wondering if lzh on the st and pkzip on the pc are compatible. I
> have an st at home and I want to compress text files to being home.
> I tried pkarc(pc) and arc(st) v1.9 and that didn't work. Is there a
> common program that uses the same format on the pc and st.
>

YOU CAN USE STZIP ON ST AND PKZIP ON PC.

4364. Re: lynx (WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 11:25:19 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cr6IAM.Erv@westminster.ac.uk>
Source record: 185711

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: A question for the Lynx savvy if you please.

: I've been telnetting to either www.twi.tudelft.nl or
: millbrook.lib.rmit.edu.au and using their
: lynx programs since all I have is a vt100 on this end.
: I see som peole posting here advertising their own html home pages.
: How do I force these WWW servers to vie these home pages???

You type:

lynx <address>

for eg, lynx http://micros.hensa.ac.uk

That's all...and this should take you to the specified address to
browse around.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4365. Re: Minix/other Unix clones

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 11:40:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cr6Iz5.FwD@westminster.ac.uk>
Source record: 185712

Dave (u3n98@cc.keele.ac.uk) wrote:
: Help!! I am looking for an anonymous ftp site where I can download Minix (or
: any other Unix clone) for the ST. Any advice on what clone to use (if there
: are anyothers) and where I can get them from would be appreciated. Any other
: info. that I may find usefull would be nice. Thanks in advance for your
: time. Please email repiles because I don't often have enough time to read

Hi

First, Minix is not PD, so is not available from ftp sites. What you'll
find on ftp sites are updates/patches to the commercial program.

There is a minix demo lurking out there somewhere, I can't remember off
hand....I'll try and put it on HENSA next week, as I've got it on
floppy at home....as well as the full version.

In the meantime, you may want to try MiNT...a proper set up which will
give you a Unix machine inside your ST....to a certain extent. I can
wholly recommend the MiNT distribution kit, which will set up mint
minimally....ie, give you a basic system.....from where you may apply
patches/updates, etc. This can be found on HENSA under :

/micros/atari/a/mint/a017
/micros/atari/a/mint/a018
/micros/atari/a/mint/a019

Be warned that for a017, you will need 9 disks at least, as they
contain 9 .zoo files. The basic set up.

a018 has updates to a017, and a019 has shareable subsets for mint.

Other than that, you may go a differnt route, and not have a
multitasking system at all....just a Unix single tasking clone. For
these I suggest the following packages which are under

micros/atari/tos/m (note: the package codes are directories themselves)

m008 23/10/89 ---- Gulam Unix csh type shell
m010 26/07/90 ---- STEVIE 3.91 Clone of the UNIX VI editor
m017 17/01/91 ---- UW GEM based Unix Windows terminal program.
m025 19/10/89 ---- UNIX TOOLKIT Unix Bourne shell with utilities.
m044 19/10/89 ---- UNIX diff utility
m045 19/10/89 ---- UNIX head utility
m066 19/10/89 ---- UNIX tar utility
m079 19/06/89 ---- Unix lex lexical analyser
m087 20/06/89 ---- UNIX 'du' directory space reporter
m101 10/08/89 ---- Which Unix like program locater

m202 06/11/89 ---- Compress utility. Derivative of Unix utility of same
name.
m519 12/02/91 ---- MAN 2.2 UNIX like help utility
m524 14/03/91 ---- ORCs toolkit - collection of UNIX like tools
m540 19/03/91 ---- TR ST version of the UNIX tr command
m541 19/03/91 ---- WC UNIX like word counting program

Hope this answers your question.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4366. Looking for PD games

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 11:55:56 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <Cr6Jt9.H4r@festival.ed.ac.uk>
Source record: 185714

Hi, I am looking for various PD games or shareware demos accessible via
ftp. These games are:

Labotomy Invaders
Jewel Buggy
Scramble (as reviewed in STReview)
Klingon War (Star Trek)

If they are unavailable anywhere I'll have to resort to buying them and
then putting them in ftp sites myself.
Any help appreciated.

Alan.

------------------------O---
o
O ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
^ .-^^-._ o (~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~(
)~\.) @\ ,)Email: emdu02@castle.ed.ac.uk)
(~ _ < . (~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~(
)/`-. _./ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
/)_/

4367. Need help with BLOODWYCH

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 11:56:14 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2t9kcu$5m4@nic.umass.edu>
Source record: 185713

I'm stuck near the beginning. Help!

e-mail me if you can render some aid. Thanks.

4368. Genlocks?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 12:06:57 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2t9l11$ncp@infa.central.susx.ac.uk>
Source record: 185715
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone recommend a (cheap) genlock for my 4M STE (Tos 1.62). I would like the software to be able to be upgraded (so possibly modular). I would also like to be able to control graphics in real time if possible (eg moving a circle around the screen by moving the mouse).

Or better yet, if anyone has a very cheap genlock for sale that I can get started on, then I could be interested in buying. But it must be compatible with UK configurations (240V and PAL tv).

Thanks in advance.

Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

4369. Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 12:51:00 UTC
From: witchdoc@ludd.luth.se
Message-ID: <witchdoc.771252674@toby.ludd.luth.se>
Source record: 185716
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

Does anybody know what happened to Jeff Minter and/or his company,
LlamaSoft? I read an old interview from 1987 the other day and just
got a little curious on this hippie-programmer.

Plese respond by mail since I don't read this newsgroup on a regular
basis.

Yours, Rolf.
--

Catapultam habeo. Nisi pecuniam omnem mihi dabis, ad caput tuum saxum
immane mittam.
witchdoc@ludd.luth.se - Rolf Larsson

4370. STOS Sample Playback Q.

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 12:51:56 UTC
From: cf580@city.ac.uk
Message-ID: <1994Jun10.125156.28101@city.ac.uk>
Source record: 185718

Hi. I'm running STOS on a vanilla ST, and I need to play back a sample. Unfortunately, I want to do something along the lines of wavetable synthesis; instead of playing a long, linear sample, I need to play through some 256 values (ony audio cycle of the waveform) and then loop to the start. If anyone has any ideas, or code which can do this, I'd appreciate it. Cheers...

--
Tim Wright - T.J.Wright@city.ac.uk

4371. ANNOUNCE: STELLO a new Othello game.

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 13:07:20 UTC
From: atari@leonardo.name
Message-ID: <1994Jun10.130720.9089@imada.ou.dk>
Source record: 185717

Hello everybody.

After five years of development, here it is. The ultimate
Othello/Reversi playing program "Stello". Outstanding features
such as

- Works under Gem, all Atari computers, all screen resolutions,
(x resolution must be at least 640)
- Supports Multitos and WINX
- Uses multitasking under Multitos
- Advanced gameplaying algoritms, alfa-beta minimax, iterative
deepening, response killer table, saves game tree and
uses the zerowidth minimax modifikation.
- One of the best Othello programs in the world.
- Background pictures on the board
- Supports english, german and danish (Hey i live in Denmark).

I could go on forever, but why don't you try to download it and
see for yourself. More details in the documentation. By the way
it is a Shareware game. I have uploaded the game to the following
ftp sites, in the file STELLO.LZH.

atari.archive.umich.edu
ftp.uni-kl.de
ftp.uni-paderborn.de
ftp.cnam.fr

Happy Othello playing.
Claus J. Pedersen.

4372. MJUZAKK/TRAKCOM-News! (upload) CD-Quality-Tracker

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 13:12:24 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EFKOAGUQ@tecnozid.mubo.saar.de>
Source record: 185740

Hello world!

I just uploaded the TRAKCOM-Demo to ftp.uni-erlangen.de
(I hope it will be in pub/atari/falcon/sound in two days or so)

TRAKCOM is the radically improved MJUZAKK-followup for the Atari Falcon.

It is a Hifi-Music-Editor, an "Audio-studio in the Box", some kind of a
GEM-Tracker for CD-Quality.
E.g., this version is a full MJUZAKK-Song-Player.

--

Bi-O-Frood | "Deluxe MJUZAKK" | The Music-Hacker's
b_kirsch@mubo.saar.de | "TRAKCOM-Tonstudio in der Box" | Tools for /|\ Falcon

Niemand ist so einsam wie der Samowar, es sei denn der Tiger im Dschungel.
(Laotse)

4373. Re: No download with Connect 2.46

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 13:22:22 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jun10152222@dxhrb3.desy.de>
Source record: 185719

In article <19940609.045350.491@almaden.ibm.com> bhanses@VNET.IBM.COM (Bernd Hanses) writes:

> can't see any handling error so far. Could someone verify that the
> download works with this Connect version on his ST and optionally have a
> hint what I might doing wrong.

If you take my word that downloading with connect works ;-) Yes - it does. Concerning hints for solving the problem - just mail me the error messages connect produces and I get a chance to give you some hints... ;-)

Wolfgang Wander

4374. Re: Modems.

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 13:24:22 UTC
From: bign@eskimo.com
Message-ID: <Cr6nwn.Lpp@eskimo.com>
Source record: 185504

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
: Could someone please give me some info on these, like what are the best types
: to get, and how expensive are they to run _really_.

I've got a Zoom VFX 14400 Faxmodem with v32 and v42bis that I got at
Walmart for ~$150 with tax. So far I can only connect to a handful of
other modems and I'm sorry that I didn't spend more for a better quality
modem. I own a Supra 2400 that never gave me a problem but I heard bad
things about the newer Supra modems, like carrier detect difficulties.

4375. Re: STOS Sample Playback Q.

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 14:06:10 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <Cr6puE.5Lu@midge.bath.ac.uk>
Source record: 185720

In the referenced article, cf580@city.ac.uk (WRIGHT T J) writes:
>Hi. I'm running STOS on a vanilla ST, and I need to play back a
>sample. Unfortunately, I want to do something along the lines
>of wavetable synthesis; instead of playing a long, linear sample,
>I need to play through some 256 values (ony audio cycle of the
>waveform) and then loop to the start. If anyone has any ideas,
>or code which can do this, I'd appreciate it. Cheers...
>
>--
>Tim Wright - T.J.Wright@city.ac.uk

Im assuming you've got STOS maestro installed.

```
5 l=[length of wave table in bytes]
10 reserve as work 10,l
20 for loop=0 to l-1
21 v=[some function to generate the values you want, dependant on loop]
30 poke start(10)+loop,v
40 next loop
50 while true
60 samraw start(10),start(10)+l,[sample_rate]
61 repeat
70 np=samplace :p=samplace
80 until p=np
90 wend
```

Is this what you were looking for?

PS I run the Stos mailing list , email the
above address if you would like to be added

4376. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 14:08:52 UTC
From: ccaakrt@ucl.ac.uk
Message-ID: <1994Jun10.140852.37965@ucl.ac.uk>
Source record: 185723
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

witchdoc@ludd.luth.se (Roffe Larsson) writes:

>Does anybody know what happened to Jeff Minter and/or his company,
>LlamaSoft? I read an old interview from 1987 the other day and just
>got a little curious on this hippie-programmer.

I probably shouldn't reveal his recent ongoing project as it might be
confidential, but it has involved a certain very famous person, whose
name can't be mentioned here (partly because the name cannot be
represented easily in even extended ascii). Anyway, this is all rumour
of course.

Follow-ups to alt.trip-a-tron.colorspace.huge.music.synchro.concert.backdrop.

/<

4377. ISO Juergen Piscol or anyone who knows MidiMaze2 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 14:16:04 UTC
From: jthomas@access1.digex.net
Message-ID: <2t9sj4$g31@access1.digex.net>
Source record: 185721
Cross-posted to: soc.net-people,comp.sys.atari.st,rec.games.video.atari,maus.sys.atari.talk

Sorry for the cross-posting, and for the English in the maus group.

I'm looking for Juergen Piscol, who wrote a video game called MidiMaze 2
for the Atari ST. Also, if anyone knows the file structure for this
game's maze files, please get in touch with me.

Thanks,
Joe
--
Joe Thomas <jthomas@access.digex.net> Say no to the Wiretap Chip!
PGP Public Key available by request, finger, or from pgp-public-keys@io.com
Key 01C3AADB fingerprint: 1E E1 B8 6E 49 67 C4 19 8B F1 E4 9D F0 6D 68 4B

4378. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 14:18:29 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <Cr6qEu.BIJ@mach1.wlu.ca>
Source record: 185722

I'd suggest using STZIP 2.6 (the latest version) with PKZIP for the PC.
STZIP is compatible with PKZIP/UNZIP to v 2.04. LZH I'm not sure about.

dr nightmare

4379. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 14:33:28 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2t9tjo$19d8@ina.zfn.uni-bremen.de>
Source record: 185724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
:> >B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a
:> > 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get
:> > 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what
:> > about 32bits ?

They are 256*32, so there's no way to get it working. You could expand a
520 ST to 1MB, though...

:> You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the unused 9th
:> bit must have the inputs terminated to 0v or +v, so just connect pins
:> 28,29 and 30 together....pin 30 is +v....

Nonsense, you don't need to pull them up. They can be left open. No problem.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

4380. Re: Connect atari with pc

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 14:36:29 UTC
From: hhakkine@cs.joensuu.fi
Message-ID: <1994Jun10.143629.10784@cs.joensuu.fi>
Source record: 185726

Bas Hekking (Bas.Hekking@phil.ruu.nl) wrote:
: I wonderd if it is possible to connect my atary with my pc (by zero mode
: cable??), and if there is software which enables me to load and save atari
: programs to/from my pc harddisc

I just began that loading a couple of days ago - having the old ST
with single sided 360 etc funny things. If you happen to have that
combination, you need a couple a little tricks because ST will not
read floppies with 1 sector per cluster and PC will not understand
that the diskette really has 2 sectors per cluster . So they will
understand the fat in different ways. But it goes with some tricks..

Hannu.

4381. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 14:40:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cr6rF5.M4o@cix.compulink.co.uk>
Source record: 185591

In message <2t8be0$bkh@mother.usf.edu>, millert@grad.csee.usf.edu said:
>---
>Don't ever use any software that uses Ctrl-A for Select-All
>Don't ever use any software that uses Shift-Backspace to delete a line.
>Unusual tagline, isn't it?
>Timothy Miller

OK, I'm off to reformat my hard disk then...

Ofir ogal@cix.compulink.co.uk

4382. R: Spice for atari-ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 15:07:18 UTC
From: reh@sun.rhrk.uni-kl.de
Message-ID: <1994Jun10.150718.28032@rhrk.uni-kl.de>
Source record: 185725

Hi netters!

I'm looking for a version of the famous spice simulator for
atari. My archie-site only revealed a very old version. Is
there any 3Gx version out already ??
I'd be very happy about an ftp-site or similar where I could
find it. Please answer by e-mail since I'm hardly ever on this
group to
<< reh@rhrk.uni-kl.de >>

Thanks in advance,

```
_-_ _,, |\ -__ /\ ,,
-/ ) \\ || \, ||
~||_< _-_ ,._-_ \\/\\ / \\ /|| / _-_ ||/\\
|| \\ || \\ || || || || || \||/- || \\ || ||
,/--|| ||/ || || || || || || \ ||/ || ||
_--_-' \\,/ \\, \\ \\ \\/ _---_-|, \\,/ \\ |/
( _/
```

--
Bernd Reh (Student an der Universit"at Kaiserslautern)
e-mail : reh@rhrk.uni-kl.de
snail-mail: Marie-Juchacz-Str. 16 // 67663 Kaiserslautern // Germany

4383. Re: US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 15:36:29 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <i4kPNc1w165w@sys6626.bison.mb.ca>
Source record: 185585

trwills@indyunix.iupui.edu () writes:

> Hi all
> Just wondering if anyone knows about what the going
> rate is in the US for a base Falcon, mailorder style...
> (1mb, no monitor, no HD)....Thanks...
>
> Ziggy
>
>

$799.00 or 1125.00 Canadian. Give me a call to talk Falcon!
204-339-0191
It's a great Machine!!!

4384. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 15:39:21 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <a9kPNc2w165w@sys6626.bison.mb.ca>
Source record: 185586

mbmccabe@bronze.coil.com (Matt McCabe) writes:

>
> I'd have to put my vote in for STorm 1.2 as the best comm's
> package. It's small relative to Connect (~500K vs ~750K -- dunno about
> STalker) and very full-featured. No cryptic script language to fool with
> -- macro programming is done in a built-in BASIC.
> Unless you need all kinds of strange features (IMHO) like an Answering
> Machine (et al) built in (a la Connect) try Storm. Heck, try 'em both if
> you can! :)
> Feel free to write if you want -- I've tried them both.
>
>
> --
> "The reasonable man adapts himself to the world; the unreasonable one
> persists in trying to adapt the world to himself. Therefore all progress
> depends on the unreasonable man." -- George Bernard Shaw
> -=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

I love the program!! Not to mention the author has supported the ST
platform for almost a decade! Please send in your shareware fees and
support the people that support us all!!

4385. Re: Sequencer help!

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 16:03:13 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994Jun10.160313.27823@ucl.ac.uk>
Source record: 185737

pgl@draco.bison.mb.ca (Paul Linton) writes:

>I'm thinking of picking up a used 1040 ST and mono monitor to use for
>sequencing. I'm not sure which sequencer would be best suited for me. I
>need something that'll give me the biggest bang for the buck (who
>doesn't?). I don't really need to edit and print standard notation,
>but I do want something with a lot of editing options and programming
>power. Speed is an asset, and if it can run alright under 1 meg, that'd be
>handy too.

Get a 1040ST or preferably a 520STe that can easily be upgraded. If you
want to do any serious sequencing you need 1meg minimum.

>I can't seem to find much information on them, so if anyone could fill
>me in, I'd appreciate it. What's the difference between Cubase, Cubase Lite,
>and Cubeat? Everyone seems to be on the Cubase bandwagon, is it really
>worth the price? Or is there something else cheaper and close to it's
>power? I've seen ads for Breakthru by Gadjits, C-Lab's Creator, and Dr.
>T's KCS they seem pretty good. But that doesn't give me any indication
>of how good they are from a users perspective. In other words, I'm looking
>for personal experinces with Atari sequencers, pros and cons.

I use Cubase and love it. Cubase Lite is obviously cheaper at the expense
of some of the bells & whistles you probably don't need. Come to think
of it I probably don't need them either:-)

I don't know about Breakthrough but I have played with Sequencer One which
was a cheap predecessor. It was OK for the money.

>Please reply be e-mail. Thanks in advance.

An e-mail address would have made this easier:-(

Bruce C.
b.cotsell@ucl.ac.uk

4386. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 16:42:16 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2ta558$n87@lyra.csx.cam.ac.uk>
Source record: 185738

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Does Elite or Elite II runon the Falcon?
Elite does (I can't remember if it needs Backwards or not)
I haven't got Elite II yet...

>Rod
>==
>| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
>|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
>|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
>| "Oh, lovely Hands there Vic" |
>==

Phil
[E-mail pd@mole.bio.cam.ac.uk]

4387. Re: Walls of Illusion: some info.

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 16:47:20 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2ta5eo$nce@lyra.csx.cam.ac.uk>
Source record: 185739

Colin.Campbell@mettav.royle.org (Colin Campbell) writes:

>************************************
> WALLS OF ILLUSION
> A ROLEPLAYING-ADVENTURE

[snip]

>-------------------------------------
>Send 20DM
>Or 28DM (ENGLISH VERSION)
>to ...
> BREITMAIER & MUNTER GBR
> MARKUSPLATZ 3 * 7000
> STUTTGART 1
> GERMANY
>
> a/c No. 4 799 042
> AT THE STUTTGARTER BANK
> BANK SORT CODE 600 901 00

> GIVE PASSWORD "WALLS"

>PLEASE WRITE IN GERMAN & GIVE YOUR
^^^^^^^^^^^^^^^^^^^^^
>FULL PERMANENT ADDRESS INCLUDING
>POSTCODE.

What if you don't know German? :)

>************************************
>Col
>Gabber system: Col@Bibble.Mettav.Royle.Org

Phil
[E-mail pd@mole.bio.cam.ac.uk]

4388. Mega differences

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 16:51:44 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <82BBE8EF@starnetbbs.com>
Source record: 185741

Well I recently purchased a MEGA 4 thur a for sale add in this newsgroup. When I finally received it the case said MEGA 2 so the CHECK ST program from the HiSOFT people was run to determine my machine structure. There are indeed 4 megs of memeoy and the ROM version is 1.9

The computer however is BRITISH, yet seems to run fine on the 120 60 hz AC. The only real suprise was that PC Ditto told me I had a foreign computer and refused to run. Couldd any of you emumerate what might be the differences between a USA MEGA and the BRITISH setup I have.

How would this fact alter plans for getting hard drive or other expansions. Thanks in advance for those who reply to this querry.

---Gary---
internet: gary.ratliff@starnetbbs.com

* OLX 2.1 TD * ◆\/◆r S◆◆□ ◆ ◆◆◆/\g◆_i◆◆◆◆ Do ◆◆◆◆S?

4389. Re: mac <-> ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 16:56:58 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1850@usdtsg.DaytonOH.NCR.COM>
Source record: 185520

In article <2t9gm3$jds@turing.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>hi,
>
>can i connect my old apple Mac via a nullmodem cable to my 1040STfm?
>maybe a silly question, i just want to make sure (i dont want to
>blow my rs232 port).

I think you can pretty much null-modem any computer to any computer,
assuming they both produce normal RS232 signals. I used to null modem
between my Atari 8bit and ST, which were two different systems
unto themselves...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4390. ST Start

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 17:30:16 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.771269416@Paddington>
Source record: 185745

In the latest edition of ST Review, July '94, there is a program reviewed which is similar to XBoot, but is shareware. It is called ST Start and I was wondering if anyone knew if it was on one of the Atari ftp sites.

Thanxs in advance.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

4391. Extended GEM

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 17:32:07 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.771269527@Paddington>
Source record: 185746

I have got some C code called e_gem, which is written in Pure C and german. I tried to compile it today for Lattice C, which the documentation says it should work with, and found a large number of errors. Does anyone have a copy of this in English as my German is almost non-existant, also if someone has managed to compile it with Lattice C can you please tell me how.

Thanxs in advance.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

4392. C & PROLOG for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 17:35:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ta899$750@dux.dundee.ac.uk>
Source record: 185742

Can someone direct me to the best C/C++ and PROLOG compilers for the
FALCON. My config is TOs 4.01, MiNT 1.11, 4mb RAM and 65mb HD.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

4393. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 17:40:36 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ta8ik$750@dux.dundee.ac.uk>
Source record: 185743

Is ARm Ltd part of Acorn?

Rod

--


```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

4394. FALCON 040?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 17:45:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ta8sn$750@dux.dundee.ac.uk>
Source record: 185744

Are the 040 cards available in the country yet?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

4395. DAN STANLEY?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 18:14:28 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2taai4$s9q@usenet.INS.CWRU.Edu>
Source record: 185749

Dan Stanley
7156 31st Ave SW
Seattle, WA 98126

I sent you the three games on disk for ST you requested- you left me a message stating that you mailed the check for $35 (that was over a week ago).

I deleted all your previous mail, so I have no way of getting in touch- please contact me and let me know why I haven't received payment.

Thanks.

4396. PORTFOLIO FTP

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 18:21:42 UTC
From: pl26@unix.brighton.ac.uk
Message-ID: <1994Jun10.182142.674@unix.brighton.ac.uk>
Source record: 185567

Hi !!!
I'm looking for a ftp site to take portfolio stuffs.
Can anybody help me ?
I know atari.archive.umich.edu, but I've never been lucky enough to connect
it (always too busy, as they say). Something else ?
Thanx in advance.

Phil

4397. Re: lynx (WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 18:56:30 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <Cr73A7.3qG@dutiws.twi.tudelft.nl>
Source record: 185750

In article <2t8fpt$el0@mtu.edu>, Jeffrey J. McWilliams <jjmcwill@next5> wrote:
>A question for the Lynx savvy if you please.
>
>I've been telnetting to either www.twi.tudelft.nl or
>millbrook.lib.rmit.edu.au and using their
>lynx programs since all I have is a vt100 on this end.
>I see som peole posting here advertising their own html home pages.
>How do I force these WWW servers to vie these home pages???

You don't. (That feature has been disabled for our anonymous lynx)
However, if you get lynx for your local system, you can "g"o to a
specific url.
The anonymous lynx account at www.twi.tudelft.nl exists for people who
can only telnet from an MS-DOS machine. If you are a regular www user you
should consider getting a local browser.
There exists a lynx for MiNT on ftp.twi.tudelft.nl

>Many thanks for forthcoming help.
>
>Jeff;
>--
>Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

Bart.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ Insert your favourite witty saying here, I can't choose! /

4398. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 19:02:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tadch$ehu@mailer.fsu.edu>
Source record: 185542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howard Chu (howard@harry.lloyd.com) wrote:
> On the topic of Syquest drives, you'll notice (in recent issues of Computer
> Shooper, anyway) that the 88MB drives and platters are actually cheaper than
> the 44MB units. I guess 44MB units aren't being made any more. (Small loss,
> the 88MB units can read the old platters, and are faster anyway...)

My latest Computer Shopper has $98 for 88mb carts, verses $69 for both the 44mb and 3.5" 105mb ones. The 88mb bare drive is $259, and a combo 44/88/200mb 5.25" drive is $409. It does appear that the 44mb drives are no longer available new (though all the Mac catalogs still have external 44mb units for sale, lots of stock I guess). All this is from the Dirt Cheap Drives ad (gotta love that name).

Older 88mb drives could only read the 44mb cartridges. The newer units can read and write them. The 200mb drive can read and write all three (apparently Syquest wised up about this). It appears that all their new drives are completely backward-compatible with older cartridges of the correct size. I'd really like to try and reformat one of my 44mb cartridges to 200mb (probably wouldn't work due to inadequate media density, but it would be _really_ nice if it did :-).

Also, I noticed that another poster mentioned that he/she has a 3.5" optical drive on a PC, and that it is very slow. Note that all the Syquest stuff is standard magnetic media aluminum platter etc. etc., and they all run quite fast (certainly faster than floptical/cheap optical stuff that is currently available). Access speeds run between 13-20ms on all current Syquests (the 44mb units run at around 25-28, if I remember correctly). In other words, they feel like regular fixed disks. The only real annoyance is the spin-up times on the 5.25" units, but that is easy to get used to. The 3.5" units spin up really fast (smaller diameter platters = speed, I guess).

Anyway, the moral of the story is: Syquests are cool (IMHO).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4399. Re: CONNECT problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 19:05:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tadi7$ehu@mailer.fsu.edu>
Source record: 185541

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> I cannot get connect to run on my FALCON. It loads and sits there but
> wont dial the modem despite the fact that all the set up code is there.
> Do I have to do something else?
>
> and yes I have put u:\DEV\MODEM1

I seem to remember that there was a non-obvious (to me, at least) trick in
setting up the dial-command string. I think you have to put a "|" at the
end to tell it to hit return (something like AT#|). I remember that the
default string did not work for me (on some previous version of CoNnect).
Pop up the modem string dialog and hit the help button for more details.
Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4400. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 19:34:05 UTC
From: aa852@cleveland.Freenet.Edu
Message-ID: <2taf7d$31q@usenet.INS.CWRU.Edu>
Source record: 185551
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

witchdoc@ludd.luth.se (Roffe Larsson) wrote:

>Does anybody know what happened to Jeff Minter and/or his company,
>LlamaSoft? I read an old interview from 1987 the other day and just
>got a little curious on this hippie-programmer.

Jeff is programming for Atari, and his latest project is the Jaguar game "Tempest 2000". He is *very* (well, sort of) active in the newsgroup rec.games.video.atari (look for the "Yak") so if you want to get in touch with him, you might want to try over there.

Barry

--
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Barry Cantin, aa852@cleveland.freenet.edu
Atari Lynx SIGop, Cleveland Freenet
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

4401. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 19:42:08 UTC
From: walra%moacs11@nl.net
Message-ID: <uw6cfecx2qi@moacs11>
Source record: 185554

In <771128886.1@mettav.royle>, Graham Irvine writes:

> You mean TOS program's ,GEM program's all use Windows. The answer is yes
> it has a driver to direct TOS,TTP program's into there own window . Or I think
> you can alter the config to use another suitable driver .Anyone tried TOSWIN
> (The new version) with this ??

TOSWIN needs MiNT. It is possible to start the MagiX AES after MiNT was
started from the auto-folder, but then you can only use it in single-task
mode.

> It replaces everything but the file selctor is dependent on the desktop you use

The fileselector is part of the AES, the desktop application is not.

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

4402. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 20:22:49 UTC
From: csl@fs2.ee.umist.ac.uk
Message-ID: <csl.424.2DF8CB98@fs2.ee.umist.ac.uk>
Source record: 185559
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

In article <1994Jun10.140852.37965@ucl.ac.uk> ccaakrt@ucl.ac.uk (Keith Turner) writes:

>witchdoc@ludd.luth.se (Roffe Larsson) writes:

>>Does anybody know what happened to Jeff Minter and/or his company,
>>LlamaSoft? I read an old interview from 1987 the other day and just
>>got a little curious on this hippie-programmer.

>I probably shouldn't reveal his recent ongoing project as it might be
>confidential, but it has involved a certain very famous person, whose
>name can't be mentioned here (partly because the name cannot be
>represented easily in even extended ascii). Anyway, this is all rumour
>of course.

>Follow-ups to alt.trip-a-tron.colorspace.huge.music.synchro.concert.backdrop.

>/<

Only person I can think of who comes under that heading is .... is.....
well, he used to be called Prince, anyway...

wonders where he remembers the name Keith Turner from

Si Cooke (Your Sinclair magazine's ex Technical Editor)

+----------------INTERNET: CSL@FS2.EE.UMIST.AC.UK-------------------+
| Blood Succour: Another name for a helpful vampire??? :) |
| "The Chronos Theorem" -- Update: 80 pages and holding |
+-----------------JANET: CSL@UK.AC.UMIST.EE.FS2--------------------+

4403. Re: FALCON SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 20:32:04 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cr77pG.KE8@cix.compulink.co.uk>
Source record: 185593

>CAn anyone tell me what sort of FALCON specific (commercial) software
>is available?
Do you mean Falcon enhanced or falcon only? There's quite a bit about,
you'll have to narrow down the field of interest a bit!

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

4404. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 20:32:06 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cr77pI.KEu@cix.compulink.co.uk>
Source record: 185594

ST=Sixteen/Thirty two, TT = Thirty two/Thirty two as in bits in the
processor.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore

---

ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

4405. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 20:32:08 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cr77pK.KFF@cix.compulink.co.uk>
Source record: 185595

Elite II does and very nicely.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

4406. SALE: 1040ST system & C-LAB Creator

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 20:34:02 UTC
From: mode@alpha2.csd.uwm.edu
Message-ID: <2tainqINN3m6@uwm.edu>
Source record: 185558

```
------------------------------------------------------------

Atari 1040STf ............................ $175
w/ 1meg, mouse, cables, manuals

Atari SM124 Mono Monitor ................. $80
w/ cables, manual, excellent condition

C-LAB Creator (MIDI sequencing package) .. $85
w/ manual, dongle

or $300 for EVERYTHING!

------------------------------------------------------------

you may purchase these items separately, however you may
have them all for $300 including shipping (save +$50!!!)

dan/modE
--------------------------------------------------------------------------------
modE@alpha2.csd.uwm.edu finger this account for midwest event info

_\|/_ im moving to SF in august... advice anyone???
```

4407. Re: Lemmings on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 21:00:25 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Jun10.130025.1@aurora.alaska.edu>
Source record: 185560

In article <Cr5vD8.FvC@k12.colostate.edu>, kipm@lobo.rmh.pr1.k12.co.us (Kip O. Morgan) writes:
> Has anyoone ever got lemmings on the falcon? I have the Oh! No! More lemmings
> version. I have backwards and was wondering if anybody else got this to
> work. E-mail me at caiken@pr1.k12.co.us.
> Thanks a lot.

I can get it to work sometimes, but not other times. I think the problem was with my floptical drive. I'm not sure, but it seems to lock up if I boot with my floptical on.
But I got lemmings to work on a tv or rgb monitor (no vga) with all the backwards settings set to there furthest right position with the exception of sound (off), harddrive (off) and ram (512) which are all at the furthest left setting. Does that make any sense? then press return to reboot the computer and insert the lemmings disk. The game seems to run a little flickery, but is playable.

4408. Relay

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 21:13:30 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2tal1q$hk9@mother.usf.edu>
Source record: 185561

I'm trying to repair a Supra 2400 baud modem, and I think the relay, K1, is shot, so I want to replace it. The people at Radio Shack thought it was a semiconductor, so that didn't help. The following is written on the Relay, which looks like an IC missing pins:

D GI Claire
A U PRMA IA05
Y RU 22-69
D

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

4409. Brainstorm's Movie 100 where??

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 21:14:08 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <2tal30$trd@cougar.multiline.com.au>
Source record: 185562

Hi, Just wondering if anyone knows which FTP site Movie 100 is
located on?? As I only have FTPMail full directory as well
would be appreciated.

Thanks.

Dave (davecook@cougar.multiline.com.au)

4410. Star NX-2420 Multi-Font printer with ST??? HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 21:27:07 UTC
From: raver909@telerama.lm.com
Message-ID: <2talrb$pg4@telerama.lm.com>
Source record: 185563

Ok this printer has a Centronics style parallel interface. Where can I
get a converter cable (and how much are they) so I can use it with the ST?

email me at raver909@telerama.lm.com
Joe

--

4411. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 21:59:12 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771285552snz@nest.demon.co.uk>
Source record: 185589

In article <771197566snz@leprosy.demon.co.uk>
sabbath@leprosy.demon.co.uk "sabbath" writes:

> MiNTNet) and Mosaic doesn't (yet) exist for us. The CIX gateway, on the other
> hand offers everything it can - including a VT100 based Lynx and IRC viewer.
>
> Depends what you want, I guess - if it's e'mail, usenet and ftp then Demon
> is definately the way to go.

Agreed whole-heartedly, and that's why I do my mailing using both facilities,
Demon for Internet wandering and cix for searching files out. The best of both
worlds working together.
Hopefully though the Atari software will be developed and we will see the other
features coming into operation from Demon. Full internet access is starting to
become a reality on the Atari.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

4412. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 22:49:44 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2taqm8$s6m@darkstar.UCSC.EDU>
Source record: 185564

In <2ta558$n87@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>>Does Elite or Elite II runon the Falcon?
>Elite does (I can't remember if it needs Backwards or not)
>I haven't got Elite II yet...

Elite II runs without problems.

~Chris
>>Rod
>>==
>>| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
>>|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
>>|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
>>| "Oh, lovely Hands there Vic" |
>>==

>Phil
>[E-mail pd@mole.bio.cam.ac.uk]

4413. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 22:56:54 UTC
From: Martin.Maisey@p7.f101.n2501.z2.fidonet.org
Message-ID: <24c_9406141244@embassy.com>
Source record: 185327

Hi t150315@proffa.cc.tut.fi, you wrote to All on 27 May 94

>> : Yes, Atari will allow binary distribution of MiNT 1.11 (I just
>> checked).
t>
t> At last! That's what we have been waiting for a long time. Getting
t> gcc & stuff and learning C just to be able to compile MiNT has
t> seemed always a bit ridiculous to me.

Although this is excellent news at first glance, I can't help wondering if there aren't some worrying aspects to this. If Atari are allowing free binary distribution of MiNT, it suggests to me that they aren't even considering releasing any new versions themselves in the future => no new versions of MultiTOS => no publicly available AES 4.1. Could be unfortunate - I just hope I'm wrong!

Martin Maisey

****
* *
* Internet: Martin_Maisey@standard.embassy.com *
* NeST: Martin Maisey on 90:104/105 (Martin's Norwich Node) *
* Fidonet: Martin Maisey on 2:2501/101.7 *
* AtariNet: Martin Maisey on 51:504/5 *
* TurboNet: Martin Maisey on 100:107/6.3 *
* *
****
--
|Fidonet: Martin Maisey 2:2501/101.7
|Internet: Martin.Maisey@p7.f101.n2501.z2.fidonet.org
|

| Standard disclaimer: The views of this user are strictly his own.

4414. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 23:05:06 UTC
From: markh@markus0.demon.co.uk
Message-ID: <771289506snz@markus0.demon.co.uk>
Source record: 185587

In article <771197566snz@leprosy.demon.co.uk>
sabbath@leprosy.demon.co.uk "sabbath" writes:

> In article <771110404snz@nest.demon.co.uk>
> dbrewood@nest.demon.co.uk "Daron Brewood" writes:
>
> > You'd be better accessing Internet via Demon instead of CIX, it's a lot
> > cheaper and you have access to a lot more newsgroups as well as more
> > facilities on the Internet, your own node name for example.
>
> Whilst this is true, CIX does offer some novel additions to the Internet
> gateway which mean that you don't need special software - just a comms
> terminal. As the Atari doesn't yet have this special software CIX is
> still a good way of getting on. For instance, using NOS on the Atari it
> is impossible to gopher or archie, using Lynx is difficult (you need MiNT &
> MiNTNet) and Mosaic doesn't (yet) exist for us. The CIX gateway, on the other
> hand offers everything it can - including a VT100 based Lynx and IRC viewer.
>
> Depends what you want, I guess - if it's e'mail, usenet and ftp then Demon
> is definately the way to go.
>
Whilst it is true that there are no gopher, archie or www clients available
from within NOS on the Atari it is still possible to access public gophers,
archies and Lynx www's via telnet. Some of these are VT100 based but I think
there is a program called AnsiST which will provide the translation on the ST
although I can't remember where I saw it (probably on ftp.doc.ic.ac.uk under
/computing/systems/atari/umich/). You also need to set echo to accept from
within NOS on some of them.

Try telnet info.cern.ch or vms.huji.ac.il for a public www.
Try telnet archie.doc.ic.ac.uk for archie.

There are many others which AFAIK can be found in a list on ftp.demon.co.uk
in the /pub/doc/ directory somewhere.
--

Mark holderness
markh@markus0.demon.co1.uk

4415. Re: Mega differences

Newsgroup: comp.sys.atari.st
Date: 1994-06-10 23:28:23 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cr7FvC.6Fo@cix.compulink.co.uk>
Source record: 185596

>Couldd any of you emumerate what might be
>the differences between a USA MEGA and the BRITISH setup I have.

Well the British one is better of course ;-)

Seriously though, the keyboard will be different. You will have the UK pound symbol on the '3' key and the '#' will be elsewhere. A few other symbols will be moved around.

Also it will have a 50Htz PAL mode instead of a 60Htz NTSC mode. Can't remember if the Mega ST has a TV modulator, but if it does, it won't be any good to you.

There are slight differences in the ROMS, but essentially you shouldn't have too much trouble. A good proportion of STs are British ones. Software tends to work on them. Apparently there are more German language ones than anything else though.

:-)

Roland.

@CiX

4416. IMG -> PCX

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 00:09:20 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <199406110008.UAA04578@bottom.magnus.acs.ohio-state.edu>
Source record: 185565

Is there an ST program that will convert IMG files to PCX? Or,
alternatively, an Intel-clone program that will read IMG files and save in PCX?

_
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4417. Re: US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 00:36:22 UTC
From: whitema@rtsg.mot.com
Message-ID: <2tb0u7$8fe@delphinium.cig.mot.com>
Source record: 185522

In article <1994Jun9.222750.28538@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>
>Last I heard, the one meg base falcon was $799, while the four meg version no
>harddrive is $999. For $1069 list you can get a Quadra 605 with eight megs and
>160 meg HD plus a fast 25 mhz 040. And is PowerPC upgradeable.
>
>
>
>Peter Sinclair-Day
>University of Northern Iowa
>
>
>

Wow! The Falcon is PowerPC upgradeable? Why haven't I heard of this
upgrade before?

Michael
whitema@rtsg.mot.com

4418. Re: ANNOUNCING v. 0.24 of Oka

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 00:47:29 UTC
From: wr@rama.informatik.rwth-aachen.de
Message-ID: <2tb1j1$7rv@urmel.informatik.rwth-aachen.de>
Source record: 185566

jornm@oslonett.no (J|rn Moe) writes:

>> - built-in Mausnet support
>Is this the only supported format? What about QWK? Any other?

For now, O supports Internet (i.e. Hermes, usually) and Mausnet
only, but sources are available if you'd like to write something
like an importer QWK, Fido etc. Due to the modular structure of
the Okami system, all you have to do is write special import/export
programs and do just minor changes to the newsreader itself.
Mail me at wr@bara.oche.de to find out how to get hold of the sources.
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
wr@bara.oche.de Maus: @AC2 0241-534596

4419. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 00:47:47 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771295667@Paddington>
Source record: 185570

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Does ST stand for Sam Tramiel? and TT Tom Tramil or something?

ST = Sixteen - Thirty Two (68000 cpu's architecture)
TT = Thirty Two - Thirty Two (68030 cpu's architecture)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4420. Re: STOS Sample Playback Q.

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 00:50:32 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771295832@Paddington>
Source record: 185571

cf580@city.ac.uk (WRIGHT T J) writes:

>Hi. I'm running STOS on a vanilla ST, and I need to play back a
>sample. Unfortunately, I want to do something along the lines
>of wavetable synthesis; instead of playing a long, linear sample,
>I need to play through some 256 values (ony audio cycle of the
>waveform) and then loop to the start. If anyone has any ideas,
>or code which can do this, I'd appreciate it. Cheers...

Hi Tim!
The only way I can think of doing it is so actually sample (or otherwise
generate) the various waveforms (different variations of sine, saw etc)
and play them end to end by the DMA chip).

The DMA can play up to three channels of sound, so if you wanted to get
adventurous then you could actually crossfade between the samples (but
you'd probably need to do this in assembler of something, STOS is
probably not low-level enough for that sort of thing).

To do it really well is not an easy task!
(How much does a Wavestation cost...? :-)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4421. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 01:10:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tb2v0$9b7@golem.wcc.govt.nz>
Source record: 185574

] It replaces everything but the file selctor is dependent on the desktop you
] (or indeed a replacement FS) ,the supplied one is not that brilliant (still
] better than pre newdesk though!) but GeminiV2 is better and Ease or neodesk
] promises to set your ST alight !

Is this why Neodesk 4 is over 2 months late? A re-write for Magix
compatibility?!

The people who ordered it are probably wondering where their money has
gone.....

4422. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 01:13:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tb334$9b7@golem.wcc.govt.nz>
Source record: 185575

] I was wondering if lzh on the st and pkzip on the pc are compatible. I
] have an st at home and I want to compress text files to being home.
] I tried pkarc(pc) and arc(st) v1.9 and that didn't work. Is there a
] common program that uses the same format on the pc and st.

Nearly everything.

LHarc v3.10 - Compatible with MS-DOG LHarc
ST-ZIP v2.7 - Compatible with PK-UNZIP/PK-ZIP/PK-ZIPFIX
ARC v6.04 - Compatible with standard PC un-arc.
ZOO v2.1.4 - Compatible with all proper ZOO packages.

All are standard formats, and should work with all correctly written
versions of the appropriate program.

4423. Re: Where can I find <Commodore>

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 01:15:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tb37s$9b7@golem.wcc.govt.nz>
Source record: 185576

] My son has an old Commodore and I want to repair it for him, however, I do
] not know where the Commodore Usenet conference is. Can anyone tell me?

There isn't one. The company now no longer exists. And the chances of
getting a C64 or C128 repaired more recently than about 4 years ago in
a commercial fashion have been virtually nil. The machine can be bought
2nd hand for often around $50.

4424. Serial CPX

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 01:30:02 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199406110129.VAA11491@bottom.magnus.acs.ohio-state.edu>
Source record: 185572
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mr. Roman Hodek

I have a copy of the FSER96B. I would like to try this product out.
If it works I will pay the shareware fee. I have just purchased a new
ZyXEL, U-1496E Plus and would like to use all of its power.

Are there are any English docs available? I if so please, Email them
to me. If not could you have someone outline the setup for a TT030,
with TOS 3.06, and the before mentioned modem.

Raymond Collins	Atari TT030 4/4 Meg ST/TT RAM
rcollins@magnus.acs.ohio-state.edu	245HD, Via ZyXEL 19,200 bps
or Collins.197@osu.edu	Die Hard Atari Fan since 1984

4425. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 01:36:21 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Jun11.133621.29536@waikato.ac.nz>
Source record: 185573

In article <2t7j40$qp2@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN) writes:
> bnp@waikato.ac.nz wrote:
> : Bollocks - it works fine on my STE 2MB (can't remember TOS ver no., can check
> : if you want). Am I the only STE owner who has it working??
>
> It also works on my 1040 STe (TOS 1.6, 1meg at the time). The original
> that I bought (in 1990 when I bought the STe) was quirky. It wouldn't
> save last mission, wierd display on exit, stuff like that. I sent Disk 1
> back to Spectrum-Holobyte (at their suggestion) and they sent me an
> upgraded version (I think the upgrade was 1.2). Operation Counterstrike
> worked properly from the start. Haven't used it at all for a very long,
> long time though.
>
> Didn't Spectrum-Holobyte produce 'Flight of the Intruder' for the Atari?
> It came out after 'Falcon'. And wasn't there a second operations disk?
> One with helecopters that had to be shot down? ...
Yes, there was/is a second mission disk - you vs Mi-24 (Hind) and Mig
bomber/fighter missions. You also have medium range missiles and HARM
anti-radiation missiles. Quite good, never finished it though :-(Don't know
about Flight of the Intruder.
>
> --
> --
> Blair Dean | aa728@freenet.carleton.ca | ||| LS650-F
> Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
> My opinion has been held over from a previous life
> and is not the responsibility of Health Canada
> --
--
Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand

4426. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 02:10:39 UTC
From: Rob <robo28@delphi.com>
Message-ID: <Z07u-FH.robo28@delphi.com>
Source record: 185568

Are you talking about the spectrum computer? or the spectrum picture
format? I found the spectrum sinclair computer emulator on ftp.cnam.fr..
There is alot of software in the archive!
Rob

4427. Re: Help with getting MultiTOS to

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 02:15:31 UTC
From: Rob <robo28@delphi.com>
Message-ID: <Z2zv-ZD.robo28@delphi.com>
Source record: 185569

Thanks for the info, I'll try it! Rob

4428. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 02:21:59 UTC
From: swhatley@blkbox.COM
Message-ID: <2tb747$o7f@blkbox.blkbox.COM>
Source record: 185580

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Does ST stand for Sam Tramiel? and TT Tom Tramil or something?

>Only joking.

>Rod

Pretty cute, I like it! Actually ST stands for Sixteen/Thirty-two
and TT stands for Thirty-two/Thirty-two. The 68000 chip can process
32bit integers bot it only has a 16bit external data line. The 68030 is
a 32bit chip with a 32bit external data line.

Feel free to correct me if I'm wrong. I doubt anybody would hesitate if
such was the case, anyway. :)

Later,
Steven Whatley

4429. comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 02:41:49 UTC
From: sleonard@clt.fx.net
Message-ID: <2tb89d$bdm@clt.fx.net>
Source record: 185581

Keywords:
For Sale : Atari 1040 STE
in very good condition, with mouse and
system disks - $ 250.00 (U.S.)

ATARI SM124 monochrome monitor $ 65.00

ATARI CM1224 color monitor $ 85.00

Buyer pays shipping costs. If interested, please leave EMAIL
for sleonard@fx.net or leave phone message at
(704) 364-2842 .

4430. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 02:54:07 UTC
From: wilsont@rahul.net
Message-ID: <Cr7pE7.Bx3@rahul.net>
Source record: 185599

In <2ta558$n87@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>>Does Elite or Elite II runon the Falcon?
>Elite does (I can't remember if it needs Backwards or not)
>I haven't got Elite II yet...

yah, it runs fine.
--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

4431. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 02:57:50 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <234_9406110019@dswhq.omahug.org>
Source record: 185396

> If FalconSpeed had, say, a 386sx at 25mhz AND it used the 68030 to
> MASSIVELY accelerate graphics, then it would be acceptable. There is LOTS

I've got my doubts that this would be feasible, since the '030 and the
Falconspeed board sit on the same bus, and only one of them can control it.

If you are running the 386 board, then the '030 is basically just sitting
there and unable to do anything.

Later,
Gizmo

4432. Re: Mega differences

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 03:29:53 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <Z48vfRB.mindbomb_bbs@delphi.com>
Source record: 185579

gary ratliff <GARY.RATLIFF@starnetbbs.com> writes:

>The computer however is BRITISH, yet seems to run fine on the 120 60 hz

I brought my british ST to the usa when i moved here and have found no problems running it, its almost identical in operation to my 2nd (US) STe except for the slightly different keyboard layout and the boot difference [50/60hz update difference produces a slight flicker].... it shouldnt affect the majority of upgrades you may make.

Andy

4433. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 04:06:20 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2tbd7s$ql2@terminator.rs.itd.umich.edu>
Source record: 185582
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 26891 Jun 4 12:01 ./Utilities/0index
-rw-r--r-- weiner 7324 Jun 4 12:00 ./Telecomm/0index
-rw-rw-r-- weiner 7222 Jun 6 19:52 ./Applications/0index
-rw-r--r-- boydm 45294 Jun 6 19:48 ./Applications/For_Kids/kidpub_d.lzh
-rw-r--r-- boydm 34855 Jun 6 19:48 ./Applications/For_Kids/kpaint_d.lzh
-rw-r--r-- boydm 28845 Jun 6 19:48 ./Applications/For_Kids/skg_demo.lzh
-rw-r--r-- boydm 115199 Jun 6 19:59 ./0ls-lR.Z
-rw-r--r-- boydm 115049 Jun 6 20:00 ./0ls-lRc.Z
-rw-r--r-- boydm 340848 Jun 6 19:58 ./0index
-rw-r--r-- boydm 137794 Jun 6 19:58 ./0compind.Z
-rw-r--r-- entropy 1839 Jun 7 16:12 ./Editors/0index
-rw-r--r-- hyc 36171 Jun 7 02:01 ./Mint/Network/portlib-06.tgz
-rw-r--r-- hyc 81215 Jun 7 02:01 ./Mint/Network/rlogin-01.tgz
-rw-r--r-- hyc 70586 Jun 7 02:02 ./Mint/Network/rsh-01.tgz
-rw-r--r-- molin 146584 Jun 6 09:27 ./Diskutils/db303pat.zip
-rw-rw-r-- entropy 11431 Jun 8 09:33 ./Diskutils/0index
-rw-r--r-- boydm 72320 Jun 3 05:12 ./Graphics/Elwell/elwell2.zip
-rw-rw-r-- weiner 2071 Jun 8 15:50 ./Graphics/Elwell/readme
-rw-r--r-- entropy 12986 Jun 8 15:51 ./Graphics/0index
-rw-r--r-- molin 115479 Jun 8 09:37 ./0ls-lR.Z
-rw-r--r-- boydm 228352 May 30 11:42 ./Lynx/Lynx-Hyperstack-0694.sea.bin
-rw-r--r-- weiner 739 Jun 8 15:37 ./Lynx/0index
-rw-r--r-- boydm 179169 May 29 17:40 ./Tt/cattamrn.lzh
-rw-rw-r-- entropy 1217 Jun 8 15:39 ./Tt/0index
-rw-r--r-- molin 115369 Jun 8 09:39 ./0ls-lRc.Z
-rw-r--r-- molin 341819 Jun 8 09:35 ./0index
-rw-r--r-- molin 138147 Jun 8 09:35 ./0compind.Z
-rw-r--r-- lenn 288009 Jun 10 02:55 ./Graphics/spoflt31.zip
-rw-r--r-- entropy 13056 Jun 10 02:56 ./Graphics/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4434. Pricing for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 04:20:43 UTC
From: pietrzak@sparc7.cs.uiuc.edu
Message-ID: <2tbe2r$4s2@vixen.cso.uiuc.edu>
Source record: 185583

Hi

I have a Mega 4 ST set up in a mainly DTP manner (Mono monitor, ultrascript, etc). I was wondering, what kind of price could I get for this kind of system currently? I've really only used it as a terminal in the last few years, and I've lost track of the Atari community, so I have little idea about pricing for these systems now.

I presume Mega STs can be had for less than $1000 these days. ;)

Thanks

John

pietrzak@cs.uiuc.edu

4435. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 04:24:23 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <771308663snz@bgserv.demon.co.uk>
Source record: 185588
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

In article <witchdoc.771252674@toby.ludd.luth.se>
witchdoc@ludd.luth.se "Roffe Larsson" writes:

> Does anybody know what happened to Jeff Minter and/or his company,
> LlamaSoft? I read an old interview from 1987 the other day and just
> got a little curious on this hippie-programmer.
>
> Plese respond by mail since I don't read this newsgroup on a regular
> basis.
>
> Yours, Rolf.
> --

I think Yak the Hairy was last seen involved with the Konix
system that never made it to the market. You might try in the
emulators group. More Atari/CBM users hang out there.

>

Brian
--
briang@bgserv.demon.co.uk
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator

4436. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 04:28:24 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2tbeh8$h5n@bronze.coil.com>
Source record: 185584

In article <771197738snz@leprosy.demon.co.uk>,
sabbath <sabbath@leprosy.demon.co.uk> wrote:
>In article <2t65em$6go@bronze.coil.com>
> mbmccabe@bronze.coil.com "Matt McCabe" writes:
>> I'd have to put my vote in for STorm 1.2 as the best comm's
>> package.

>Unless Storm has improved since version 1.01 (1.10?) it'll still have that
>very dodgy looking non-standard interface. That put me off of it at once -
>it also looked relatively difficult to set up - but so's Connect.

It's 1.02 now (.01 greater than the last you tried.) and has the
same interface. It hasn't seemed dodgy or non-standard to me at all.
(Standard _is_ a relative term ya know. :)
In fact, STorm has (IMO) one of the best implementations of a
keyboard short-cut I've seen. (Everest having an equal or better
implementation.)
In general, Connect has the non-standard interface -- it not only
uses a command line, but has a command bar _inside_ the comm's window.
This is not bad, just non-standard. (The only program I know of which
uses this.)

* All uses of the word 'standard' are notwithstanding the current
gem-list discussion as both Connect and STorm were written previously.

--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

4437. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 05:38:20 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbikc$jt4@mother.usf.edu>
Source record: 185501

Steven Whatley (swhatley@blkbox.COM) wrote:
: rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: >Does ST stand for Sam Tramiel? and TT Tom Tramil or something?

: >Only joking.

: >Rod

: Pretty cute, I like it! Actually ST stands for Sixteen/Thirty-two
: and TT stands for Thirty-two/Thirty-two. The 68000 chip can process
: 32bit integers bot it only has a 16bit external data line. The 68030 is
: a 32bit chip with a 32bit external data line.

Actually, it goes farther than that. The 68000 has a 16-bit ALU inside, so the microcode must do two or more operations throught the ALU to process one 32-bit operation. Additionally, the 68000 has two-level microcode. The machine instructions drive one level of microcode engine, which in turn drives yet another microcode engine below it.

If you've ever wondered why divide and multiply are so slow, now you know. Two very complex 32-bit operations are being driven by two levels of microcode through a 16-bit ALU.

And despite it all, 68000 instructions, on the average, take fewer clock cycles than 80286 instructions, and in some cases even ourperform 386 instructions. Makes you wonder what planet Intel was on when they designed these chips, but then considering the design of the 8086, a massively hacked-up kludgey redesign of the 8085, they may not have had much choice.

: Feel free to correct me if I'm wrong. I doubt anybody would hesitate if
: such was the case, anyway. :)

: Later,
: Steven Whatley

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

4438. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 05:42:41 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbish$jt4@mother.usf.edu>
Source record: 185502

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: In message <2t3kf7$roc@mother.usf.edu>, millert@grad.csee.usf.edu said:
: >
: >: Personally, I would say CoNnect would be the best overall. There's also
: >: STalker, FLash, and various other ones. STalker and Flash are
: >: commercial (Flash 2 is shareware i think); CoNnect and various other
: >: comms (pd/shareware) can be found at atari.archive.umich.edu in the
: >: atari/Telecomm directory, and at other fine FTO sites :-)
: >
: >: I would lean towards CoNnect or Stalker, since you're on a Falcon,
: >: and probably would want to run it in a cool resolution (i.e.,
: >: 640x480x256, etc). With either, ya might want to have Warp9 or
: >: NVDI as well for good speed updates...
: >
: >: There might be a CiX "front end" (like GEnie's Aladdin) but I'm
: >: not sure offhand...
: >
: >
: >The problem with all the terminals you mentioned is that none of them can
: >scroll with any decent speed.
: >
: >Hey, Anisko! We're waiting on your article!

: They do if you have NVDI. No program can scroll at a 'decent' speed
: without NVDI if it's written to follow the GEM guidelines.

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------

As I said in another post (which you may not have seen), I tried NOT following
the GEM guidelines and used my fastest memory-copy routines to scroll the
screen. They simply were NOT fast enough. It's not the fault of GEM, VDI, or
any other software problem, but rather the fact that the Falcon simply does
not have the bus bandwidth to move even the most moderate amounts of memory
at a decent speed. I would imagine that even the Blitter in HOG mode wouldn't
be fast enough, but that's out of the question because it would totally
disrupt serial I/O.

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

4439. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 05:46:59 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbj4j$jt4@mother.usf.edu>
Source record: 185503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Also keep in mind that files can be compressed to fit on the Syquest drive if what you are transporting exceeds the capacity of the drive.

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

4440. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 06:02:41 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tbk21$4em@darkstar.UCSC.EDU>
Source record: 185592
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

In <771308663snz@bgserv.demon.co.uk> briang@bgserv.demon.co.uk ("briang) writes:
>> --
>I think Yak the Hairy was last seen involved with the Konix
>system that never made it to the market. You might try in the
>emulators group. More Atari/CBM users hang out there.

Or better yet, try a place that carries the Atari Jaguar and look at the author
of Tempest 2000. Or, hang out in rec.games.video.atari. Jeff does ;)

~Chris
>>
>Brian
>--
>briang@bgserv.demon.co.uk
>Brian Gaff is B G Services - UK support for 'Z80'
> The Spectrum Emulator

4441. Looking 4 Martin ?: wrote about 1.44 drives

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 07:52:28 UTC
From: winnipeg@sys6626.bison.mb.ca
Message-ID: <60TqNc1w165w@sys6626.bison.mb.ca>
Source record: 185505

I'm looking for someone named Martin ? who uploaded a file to aaue
regarding 1.44 drives recently.

Martin if u read this send me mail!

4442. Lotsa Atari ST Hardware for Sale!!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 08:42:43 UTC
From: bensmith@teleport.com
Message-ID: <2tbte3$f5g@elaine.teleport.com>
Source record: 185402
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st

I have the Following ST Item's for Sale. All listings are Multiple
with a number (x) proceeding showing number of each Item.

(4) ATARI 520STM Computer upgraded to 1 MegaByte of RAM, with RF Port
for Output to TV(B&W or Color), Monitor Port, Remaining standard Ports,
Mouse & a Working Repairable Power Supply: $75.

(3) ATARI SF314 DSDD Floppy Drive with Cable and a Working Repairable
Power Supply: $75.

(3) ATARI SM124 MonoChrome Monitor: $75.

First Come, First $CASH$, First Served. If your interested in any of
this call Ben at (503)256-9974 24HRs or Mail me on the Internet at this
address: bensmith@teleport.com

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4443. Re: Lemmings on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 11:48:48 UTC
From: steve-j@teleport.com
Message-ID: <2tc8b0$bsd@kelly.teleport.com>
Source record: 185403

In article <Cr5vD8.FvC@k12.colostate.edu>,
Kip O. Morgan <kipm@lobo.rmh.pr1.k12.co.us> wrote:
>Has anyoone ever got lemmings on the falcon? I have the Oh! No! More lemmings
>version. I have backwards and was wondering if anybody else got this to
>work. E-mail me at caiken@pr1.k12.co.us.
>Thanks a lot.

Try setting the 68030 and Blitter to 8MHz, turning off the caches,
and setting the 'DMA Sound Exeption' to "Timer A" (using Backward).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4444. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 12:21:10 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771337270snz@leprosy.demon.co.uk>
Source record: 185517

In article <771289506snz@markus0.demon.co.uk>
markh@markus0.demon.co.uk "Mark Holderness" writes:

> Whilst it is true that there are no gopher, archie or www clients available
> from within NOS on the Atari it is still possible to access public gophers,
> archies and Lynx www's via telnet. Some of these are VT100 based but I think
> there is a program called AnsiST which will provide the translation on the ST
> although I can't remember where I saw it (probably on ftp.doc.ic.ac.uk under
> /computing/systems/atari/umich/). You also need to set echo to accept from
> within NOS on some of them.
>
> Try telnet info.cern.ch or vms.huji.ac.il for a public www.
> Try telnet archie.doc.ic.ac.uk for archie.
>
> There are many others which AFAIK can be found in a list on ftp.demon.co.uk
> in the /pub/doc/ directory somewhere.

Interesting. I'd had a brief go at this - 'telnet archie' just hangs - but I'll
have a go at the ones you mention. Thanks.

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------

4445. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 12:40:48 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771338448snz@leprosy.demon.co.uk>
Source record: 185518

In article <771214862.2@mettav.royle>
Colin.Campbell@mettav.royle.org "Colin Campbell" writes:

> "Graeme bibbled on 2 Jun 94 to All...
>
> >> Warp9 doesn't compare! NVDI works well in ANY resolution and collor
> >> depth and it works with MultiTos.
> > I wish more people (like, everyone) would buy a copy of NVDI. It's
> > the fastest, it's the best, it's the most compatible - it's the most
> > essential program for any Atari computer. At least, if you do anything
> > other than play games or run FZT or Protext.
>
> What problems are there with FZT and Protext, Graeme? AFAIK it works okay with
> them.... :)

What I meant to say was that non-GEM programs don't get much of a speed-up.
But, apparently FZT uses the VDI for screen output so is sped up - I don't know
if this is true of Protext.

I didn't mean to infer that there were problems - just that you didn't need
NVDI if all you use are TOS programs.

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|-------------------------

4446. Re: IMG -> PCX

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 12:43:54 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771338634snz@leprosy.demon.co.uk>
Source record: 185519

In article <199406110008.UAA04578@bottom.magnus.acs.ohio-state.edu>
jpoling@magnus.acs.ohio-state.edu "Jeff Poling" writes:

> Is there an ST program that will convert IMG files to PCX? Or,
> alternatively, an Intel-clone program that will read IMG files and save in PCX?

GEM-View is probably the best option.. it can even do batch conversions.
It's available at most atari FTP sites.

On the PC, the only program I know of that can touch IMG files is something
called 'Alchemy' - but never having seen it, I dunno how effective it is.

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|-------------------------

4447. Wanted: Atari SX212 1200 Baud MoDeMs!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 12:55:31 UTC
From: bensmith@teleport.com
Message-ID: <2tcc83$cln@kelly.teleport.com>
Source record: 185404
Cross-posted to: pdaxs.ads.computers,pdaxs.ads.wanted,pdx.computing,comp.sys.atari.8bit,comp.sys.atari.st

I'm looking to buy a few used Atari SX212 MoDeMs. I'm looking to buy or trade for some SX212 MoDeMs. Must work good, must come with working Power Supplies and "Hopefully" their manuals. It would also be nice to get their SIO cable and Box. Also I DON'T wan't to pay a lot of MONEY for these MoDeMs. I mean be SENSIBLE, it's only 1200 Baud.

Send me E-Mail on the InterNet to bensmith@teleport.com or call me 24HRs at (503)256-9974 "Voice". Ask for Ben. I'm in Portland, Oregon.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4448. Re: CONNECT problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 13:17:57 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jun11151757@dxhrb3.desy.de>
Source record: 185506

In article <2t7def$o7e@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

> I cannot get connect to run on my FALCON. It loads and sits there but
> wont dial the modem despite the fact that all the set up code is there.
> Do I have to do something else?

> and yes I have put u:\DEV\MODEM1

Give us some more information. Which operation system are you using.
Did you apply any serial patch to your \auto\ folder? How do you
'put u:\DEV\MODEM1' ?

Wolfgang

4449. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 14:36:18 UTC
From: selick@bu.edu
Message-ID: <2tci52$8l5@news.bu.edu>
Source record: 185507

Julian Reschke (Julian_Reschke@ms.maus.de) wrote:
: In article <2db_9406060400@nisc.fidonet.org>, Darren Trutzenbach
: (Darren.Trutzenbach@f616.n2605.z1.fidonet.org) wrote:
: >Just read the message about Photo CD's, i have a Mega STe4 and a Chinon
: XDS
: >535 CD-ROM, i use Extendos as my CD-ROM driver, i can switch between ISO
: and
: >Photo CD Discs, like switching floppies. I use no other software to
: drive
: >the CD just extendos, i was kind of amazed myself when it worked, i didnt
: think
: >Extendos v1.11 was a Photo CD driver, apparently it is? Just thought you
: would
: >be interested.

: This is normal. Photo CDs *are* ISO CDs, so they should be readable with
: any
: normal ISO driver. Exception: multisession Photo CDs. For this, you'll
: have to use a driver which supports the (vendor specific) multisession
: commands of the CDROM drives.

What the heck does multisession mean anyway?
-Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

4450. Plenty of Atari ST Hardware 4 Sale!! **PLEASE READ THIS**

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 14:42:39 UTC
From: bensmith@teleport.com
Message-ID: <2tcigv$dvk@kelly.teleport.com>
Source record: 185405
Cross-posted to: pdaxs.ads.computers,pdx.forsale,comp.sys.atari.st,or.forsale,pnw.forsale

I have the Following ST Item's for Sale. All listings are Multiple with
a number (x) proceeding showing number of each Item.

(4) ATARI 520STM Computer upgraded to 1 MegaByte of RAM, with RF Port
for Output to TV(B&W or Color), Monitor Port, Remaining standard Ports,
Mouse & a Working Repairable Power Supply: $75.

(3) ATARI SF314 DSDD Floppy Drive with Cable and a Working Repairable
Power Supply: $75.

(3) ATARI SM124 MonoChrome Monitor: $75.

First Come, First Served. If your interested in any of this call Ben
at (503)256-9974 24HRs or Mail me on the Internet at this address:
bensmith@teleport.com

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4451. Re: AES v4.1

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 15:53:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ueqEdQ7Fcc2@semprini.waterloo-rdp.on.ca>
Source record: 185422
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1994Jun2.000505.11405@beaver.cs.washington.edu>, Stuart Denman writes:
> Is AES version 4.1 available yet for MultiTOS? Iconifiers, toolbars, and
> Speedo Fonts in dialogs are supposed to be the major features...

No, but it's been in beta testing for almost a year now.

AFAIK, MultiTOS still ships with MiNT 1.04 (1.10 is current, and will be
replaced by 1.11 in the next couple of weeks) and AES 4.0.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4452. Re: Contact with Bill Devonshire

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 16:12:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yqyb1&HmLyY@semprini.waterloo-rdp.on.ca>
Source record: 185417

In <2sfk2i$kmp@upsn2.u-psud.fr>, Francois LECOAT writes:
> Hello everybody !!
>
> I would like to discuss with Bill Devonshire about a program he has written.
> This program is named 3D2 to POV. I use it with big *.3D2 (from Cyberstudio)
> files, and the message is always "stack overflow". Bill told in the .DOC file
> to contact him on Genie at B.Devonshire, but I think I can't access to this
> network. So please, if someone could tell me how to contact him, I would be
> happy. Maybe he has an Internet adress. So thanks for your help.
> My adress is lecoat@marion.ief-paris-sud.fr. Bye for now ...

I wrote a .3d2 to RAW triangle converter; you can then use raw2pov to
change it into a bunch of smooth triangles for POV-Ray (raw2pov also
knows about POV 1.x and POV 2.x differences).

The source code and Atari binaries for cad3d2raw should be on
atari.archive.umich.edu as well as the official POV-Ray site in
Australia (uniwa; dunno the whole address).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4453. Re: Hack wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 16:19:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UhM69sxvPNs@semprini.waterloo-rdp.on.ca>
Source record: 185421

In <1994Jun2.100217.24741@htsa.aha.nl>, Bob Koeman writes:
> Does someone have got the game HACK.I have it now on a Terminal at school
> but I want it on my atari 1040ST.
>
> Is this game PD/Sharware, if so, where could I get it (NO FTP, I don't have FTP-acces), or
> could somebody be so kind to E-mail it to me.

The original text-based Hack, as well as NetHack, Omega, Angband, Moria,
etc are on atari.archive.umich.edu in the Games directory.

Send email to BART at this address; atari@atari.archive.umich.edu with
the word "help" (without quotes) as the body of the message. BART is a
bot that can send you files through email.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4454. Re: NetPBM - has anyone successfully decompressed the files?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 16:42:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UvlAM0WaSdQ@semprini.waterloo-rdp.on.ca>
Source record: 185420

In <jonal.2287.2DF24AFA@dhhalden.no>, Jon A. Lovstad writes:
> Subject says it all - I've tried v1.2.1 and 1.2.4 of Gzip/Gunzip on the
> NetPNM-*.tar.gz files in Chris' port and all I get is "Unexpected EOF". When
> listing the contents, it reports back a pretty hefty compression ratio - 99.
> 6%!! One of the archives were supposed to have a tar file 53 megs in size.

53 megs?!? That's truly bogus... I think the largest one was maybe 3M
or so before compression.

Are you sure you transferred the files in "BINARY" mode?

> If others have experienced the same problems, could you give the upload
> another try Chris?

I could, but I'd have to build it again; if I do that, I'm going to make
a sharable "merged" version that will require a minix partition (and
MiNT)... on the up side, it'll only take about 400k of disk space for
the binaries.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4455. Re: NetPBM?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 16:43:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.E&gfHKbgwJs@semprini.waterloo-rdp.on.ca>
Source record: 185419

In <1828@usdtsg.DaytonOH.NCR.COM>, Robert Anisko writes:
>
> Sorry if this is a simple question (I have a simple mind ;-) but
> what is the NetPBM package on atari.archive.umich.edu? To me, PBM
> is the portable bitmap libraries/binaries, but what then does the
> "net" part of it do? I.e. what's the diff between plain old
> PBM and NetPBM? Thanks in advance...

The PBM-Plus package hasn't been upgraded in quite a while; NetPBM is
PBM-Plus with bug-fixes, added filters, etc... a sort of super
PBM-Plus.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4456. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 16:51:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1P5dAH5TJnE@semprini.waterloo-rdp.on.ca>
Source record: 185418

In <2su2bh$v5@golem.wcc.govt.nz>, Roger Sheppard. writes:
> In article <1994Jun5.030506.9740@emba.uvm.edu>, braner@newton.emba.uvm.edu (Moshe Braner) writes:
> >Try MicroEMACS. Or better yet, my derivative of it, called GNOME.
> >(Generally Not the Original Micro Emacs ;-) (Not to be confused
> >with the much larger "microEMACS" programs that grew out of the
> >original small microEMCAS.)
>
> No way, get Tempus 2.07, was given away free with the UK magazine
> Feb, 1994 ST-User...

Any text editor that requires me to touch my mouse isn't fast enough...
can Tempus exit and save with a keystroke?

Tempus also doesn't have CMODE or WRAP modes; CMODE makes my C/C++
programming faster, and WRAP makes my news posting faster... ;-) Oh,
and did I mention the macro language? I love MicroEMACS...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4457. Re: Help Falcon w/STalker

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 17:13:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2df9ff15@p13.secom.ct.se>
Source record: 185544

07 Jun 94, Gary Watson wrote something like this to All :

GW> From watson@rahul.net (Gary Watson)
GW>
GW> My brother has just gotten a dial-up account on the net and is using
GW> Falcon with STalker to log on with. I told him to use a VT100
GW> emulation, but he only gets control characters instead of inverse
GW> characters (etc.). What are you other ST users using to log onto
GW> your accounts with?
GW> Thanks for any suggestions.
GW> --
GW> - Gary Watson, Los Gatos, CA

Use VT102/ANSI, its the nicest but VT52 is mostly used on Ataris...
Hope that'll help..

4458. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 17:21:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2dfa00ea@p13.secom.ct.se>
Source record: 185545

07 Jun 94, David Stevenson wrote something like this to All :

DS> Which is the best Falcon-compatible comms s/w (terminal emulator,
DS> file transfer etc)? I'm be getting onto CiX if that makes any
DS> difference! A freebie is preferred, but I'll buy the s/w if
DS> necessary.

CoNnect is great with the Falcon... The version I'm using is 2.46 and I think
its the latest version.. Its s/w. It is supporting baudrates up to 153600, and
thats enough!
You can use the MIDI port (fixed at 32500 baud) or the serial port but not the
LAN port.

4459. Re: Help with getting MultiTOS to run from ext HD on Falcon, ple

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 17:21:36 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5K+MfLI.robo28@delphi.com>
Source record: 185508

Well I tried what you suggested as well as just about every combination
of MINT.CNF and GEM.CNF in the root, mtos folder, and other locations. All
I get is a band of mixed colors near the top of the screen and then blank white
with no reaction from keyboard...
Matbe you could post copies of your MINT.CNF and GEM.CNF files so I can
ensure that mine are setup properly.. Thanks!! Rob

4460. Assembler for Falcon. Where?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 17:42:47 UTC
From: alien@clinet.fi
Message-ID: <alien.771356377@clinet.fi>
Source record: 185509

Hi!

I'm looking assembler for Falcon030, commercial or PD, important is,
that it can be used with Falcon. Or C-compiler with assembler.

Please email-reply: alien@clinet.fi

```
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/
_/ _/ _/ _/ _/ _/_/ _/
_/_/_/_/ _/ _/ _/_/_/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/_/
_/ _/ _/_/_/_/ _/ _/_/_/_/ _/ _/
VISUAL ART PRODUCTION
```

Risto Juvonen Internet: alien@clinet.fi
Merisotilaantori 3 c 26 Fidonet: @SMACK! (2:220/110.0)
00160 Helsinki, Finland tel.358-(9)0-654804
fax.358-(9)0-69414693

4461. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 19:25:14 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94162.152514STIRRE31@MAINE.MAINE.EDU>
Source record: 185514

Hi Darren. This sounds great. Derek's e-mail address is
derekm@microsoft.com. I am not sure where the code is available.
I asked Derek and will pass on the info as soon as I get it. Or
does someone else on the net have access to the code? I planned
on getting the ST Xformer cable with an 8-bit drive when I had my
STe and was disappointed to find out that ST Xformer crashed on the
Falcon. There's a ton of 8-bit software on atari.archive.umich.edu.
There are also quite a few places that sell 8-bit software cheap here
in the US. I'd imagine there are some sources left in the UK as
well. Keep me informed on what goes on. Hopefully this project
will work out!
-scott tirrell
stirre31@maine.maine.edu

4462. Re: Where can I find <Commodore>

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 19:37:22 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94162.153722STIRRE31@MAINE.MAINE.EDU>
Source record: 185515

Try comp.sys.cbm (for Commodore Business Machines). At least I
think that is what the group is called.
-scott tirrell

4463. Re: Pricing for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 19:39:24 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94162.153924STIRRE31@MAINE.MAINE.EDU>
Source record: 185516

B & C Computervisions sells their Mega 4 for around $500-600, I
believe. Just post a messege and see if you get an offer you
like!
-scott tirrell

4464. SPEED OF LIGHT 3.1 unleashed!

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 20:07:32 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jun11.200732.6291@beaver.cs.washington.edu>
Source record: 185513

I tried to post this before, but it never showed up, so...

I'm proud to announce the release of SPEED OF LIGHT Image processor/
viewer version 3.1. This is the first public domain shareware release
since version 2.6. It has been uploaded to the following ftp sites:

atari.archive.umich.edu
ftp.funet.fi
ftp.tu-clausthal.de
ftp.uni-kl.de
world.std.com

and also to Genie, Delphi, and Compuserve.

Here are some of the coolest features in this ALL NEW version:

>> The most complete color editor available on Atari computers. Tools
include copy, swap, gradient, rotate, color sorting, load, save, etc.

>> Incredibly cool histogram editor allows you to edit color
transformation histograms, contrast histograms, and color selection
ranking histograms. Tools allow preset gamma and linear histograms,
plus freehand draw, squash, flip, stretch, load, save, etc.

>> Image manipulations tools include INSTANT SCALING (to the pixel),
FLIP, ROTATE, BLUR (with FIS), and MANY histogram color-manipulation
tools.

>> Load more image formats than before, including GIF, **> JPEG <**,
Prism Paint, and GEM Ximage. Use wildcards to load more than one image
at a time, or load them one-by-one as you need to.

>> Save in GIF, Degas, Prism Paint, and GEM Ximage.

>> Dithering! You can even load in .DIT files (GEMview compatible).

>> Filtered Image Scaling (FIS). Probably the most powerful tool SOL
has to offer. This is like averaging in version 2.6, but allows you to
use several different filters, and works on enlargement as well. This
effectively smooths out enlarged images so that there is no pixilation.
You can also use FIS to blur the image. You must see this to believe
it; sample images are included with the shareware version.

>> Speed, speed, speed! This is the fastest JPEG viewer without a DSP
chip! Loads JPEGs in one-third the memory that other programs require!

This is just a taste of some of the new features version 3.1 has to
offer. Download it today! As always, comments can be sent to:

sdenman@cs.washington.edu

Have fun!

Stuart Denman

```
__
/ /
/ / T U
\ \
\ \ O F T
/ /
/_/tm
```

4465. Re: IMG -> PCX

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 21:13:51 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FD2E449.SPERNA1@ua1vm.ua.edu>
Source record: 185521

In article <199406110008.UAA04578@bottom.magnus.acs.ohio-state.edu>
jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:

> Is there an ST program that will convert IMG files to PCX? Or,
>alternatively, an Intel-clone program that will read IMG files and save in PCX?
I believe Touch-Up by Migraph will do the trick, or at least move PCX to IMG.

Sam Perna, III
sperna1@ua1vm.ua.edu

4466. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 22:34:46 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771374086snz@leprosy.demon.co.uk>
Source record: 185528

In article <2tbish$jt4@mother.usf.edu>
millert@undergrad.csee.usf.edu "Timothy Miller" writes:

> As I said in another post (which you may not have seen), I tried NOT following
> the GEM guidelines and used my fastest memory-copy routines to scroll the
> screen. They simply were NOT fast enough. It's not the fault of GEM, VDI, or
> any other software problem, but rather the fact that the Falcon simply does
> not have the bus bandwidth to move even the most moderate amounts of memory
> at a decent speed. I would imagine that even the Blitter in HOG mode wouldn't
> be fast enough, but that's out of the question because it would totally
> disrupt serial I/O.

The proof's in the pudding really, and I don't find Connect too slow for my
tastes, even in 16 colour mode. Much better than some dodgy !TOS!GEM rubbish
that's guaranteed to break down come the next TOS version.

> Don't ever use any software that uses Ctrl-A for Select-All
> Don't ever use any software that uses Shift-Backspace to delete a line.

What is this nonsense?

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------

4467. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 22:47:38 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771374858snz@leprosy.demon.co.uk>
Source record: 185529

In article <2tbeh8$h5n@bronze.coil.com>
mbmccabe@bronze.coil.com "Matt McCabe" writes:

> In general, Connect has the non-standard interface -- it not only
> uses a command line, but has a command bar _inside_ the comm's window.
> This is not bad, just non-standard. (The only program I know of which
> uses this.)

Do you mean a window menu? There are quite a few programs which use this:
GEMBench, GEM-View, Edith, Hisoft's Voice Mail, Papyrus (I think) - it's
becoming more and more of a standard.

Connect uses it and other pretty standard GEM stuff better than any other
program I can think of.

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------

4468. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 22:48:13 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tdevd$iu8@golem.wcc.govt.nz>
Source record: 185523

] Does ST stand for Sam Tramiel? and TT Tom Tramil or something?

Before anyone else asks. ST - Sixteen/Thirty-Two. TT - 32/32

One is bus, I can't remember what the other is!

4469. Re: Looking for PD games

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 22:51:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tdf6b$iu8@golem.wcc.govt.nz>
Source record: 185524

] Labotomy Invaders
] Jewel Buggy
] Scramble (as reviewed in STReview)
] Klingon War (Star Trek)

Never seen the 1st three. But ST_TKW??.LZH/ZIP is the Star-Trek one.

AFAIK it's in the atari/Games/ directory at atari.archive.umich.edu!

4470. Maxon Twist II

Newsgroup: comp.sys.atari.st
Date: 1994-06-11 23:21:00 UTC
From: rolf.johansson@p7.space.ct.se
Message-ID: <2dfa553e@p7.space.ct.se>
Source record: 185543

Please, anyone.

Maxon Twist II (database) is popular in Germany at the time. There MUST be a demo of this software out now, but WHERE is it?

Sincerely,
Rolf Johansson (rolf@space.ct.se)

4471. Re: Mega differences

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 00:01:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tdj8k$j9p@golem.wcc.govt.nz>
Source record: 185525

In article <82BBE8EF@starnetbbs.com>, GARY.RATLIFF@starnetbbs.com (gary ratliff) writes:
>Well I recently purchased a MEGA 4 thur a for sale add in this
>newsgroup. When I finally received it the case said MEGA 2 so the CHECK
>ST program from the HiSOFT people was run to determine my machine
>structure. There are indeed 4 megs of memeoy and the ROM version is 1.9
^^^

There no ROM version 1.9, what you have is TOS 1.2, get TOS 1.4 as soon as you
can...

>
>The computer however is BRITISH, yet seems to run fine on the 120 60 hz
>AC. The only real suprise was that PC Ditto told me I had a foreign
>computer and refused to run. Couldd any of you emumerate what might be
>the differences between a USA MEGA and the BRITISH setup I have.

The KeyBoard is different, some software maps the keyboard direct, so keys end
up wrong, the Date is Day/Month, you can have problems with this.....

Also Calamus US version will no run..

The UK keyboard has a extra key....

The USA PC Ditto will not run on a UK machine, you will need the UK version..

>How would this fact alter plans for getting hard drive or other
>expansions. Thanks in advance for those who reply to this querry.

There would be no other problems....

>---Gary---
>internet: gary.ratliff@starnetbbs.com

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4472. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 00:10:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tdjpp$j9p@golem.wcc.govt.nz>
Source record: 185526

In article <771197566snz@leprosy.demon.co.uk>, sabbath@leprosy.demon.co.uk (sabbath) writes:
>In article <771110404snz@nest.demon.co.uk>
> dbrewood@nest.demon.co.uk "Daron Brewood" writes:
>
>Whilst this is true, CIX does offer some novel additions to the Internet
>gateway which mean that you don't need special software - just a comms

> --
>|sabbath@leprosy.demon.co.uk| "You are what you drink -|

I am interested in the Costs of CIX, there have been a lot of new Internet providers here, so I would like to compare costs with CIX, and what do you get for your money, services ,etc...???

Do they offer SLIP/TCP/IP and UUCP or just a dial in Internet service and at what speeds..?

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4473. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 00:16:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tdk50$j9p@golem.wcc.govt.nz>
Source record: 185527

In article <771197738snz@leprosy.demon.co.uk>, sabbath@leprosy.demon.co.uk (sabbath) writes:
>In article <2t65em$6go@bronze.coil.com>
> mbmccabe@bronze.coil.com "Matt McCabe" writes:
>
>Unless Storm has improved since version 1.01 (1.10?) it'll still have that
>very dodgy looking non-standard interface. That put me off of it at once -
>it also looked relatively difficult to set up - but so's Connect.
>

Now upto version 1.02..

Can any one tell me what Terminal software that can offer the features
of THE STORM, like background dialing, Background Dnloading, and Zmodem
dnloading using wild cards, supports the later Zmodem 93..??

And with out using any additional software..

As far as I know there is nothing to touch THE STORM, with these features.

>|sabbath@leprosy.demon.co.uk| "You are what you drink -|
>|sabbath@cix.compulink.co.uk| And I'm a bitter man." |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4474. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 01:07:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tdn4t$jtq@golem.wcc.govt.nz>
Source record: 185531

BTW - I connected to a friends modem that gave me "PROTOCOL: ALT"
instead of the usual "PROTOCOL: NONE" or "PROTOCOL: LAP-M" what is
the 'ALT' protocol? (And what does it, and LAP-M stand for/do?!)

4475. TRADE: Hardware 4 Softwar

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 01:56:45 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cr9HEn.z7@iat.holonet.net>
Source record: 185533

I would like to trade the following Atari 8-bit hardware items for ANY AND
ALL ST Software.

I am also looking for an ST external Disk Drive (SS or DS is fine working
or not!)

Atari 1040 STf w/ TOS 1.0 has slight crack in case. Cosmetic only.
SC1224 (JVC model) in great shape

Atari 130XE with Power Supply excellent shape
Atari 1200XL with P/s in excellent shape
Atari 1050 Disk drive w/ P/s great shape (I have two of these)
Atari 1050 Disk drive for parts (yes, it MIGHT work but then again I am
not asking that much either!)
Atari 1010 NEW in the box

Thanks
send mail to the above address until 18 June or to:
mbates8@genie.geis.com

This copy of Freddie 1.2 is being evaluated.

4476. DMC Release of 6/11/94

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 02:34:33 UTC
From: Sean Dougherty <pdirect@delphi.com>
Message-ID: <Jo+N-1R.pdirect@delphi.com>
Source record: 185530

The following is DMC's release of 6/11/94.

June 11, 1994

DMC Publishing, Inc.
Toronto, Ontario, Canada

This morning I received email from a customer drawing my attention to a particularly misleading, and entirely erroneous statement in the latest STReport, even more so than usual. As a rule I ignore Ralph's comments but every now and then he leaves me with no choice but to clarify as his message is so potentially misleading and damaging. This is one of those times.

The following is an excerpt from the SILICON TIMES REPORT, INTERNATIONAL ONLINE MAGAZINE, June 10, 1994, issue No. 1024, Publisher-Editor Ralph Mariano from his column, STReport CONFIDENTIAL.

~~~~~~~~~~~~~~~~~~~~~~~~
- Chicago, IL NEW "LIFE" for CALAMUS SL??

According to our sources in the European marketplace... Calamus SL, long recognized as a premier DTP package in Europe, is to be supported by a new company, Adequate Systems, having been formed by a splinter group composed of the original programmers responsible for the Atari modules and code. The group broke away from DMC GMBH recently after the announcement made at this year's CeBIT that DMC GMBH would no longer support Calamus SL for the Atari marketplace. It was further reported that DMC GMBH has put all their efforts in the making of the Windows NT version. At CeBIT of 1994 the following happened. DMC GmBH has told their Atari customers, because of the market situation and Atari, we recommend that you buy a system capable of using Windows NT.

This upset many Calamus customers both present and future. Concerned customers switched to the Mac, which was fast becoming less expensive due to repetitive discounting by Apple. Since NT had, so far, proved very disappointing to DMC Germany's expectations, especially after Microsoft announced that it will NOT market the product on a wide scale. NT was NOT the OS to replace windows for your everyday PC and PC Clone.
~~~~~~~~~~~~~~~~~~~~~~~~

It was further reported that Adequate Systems, unfortunately, does not hold any of the copyrights to Calamus or SL or any portions of the code contained therein. At this point DMC GMBH is not willing to relinquish any (c) holdings. However it is rumored that Dr. Reidhl, newly appointed to the board of Directors of DMC GMBH and marketing manager, formally of Atari GMBH, is attempting to reach an amicable agreement with the newly formed Atari SL programming group's company Adequate Systems. Hopefully, another Chagall-like episode is not in the wings.

~~~~~~~~~~~~~~~~~~~~~~~~

There are so many errors in the above few paragraphs that I hardly know what to say or where to start. Most of it is utter nonsense. Absolutely no attempt was made to contact DMC Publishing for clarification!

As the above paragraphs could be potentially damaging to DMC Publishing, the fact that I was not contacted can only confirm that this was a deliberate and malicious act, by a totally irresponsible journalist, Ralph Mariano, acting out of personal motivations that had nothing whatsoever to do with truth, reality or journalistic integrity.

As usual, Ralph took a grain of truth and distorted it to fit his personal agenda.

Last December, 4 programmers, long-time members of DMC GmbH, left DMC to form their own company, Adequate Systems. It is their published intention to continue to work on additional modules for Calamus SL, for which they have my respect and support. I've known all of them personally since 1987 and I'm certain they'll produce excellent quality product! They have a few modules in the works right now although I wasn't prepared to announce them yet. We are still finalizing the details, North American pricing struture, English translation etc.. I expect to have 3-4 new Calamus SL modules from them within the next 90 days, which is great news for our established Atari Calamus SL customer base. The new paint and drawing module, in particular, should be a major success. It has long been awaited.

Calamus is owned by DMC. There is no conflict in this regard, none!

In-house programmers are currently working on a new version of Calamus SL. Again, I will announce further information on this subject at a later date when it is more appropriate.

An entirely separate team of DMC programmers are involved with the NT version of Calamus. Basically we are talking about different divisions within the same company.

I hope this clarifies the situation for any of you that read Ralph's nonsense. Please post this message far and wide to insure that everyone gets the opportunity to read it. I will post it myself on
~~~~~~~~~~~~~~~~~~~~~~~~

Compuserve, Delphi and GEnie but I do not frequent the Internet or any more local bulletin boards so I'd really appreciate the assist in spreading the word around. In future, if STReport says anything about DMC, Calamus or myself, please take it with a large grain of salt and contact me directly. I will be pleased to clarify.

Sincerely
DMC Publishing, Inc.

Nathan Potechin DMC Publishing, Inc.
President 2800 John Street, Unit 10
Delphi: DMCPUBLISH Markham, Ontario
GEnie: DMCPUBLISH Canada L3R 0E2
Internet: DMCPUBLISH@GENIE.GEIS.COM Tel: (905) 479-1880
Compuserve: 76004,2246 Fax: (905) 479-1882

4477. Re: Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 03:12:43 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <28450AOSGQBDILXTNHS@ars.ath.forthnet.gr>
Source record: 185510

Heiko Hartmann wrote:

> GFA Basic 3.5E does NOT run in non-ST-resolutions EXCEPT those with
> only 2
> Colors (that means monochrome). I use the Interpreter with 800x608x2
> and there
> is only a little problem with the Fileselector. With 16 colors you can
> only
> use ST-Low (320x200).
> With GFA Basic 3.6 you can use all 16-colors-resolutions.

Have you got any problems with compilation? I try to use GShell 1.8
and have many problems. It bombs very often. There something to do
with the control panel and what cpx are loaded but in most cases
I leave the control panel out if I want to compile a program.
Have you got a solution to this?

Michael.

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4478. GSZRZ Shell

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 03:39:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2te02e$krk@golem.wcc.govt.nz>
Source record: 185536
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As I use Flash 1.6 most of the time, I need a shell
that supports GSZRZ 3-4xx.. (Zmodem)

I can use Flash 1.6 to dnload files, but not to upload them,
no file selector support..

So were can I find a shell for this..??

For some reason or another my STORM no longer works, could be ASspeed,
NVDI or HSMOD4, I have yet to find out, all files seem to get corrupted,
the same happends to C-Kermit, plus I can't get C-Kermit to upload at all..

This is why I wan't to stick with some thing that I know works...

Flash 1.6 with GSZRZ....

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4479. Re: How do I register Gemview?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 03:46:50 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cr9MI2.Hxs@freenet.carleton.ca>
Source record: 185535

In a previous article, dburns@world.std.com (David R Burns) says:

>I've been using Gemview for a while, and I'd like to register it. Is it
>possible to do that here in the US? I'm not keen on sending away to
>Germany to do it, and I thought I saw some talk here indicating there is
>a US distributor.
>
>Please include the correct price, and if it comes with a manual; is it on
>disk, or will it be e-mailed to me?

The price was $40 CNDN, the manual is in English and is on the disk, and I
got a disk sent to me in the mail within a few days. You can always pick
up the latest update at your closest Atari FTP site as well.

>

I am not sure what the procedure is supposed to be in the States but I
registered my version through Cybercube in Toronto. It is a superb program :-)

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4480. Re: DMC/STReport Release of 6/11/94

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 03:52:48 UTC
From: lexcom@world.std.com
Message-ID: <Cr9Ms1.2xE@world.std.com>
Source record: 185534

The last post was an information requested to be re-posted everywhere, this is the response from STReport who requested similar in their defense, just to clarify the picture, neither PDIRECT or LEXICHROME have anything to do with this.

just info

#: 99525 S16/News/Reviews/Shows
11-Jun-94 21:39:52
Sb: #99511-#IMPORTANT INFORMATION
Fm: Dana P. Jacobson 71051,3327
To: Nathan @ ISD/DMC 76004,2246 (X)

Nathan,

You always seem to amaze me with your complete misunderstandings of what you actually read and what is actually being said. No matter what, every time anyone mentions something directly or indirectly related to you or affiliated with you, you automatically get paranoid, that you're being attacked in some fashion.

You also show that you have a flair for the overly-melodramatic, with your poor choice of words and statements. In the message that you left earlier today, which was so full of generalizations and innuendo, you attempt to point fingers and say that Ralph is attempting to deliberately and maliciously damage you and/or DMC Publishing.

I'm sorry, but I will not sit idly by while you continue to impune the integrity of the magazine that I work for, no matter what you or others may feel. STReport has gone throug
h many positive changes over the past 9 months
or so that I cannot, in good conscience, allow you to continue just because you can't live with reality.

The "word of Nathan" just doesn't hold up to the esteem that it did years ago. Your feeble attempts at placing the woes of the Atari community at STReport's

Press <CR> for more: door is your trademark lately. You continue to blame Ralph and/or STReport and
its staff for bringing out into the open those things that you may rather see remain behind the scenes.

Let's look at your opening paragraph and see just how misleading _your_ remarks are!

Nathan writes:

"This morning I received email from a customer drawing my attention to a particularly misleading, and entirely erroneous statement in the latest STReport, even more so than usual."

Excuse me??!! Particularly misleading? Do you understand what the word means? Misleading implies some truth, yet you then go on to state that the entire piece in STReport's "Confidential" is erroneous. And to then add emphasis, you say "...even more than usual." Either it's true, or it's erroneous - there's no "more so than usual"!! And then you add later in that same paragraph that the information in that article was "so potentially misleading and damaging." Here's Nathan's paranoia showing through once again.

Near the end of Nathan's long-winded message, which by the way, never did

Press <CR> for more:
contradict a thing that the "Confidential" article said, he adds more baseless accusations:

"As the above paragraphs could be potentially damaging to DMC Publishing, the fact that I was not contacted can only confirm that this was a deliberate and malicious act, by a totally irresponsible journalist, Ralph Mariano, acting out of personal motivations that had nothing whatsoever to do with truth, reality or journalistic integrity."

The information that was given to STReport in this regard was something that I had heard about over two months ago. From what I understand, this information was known _over_ 6 months ago, but Nathan never said a thing. It's also well-known that Nathan has publicly requested that we do not publish any of DMC's press releases or even any messages pertaining to DMC products. Does he really expect any of us at STReport to contact _him_ for confirmation of _any_ news that pertains to his company or products? He told us _not_ to do so!!

So now, since no one asked Nathan about the information that we had, it's a deliberate and malicious act done by an irresponsible journalist out of personal motivations....!

Nathan - show me where in that article you see maliciousness. Show me where

Press <CR> for more: Ralph makes it a personal agenda. Show me where the informa
tion therein that's
false - not a "little wrong or misleading,", bu
t FALSE. Show me how it can be
damaging, other than the truth hurts.

Nathan, every time STReport publishes something that you don't like, you come online and spout off with a cloud of rhetoric. You attempt to shift the blame and cloud the issues that no one has any idea what could be possibly wrong; but if you say STReport is to blame, they should believe you instead. It just won't work any longer. Your evangelistic "powers" have waned; your "flock" has slowly dissipated.

Nathan has asked you to re-post his message to other services and bulletin boards. Please do. You may also want to supply my above reply - let's keep this a 2-way street. I also understand that Ralph has replied to Nathan's

diatribe on CIS. I will read and capture that message in case someone would like to pass it along also.

Dana @ STReport International Online Magazine

There are 2 Replies.

#: 99527 S16/News/Reviews/Shows
11-Jun-94 21:45:12
Sb: #99525-#IMPORTANT INFORMATION
Fm: Nathan @ ISD/DMC 76004,2246
To: Dana P. Jacobson 71051,3327 (X)

Thanks for posting, Dana. I've already clarified Ralph's distorted slant on DMC. M
y response speaks for itself.

Sincerely

Nathan Potechin - DMC Publishing

There is 1 Reply.

#: 99528 S16/News/Reviews/Shows
11-Jun-94 21:51:58
Sb: #99527-IMPORTANT INFORMATION
Fm: Dana P. Jacobson 71051,3327
To: Nathan @ ISD/DMC 76004,2246

>>My response speaks for itself.

It certainly does, Nathan - your response said absolutely nothing. You clarified _nothing_ and your comments did not contradict a thing that the STR Confidential article stated. Answer my questions that I posted for you in the message to which you just replied, if you can. Ignoring them only re-enforces my message, Ralph's message, and the information contained in STReport 10.23 "STR Confidential".

Dana @ STReport International Online Magazine
#: 99519 S16/News/Reviews/Shows
11-Jun-94 15:52:44
Sb: #IMPORTANT INFORMATION
Fm: Ralph @ STReport 70007,4454
To: [F] Nathan 76004,2246

Nathan posts;
"This morning I received email from a customer drawing my attention to a particularly misleading, and entirely erroneous statement in the latest STReport, even more so than usual. As a rule I ignore Ralph's comments but every now and then he leaves me with no choice but to clarify as his message is so potentially misleading and damaging. This is one of those times."

In Reply;
In as much as you elected to make this matter personal, I must warn you

that I too, feel your comments have the potential of being damaging. Not to me but to what's left of your waning credibility. You see, even with all your fussing and fuming, you have FAILED to CONTRADICT _anything_ presented in STReport 1024's STR Confidential. Ordinarily, I'd pass over this latest diatribe from you but in this case, I felt the need to point out how it is so true to form. Your form. Rarely if ever do you have anything to say about anything in STReport unless of course STReport hits the the proverbial "nail right on the head"!

Your insulting, negative comments are truly inexcusable but they must be overlooked when one considers the source. Speaking of agendas, why is it you must bring this agenda baloney into the matter? The only "agenda" hanging out in the open for all to see is yours. "Let's BASH STReport". Yessir, continue to play kill the messenger! You'll do much for your cause and credibility.

Typically, this appears to be another of your masterful attempts at distracting the readers from the real issues .. Like... What's happened at DMC GMBH and of course, Adequate Systems? Why is it that it took a release of this information to bring you forward with YOUR story? Why didn't YOU tell the market YOU supply what was going on when it was happening back in December? This is JUNE fully six months it was kept from this market. WHY?

The users deserve the truth... the truth about DMC GMBH, the truth that there will be a new Calamus source, the truth that what was stated did indeed occur. No smoke and mirrors, no diversions and absolutely no "confusion". The truth about the Copyright claims and negotiations. The truth about DMC's GMBH statements made at CeBIT about leaving the Atari market and advising users to buy into the NT market. I will not address the fact that you reproduced a portion of STReport at all since you actually did STR a good turn. Your lamenting, when compared to what appeared in STR, clearly indicates that you have failed to contradict anything.

Ralph Mariano @ STReport International Online Magazine

WinCim v1.2 * AUTO PILOT * - CompuServe, where it all BEGAN @ 14.4 bps!!

4481. Re: lynx (WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 04:02:50 UTC
From: jjmcwill@next5
Message-ID: <2te1da$2qv@mtu.edu>
Source record: 185537

Many thanks to Bart and was it Daniel also?

I've found that www.lbl.gov lets people use the "G" command even though
they are anonymous users. Since this is a student account, I don't have
permisson to run a MAKE on a lynx program for this system.
Besides which, most of my efforts would probably be for naught... since
in two months I move... AGAIN... and will no doubt end up with yet another
different account.... starting back at square one.
Well, at least I will know where to telnet to when I need a lynx server
for now. Thanks guys.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4482. where can I get "art for kids"?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 04:29:17 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2te2ut$pkt@scapa.cs.ualberta.ca>
Source record: 185538

The subject says it all... I heard there was a falcon version- I might
be able to find a use for this program. If anyone could direct me
to an ftp site (and directories), that would be extremely helpful.

--
\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

4483. AGT adventures on the Falcon (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 04:51:38 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Jun11.205138.1@aurora.alaska.edu>
Source record: 185539

I posted a message a while back asking if anyone knew how to get AGT working
on the Falcon because I did it once, but then couldn't duplicate it.
I figured out that it was because I used an old version of Warp 9 I got from
some ftp site a long time ago that I usually don't use anymore.
I thought maybe there was someone else out there who might want yo use AGT
games on their Falcon.
Thank you to whoever suggested geting NVDI. I wouldn't have figured it out
otherwise.

4484. Frontier and other ?'s

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 06:31:23 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <Ba6NfVb.cgentry@delphi.com>
Source record: 185540

? 1. Does anyone know of any cheats or any other helpful hints for Frontier?

? 2. Has anyone heard anything about new mission disks for Frontier?

? 3. Is there a fixed version of Civilization for the Falcon?
How do I get it?

any help will be greatly appreciated!

thanks, Chris :)

4485. UUCP/USENET on an Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 07:51:39 UTC
From: sandersw@cgsvax.claremont.edu
Message-ID: <1994Jun11.235139.1@cgsvax.claremont.edu>
Source record: 185546

Does anyone out there on the net know of a way to get a UUCP feed to my atari. I have palyed with Mercury and Hermes, but there are either no docs or they are in german. I would be interested in source code.. a sompiled program that would let my Ratsoft BBS users get email and usenet from a UUCP feed. even a prgram that would convert USEnet messages to Fido messages would be greatly appreciated.

Thanks,

Alan Deffenderfer

A.DEFFENDERF@GENIE.GEIS.COM

4486. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 10:23:23 UTC
From: steve-j@teleport.com
Message-ID: <2tenmr$aie@elaine.teleport.com>
Source record: 185407

In article <199406072327.a18566@m4.maus.de>,
Peter Missel <Peter_Missel@m4.maus.de> wrote:
>>Are there any PD hard disk de-fragmenters that can handle the Falcon's
>>IDE drive ?
>
>Atari's good old chap CHECKDISK 3 can.

Except that Atari's CHKDISK3 is a DEVELOPER-ONLY utility (or at
least is SUPPOSED to be!). Atari doesn't even suggest that
developers use it due to some bugs in the program.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4487. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 10:26:38 UTC
From: steve-j@teleport.com
Message-ID: <2tensu$ajr@elaine.teleport.com>
Source record: 185406

In article <94160.142627STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>I am interested in ST Xformer for the Falcon. I recently talked to
>Derek of Branch Always and he said the the source code was available
>to tinker with and that changing the 68000 specific stuff to work
>on the 68030 would be quite easy. Since I am not a very good
>programmer (know Basic, Pascal and C a little) I cannot do the
>job. However, would someone else be interested in such a project?
>And would other Falcon owners want ST Xformer for their machines?

I'm interested too, but I've never seen the source code available
anywhere. I'm also not too proficient a programmer, so I don't
know if I'd be able to do much (unless it's VERY WELL documented!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4488. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 10:56:18 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771418578snz@leprosy.demon.co.uk>
Source record: 185548

In article <2tdjpp$j9p@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> I am interested in the Costs of CIX, there have been a lot of new Internet
> providers here, so I would like to compare costs with CIX, and what do you get
> for your money, services ,etc...???

Okay, CIX costs 25ukp to join and has time charges of 6p (standard) and 4p (cheap)
- these are UK phone times, standard is 8am-6pm mon-fri and cheap is all other
times. For your money you get access to the CIX system (like a bulletin board -
only much bigger, something like 11,000 users and 8,000 conferences (like a
newsgroup but broken down into different topics). Conferences may be public,
closed or confidential and any topic can hold a file list (a directory).

Anyone who wants to can set up a conference and become a moderator. CIX has no
extra charges for anything (i know of) apart from the FAX sending facilities.
There is a minimum charge of 7.25ukp a month - which is often hard to beat using
an OLR.

> Do they offer SLIP/TCP/IP and UUCP or just a dial in Internet service
> and at what speeds..?

They currently offer a dial-in internet service which you can use for just
about any internet purpose. A lot of the functions have been streamlined,
often to get around the need for slip/tcp/ip/ppp - so, you type 'lynx' and
CIX runs its own lynx program which sends VT100 codes back to your comms
terminal. I don't *think* it's possible to run mosaic through CIX - but I
may be wrong. Stuff like archie, irc, ftp, telnet, gopher is all there.

Usenet news and e'mail are handled by the standard part of CIX - instead of
sending mail to just 'sabbath' (a CIX user) you'd send to 'sabbath@... 'etc.
The newserver is pretty much transparent to the user, as almost everyone uses
one of the many OLRs (the atari one is meant to be best) news is sent batched
then split by the OLR and it appears like any other conference.

CIX has upwards of 100 lines, most of which are v32bis/v42bis and 4 of which
run at 28.8KBaud. There are also some ISDN lines.

There are rumours that CIX will soon have its own SLIP connection - at a flat
rate each month (much like Demon).

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------

4489. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 10:59:20 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771418760snz@leprosy.demon.co.uk>
Source record: 185547

In article <2tdk50$j9p@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> Can any one tell me what Terminal software that can offer the features
> of THE STORM, like background dialing, Background Dnloading, and Zmodem
> dnloading using wild cards, supports the later Zmodem 93..??
>
> And with out using any additional software..

Connect can background dial and download. I don't understand what you mean
about downloading with wildcards and I don't know about the Zmodem 93.


```
-----------------------------------------------------
|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------
---------------------------
```

4490. Lattice C v5.6 Bug?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 11:06:59 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.771419219@Paddington>
Source record: 185549

Whilst using the above package over the last few days, starting to program again after too long a break, I noticed that the Save .... keyboard short-cut didn't seem to work. It should be CTRL-SHIFT-S and it should save without prompting, instead it brings up the file selector.
Has anyone else spotted this?

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

4491. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 11:58:21 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun12.115821.22389@unix.brighton.ac.uk>
Source record: 185408

```
In article <771338448snz@leprosy.demon.co.uk> sabbath@leprosy.demon.co.uk writes:
>In article <771214862.2@mettav.royle>
> Colin.Campbell@mettav.royle.org "Colin Campbell" writes:
>
>> "Graeme bibbled on 2 Jun 94 to All...
>>
>> >> Warp9 doesn't compare! NVDI works well in ANY resolution and collor
>> >> depth and it works with MultiTos.
>> > I wish more people (like, everyone) would buy a copy of NVDI. It's
>> > the fastest, it's the best, it's the most compatible - it's the most
>> > essential program for any Atari computer. At least, if you do anything
>> > other than play games or run FZT or Protext.
>>
>> What problems are there with FZT and Protext, Graeme? AFAIK it works okay with
>> them.... :)
>
>What I meant to say was that non-GEM programs don't get much of a speed-up.
>But, apparently FZT uses the VDI for screen output so is sped up - I don't know
>if this is true of Protext.
>
>I didn't mean to infer that there were problems - just that you didn't need
>NVDI if all you use are TOS programs.
>
> -----------------------------------------------------
>|sabbath@leprosy.demon.co.uk| "You are what you drink -|
>|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
>|+44 480 213223 (voice line)| - The Macc Lads. |
>|+44 480 381275 (fax line)|--------------------------
> ---------------------------
>

I dunno - doesn't NVDI speed up text output as well? Although I must
admit, seeing that Protext runs really fast anyway, NVDI doewsn't make too
much difference!
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/
== PDP Magazine - non-profit making venture for the serious ==
== Atari owner. Finger for details! ==
```

4492. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 12:11:43 UTC
From: nj1@ukc.ac.uk
Message-ID: <8427@merlin.ukc.ac.uk>
Source record: 185401
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

In article <2taf7d$31q@usenet.INS.CWRU.Edu> aa852@cleveland.Freenet.Edu (Barry W. Cantin) writes:
>
>Jeff is programming for Atari, and his latest project is the Jaguar
>game "Tempest 2000". He is *very* (well, sort of) active in the newsgroup
>rec.games.video.atari (look for the "Yak") so if you want to get in touch
>with him, you might want to try over there.
>
>Barry
>

I don't think he's saying much there at the moment, he's just gone off to Sunnyvale so I don't know if he'll be able to get news from there...

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4493. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 12:13:40 UTC
From: nj1@ukc.ac.uk
Message-ID: <8428@merlin.ukc.ac.uk>
Source record: 185550

In article <Z07u-FH.robo28@delphi.com> Rob <robo28@delphi.com> writes:
> Are you talking about the spectrum computer? or the spectrum picture
>format? I found the spectrum sinclair computer emulator on ftp.cnam.fr..
>There is alot of software in the archive!
> Rob

I read in ST Review about a speccy emulator that was Falcon-Enhanced - just
about as fast as the real thing....

Any ideas where I can get this one from??

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4494. J_OFFICE (FAX)

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 12:43:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tevt6$odi@golem.wcc.govt.nz>
Source record: 185410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** HELP ****

I am still trying to install J_OFFICE on my 'D' drive.

I know about changing the ACC to a PRG and holding the ^ Key Down,
but what path am I selecting...??

The same with J-OFFICE.PRG, its asks for 2 Paths of what.??

I just keep getting a dialog box with some thing about a Module..!!

Gee when are we going to get English versions of this software..

The same with COMA, NO ENGLISH DOC's = NO MONEY...

I can't even read what I am asked to send for COMA..??

Zuerst die Gebhren:
Vollversion CoMa ohne Handbuch DM 89,-
Vollversion CoMa mit Handbuch DM 99,-
Vollversion CoMa, nicht EU-Staat DM 109,-
Vollversion CoMa und Voice mit Handbuch DM 149,-
Vollversion CoMa und Voice mit HB, nicht EU-Staat DM 159,-
Upgrade CoMa auf Voice DM 50,-
Upgrade CoMa auf Voice, nicht EU-Staat DM 60,-

PLEASE PLEASEwhat does this meen..??

Looks more like a shopping list to me....

But I don't intend to sent any FEE with out English DOC's..

Please you German authors, please wake up and write English doc's for your
programs, that is if you meen to sell them..??

Does any one know when there will be a Demo version of Strait Fax II..??

I would like to try before I buy...

Seems like that is the only decent English Fax Program there is for the
Atari..??

Can any one Help..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4495. USA Addresses..!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 12:49:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tf08e$odi@golem.wcc.govt.nz>
Source record: 185411

HELP...

Please I would like current Address (snail mail) for these USA Firms..

B.C. Computervisions..

Best Electronics

Migraph...

Thanks...

Can you please send them E-Mail....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4496. Falcon Ram Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 12:52:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tf0ea$odi@golem.wcc.govt.nz>
Source record: 185412

Some time back, by Bob Brodie B&C Computervisions
were making SIMM ram upgrades for the Falcon,
is this the Wing thing that I have been reading about...

Or is that by some one else..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4497. Re: US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 12:53:37 UTC
From: allenp@soda.berkeley.edu
Message-ID: <2tf0gh$f9v@agate.berkeley.edu>
Source record: 185409

>Last I heard, the one meg base falcon was $799, while the four meg version no
>harddrive is $999. For $1069 list you can get a Quadra 605 with eight megs and
>160 meg HD plus a fast 25 mhz 040. And is PowerPC upgradeable.

Sorry Marc, uhhh I mean Peter. The Quadra 605 is NOT repeat NOT
PPC upgradeable. The Q610 and above are. The Q605 is the:

throwaway-when-I-need-to-upgrade-my-hardware-when-the-new-Mac-system-comes-out

Mac. And I think (not sure) it has one measly little slot.

Allen Pouratian Amiga 3000 5/100 - Kool!
UC Berkeley Atari 1040ST - Kinda Kool
Written in vi...can u believe it? 486SX20 2/80 - Kool for Games
Minimun wage! YA! *crack* Boss' Mac - R U kidding?

4498. Re: LZHShell bug...

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 15:02:26 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EFMPFGUT@dksoft.ping.dk>
Source record: 185416

In <8413@merlin.ukc.ac.uk> John Beranek wrote :

>
>
> I recently got the latest version of LZH from a mirror of a.a.u.e,
>which contains the GEM Lzhshell. That is: lha310.tos.gz.
>
> The problem is, I've found a bug. I use neodesk all the time, and
>I found that (at least) if you have Neodesk not unload for execute, that
>when you quit the LZHShell, you will not return to Neodesk, but instead
>you will be thrown back to standard GEM.
>
> Has anyone else found this, or is there a way to stop this happening,
>as it is quite annoying. It also reminded me how bad the standard GEM
>desktop for Tos 1.62 was :-)
>

This doesn't happen here. I end up in Neodesk as i should.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

4499. LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 15:46:18 UTC
From: jpb3@ukc.ac.uk
Message-ID: <8431@merlin.ukc.ac.uk>
Source record: 185413

I recently got the latest version of LZH from a mirror of a.a.u.e,
which contains the GEM Lzhshell. That is: lha310.tos.gz.

The problem is, I've found a bug. I use neodesk all the time, and
I found that whether you make Neodesk not unload for execute or not, that
when you quit the LZHShell, you will not return to Neodesk, but instead
you will be thrown back to standard GEM.

Has anyone else found this, or is there a way to stop this happening,
as it is quite annoying. It also reminded me how bad the standard GEM
desktop for Tos 1.62 was :-)

Here's hoping for a bug fix...

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

4500. DA VEKTOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 15:53:07 UTC
From: s9205525@otto.bf.rmit.oz.au
Message-ID: <s9205525.771436387@otto>
Source record: 185415

can anyone out there help me with a problem i have with this program?????
I am unable to load any exported CVG file that has a filled object or
a gradient filled object into Calamus SL. I can export an object as a
CRG file, but it will only come out as a mono file of course. If i save
a filled object as a DIG file, it seems ok but of course i cant import it
into CALAMUS. Is there something wrong with my software????? Am I doing
something wrong????? If i can only save in colour as a DIG, is there
any program out there that can convert the DIG to CVG???????
or is there another way that i cant think of??????
THANKS John Moon s9205525@otto.bf.rmit.edu.au

4501. Re: Falcon Ram Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 16:13:04 UTC
From: azog@world.std.com
Message-ID: <CrAL1s.3ul@world.std.com>
Source record: 185414

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>Some time back, by Bob Brodie B&C Computervisions
>were making SIMM ram upgrades for the Falcon,
>is this the Wing thing that I have been reading about...

>Or is that by some one else..??

If your looking for any basic Falcon RAM upgrades, Toad was selling
a kit for $90 (unpopulated) or thereabouts, that uses regular
SIMMs and plugs in place of the existing RAM board. I populated
mine with 4mb modules, and have 14mb. The only problem was
the damned shielding on the Falcon. In my case, I just yanked it
and tossed it...

--
Billy D'Augustine azog@world.std.com

Jesus Christ looks like me. (TO-)

4502. Re: CONNECT problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 18:40:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2tfkqt$2j2@dux.dundee.ac.uk>
Source record: 185423

Wolfgang Wander (wwc@dxhrb3.desy.de) wrote:
: In article <2t7def$o7e@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: > I cannot get connect to run on my FALCON. It loads and sits there but
: > wont dial the modem despite the fact that all the set up code is there.
: > Do I have to do something else?

: > and yes I have put u:\DEV\MODEM1

: Give us some more information. Which operation system are you using.
: Did you apply any serial patch to your \auto\ folder? How do you
: 'put u:\DEV\MODEM1' ?

Well I am using TOS 4.0 & MTOS 1.1 (beta). As for patches I haven't got
any installed. However it bnow 'appears' to be working. All had to do was change the modem
strings and put a '|' after them.

As for putting u:\DEV\MODEM1. I mean I put that preceeded by setenv in the
MINT.CBF file.

Rod

```
==============================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==============================================================================
```

4503. FALCON XE Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 18:48:22 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2tfl9m$2j2@dux.dundee.ac.uk>
Source record: 185424

I'd like to get one of these! I'm sure I'm not the only one either!

Anyone else who is interested please reply to this article.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

4504. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 18:59:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2tflup$2l9@dux.dundee.ac.uk>
Source record: 185425

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Does ST stand for Sam Tramiel? and TT Tom Tramil or something?

: Before anyone else asks. ST - Sixteen/Thirty-Two. TT - 32/32

: One is bus, I can't remember what the other is!

--

It the old days (84) computers during development had the name of someone
who worked in the office. For example the Amstrad CPCs/PCW's were called
Gladys or Cody during devlopment. From what I gather Gladys or Cody was
Mr Sugars' Secretary.

Rod

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

4505. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 19:00:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2tfm0d$2l9@dux.dundee.ac.uk>
Source record: 185426

Timothy Wilson (wilsont@rahul.net) wrote:
: In <2ta558$n87@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

: >rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: >>Does Elite or Elite II runon the Falcon?
: >Elite does (I can't remember if it needs Backwards or not)
: >I haven't got Elite II yet...

: yah, it runs fine.
: --
: Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
: Atari Explorer Online: Internet Editor --- GEnie: AEO.8
: >Dark Oak Software<-~+Entertainment and Applications programming in C
: ^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

--

Will there be a Falcon Enhanced version of E II?

Rod

==
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==

4506. Re: US Falcon prices?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 19:37:22 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun12.143722.28589@cobra.uni.edu>
Source record: 185427

In article <2tf0gh$f9v@agate.berkeley.edu>, allenp@soda.berkeley.edu () writes:
>>Last I heard, the one meg base falcon was $799, while the four meg version no
>>harddrive is $999. For $1069 list you can get a Quadra 605 with eight megs and
>>160 meg HD plus a fast 25 mhz 040. And is PowerPC upgradeable.
>
> Sorry Marc, uhhh I mean Peter. The Quadra 605 is NOT repeat NOT
> PPC upgradeable. The Q610 and above are. The Q605 is the:
>
> throwaway-when-I-need-to-upgrade-my-hardware-when-the-new-Mac-system-comes-out
>
> Mac. And I think (not sure) it has one measly little slot.

Wrong!! There will be a PowerPC upgrade for the Quadra 605, LC475, Performa
475 and 575. The upgrade consists of a daughter board that plugs into the 040
socket, with the 040 plugged into the daughter board along with the PC601.
Will costs less than the $699 PowerPC PDS card for other Macs. Apple had it up
and running at their World Wide Developers confernce a week ago. Should be out
this fall. This info came from last months edition of MacWeek.

Oh, by the way, isnt anything that the defunct C= made was not upgradeable but
a Throw - Away- hardware....

>
>
> ---
> Allen Pouratian Amiga 3000 5/100 - Kool!
> UC Berkeley Atari 1040ST - Kinda Kool
> Written in vi...can u believe it? 486SX20 2/80 - Kool for Games
> Minimun wage! YA! *crack* Boss' Mac - R U kidding?
> ---

Peter Sinclair-Day
University of Northern Iowa

4507. Help in database programming

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 20:13:56 UTC
From: sforseil@vub.ac.be
Message-ID: <2tfqa4$287@rc1.vub.ac.be>
Source record: 185430

Hi ppl!

I need to do an accounting program on an Atari. I'll be working
on a TT. I wanna use some database features for stock management
and things like that. I also have to do it uner gem, with menus,
dialog boxes and other gizmos.

So what's the best? I heard of DBman but I don"t know if it's
a compiled language and if it can handle GEM.

In fact the database part is not the problem. I'm mostly an X-Windows
programmer and I don't want to learn all that gem stuff for a program
that I won't sell many times. So are they some good 'visual' code generators
for windowing with GFA or Pure C?

Thanks for your help!

++==++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		----------------------------	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 675-61-09	
	--	
	Anarchy is not disorder. Anarchy is the absence of orders.	
++==++

4508. Re: Falcon Ram Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 20:25:07 UTC
From: kfason@csn.org
Message-ID: <CrAwpv.7H6@csn.org>
Source record: 185428

: If your looking for any basic Falcon RAM upgrades, Toad was selling
: a kit for $90 (unpopulated) or thereabouts, that uses regular
: SIMMs and plugs in place of the existing RAM board. I populated
: mine with 4mb modules, and have 14mb. The only problem was
: the damned shielding on the Falcon. In my case, I just yanked it
: and tossed it...

I have the RAMGizmo in mine. I also have 16(14)megs. But my SIMMS are
really short so I didnt have to remove anything except the speaker, and
that was removed the day I got the Falcon030 when I put in a 68882 math
co-pro. I like it, but It was a tad difficult to put in. I think the
measurments were literally a hair off as I had to nearly bent the RAMGizmo
board to get it onto the RAM slot... Might have just been my machine, but
who knows... I'm happy and it aint coming out so I do not care...

-Kevin Fason - "Dominate the Rythm"

kfason@CSN.Org

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

4509. Re: Star NX-2420 Multi-Font printer with ST??? HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 20:31:08 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <3b1_9406121739@dswhq.omahug.org>
Source record: 185398

> From: raver909@telerama.lm.com (Joe LeSesne)

> Ok this printer has a Centronics style parallel interface. Where can I
> get a converter cable (and how much are they) so I can use it with the
> ST?

You should be able to get any standard PC style printer cable and plug it in.
The only problem you might encounter is that the ST grounds pin 34, which on
some printers is the Reset line. A little tape cures that problem. :-)

Later,
Gizmo

4510. GEMini CD and GCC - environmental variables

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 20:54:50 UTC
From: selick@acs4.bu.edu
Message-ID: <2tfsmq$ecj@news.bu.edu>
Source record: 185429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody out there have GCC running on their GEMini CD-rom disc from Walnut Creek software? If so, could you send me your setup file with the environmental variables all set up? Also, var's for anything on the disc would be helpful. What drive do most people put the cd on? I'm on drive P at the moment, and TCSH doesn't recognize it.

Thanks,
Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

4511. The Grocery Lister v4.2

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 21:38:50 UTC
From: renfro@bnr.ca
Message-ID: <2tfv9a$ai5@crchh610.bnr.ca>
Source record: 185431

I tried to post this in the announce group, but it didn't work...

Version 4.2 of The Grocery Lister has been uploaded to

atari.archive.umich.edu

See bottom of file for changes in this version.

If you would be interested in translating the resource or docs
to another language and/or collecting registration payments
outside the US, please contact me.

The Grocery Lister Version 4.2
==============================

The Grocery Lister is a household utility program that allows
you to compile a list of grocery items complete with current
price and total estimated cost. The Grocery Lister can be
used to determine approximately how much you will spend at the
store if you know the items that you need, or it can be used
as a budget tool to allow you to select the items you most
need or want if you only have a fixed amount to spend. The
grocery database serves as a useful reminder of items which
you may need as you compile your grocery list. Finally, for
those who have 'errand boys' do the shopping, The Grocery
Lister will generate a very neat and easy to read printout of
the current grocery list.

The Grocery Lister has many advanced features as well as an
easy-to-use, mouse driven, multiple-windowed GEM interface. A
single grocery database file can have grocery item information
including item name, category, location, coupon or sale flag,
a taxable flag, and a price for up to 4 stores. A grocery
list can be created for up to 10 stores at one time by loading
in other grocery database files. The list is then printed
with items grouped by store so you know exactly what to get at
each store. There is also a feature that will automatically
select items from the store with the lowest price so you can
price shop at multiple stores without thinking about it.

The Grocery Lister also has many advanced editing, sorting,
and display options to provide maximum flexibility and ease of
use. For example, the grocery list can be sorted by location
so that items appear in the list as you would find them in the
store. No need to search up and down the list to see if you
missed anything on the canned goods aisle, the items are all
right there in one spot on the list.

The Grocery Lister has been tested on various ST,STe,Mega,TT,
and Falcon machines and runs in any medium to high resolution.
A partially disabled demo version is available on GEnie and
various other on-line sources.

The Grocery Lister also has a flexible pricing structure.
If you already have the demo version 4.2+, you can obtain a
serial number and code key for $15.00. You can also order the
software direct from the author for $15.00 + $5.00 shipping
and handling + $5.00 for a printed user manual. You can
substitute a blank floppy and large self addressed stamped
envelope for the $5.00 shipping charge and/or you can choose
to only receive the program documentation on disk. As a
special bonus, The Grocery Lister comes with a database of
nearly 1000 items!

Write for more information or order your copy direct from:

Randy Hoekstra Email: R.Hoekstra1@genie.geis.com
3414 Norwood Circle
Richardson, Texas 75082

======

* Changes for version 4.2 (6/93):
- Minor improvements in window handling code and a minor bug fix for
buttons in the page set up dialog
- Added registration/demo dialog and support code.
- Can now increase or decrease item amount with shift mouse button.
- Leading blanks are now allowed in item, category, and location fields.
- Moved all alerts to the resource file so the program can be easily
translated to another language.
- Added user configurable amount field. Can now set the number of
digits and whether or not to use decimals in amount field. This
allows for various international currencies to be used.
- Added option to retain item info (category & location) when adding
multiple items.
- Changed to double click to select category & location in item
add/edit.
- Will automatically load previous version 4.x format files.

4512. Re: J_OFFICE (FAX)

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 21:49:18 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EFMWBGUV@deluxe.textlitho.nl>
Source record: 185444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2tevt6$odi@golem.wcc.govt.nz> Roger Sheppard. wrote :

>**** HELP ****
>
>I am still trying to install J_OFFICE on my 'D' drive.
>
>I know about changing the ACC to a PRG and holding the ^ Key Down,
>but what path am I selecting...??

If I remember well you should select the 'System' folder.>

>The same with J-OFFICE.PRG, its asks for 2 Paths of what.??
>
Hum, dunno, must check myself.

>I just keep getting a dialog box with some thing about a Module..!!
>
>
>Gee when are we going to get English versions of this software..
>
>
>
>The same with COMA, NO ENGLISH DOC's = NO MONEY...
>
>I can't even read what I am asked to send for COMA..??
>
>
> Zuerst die Gebhren:

= First let's talk $$$:

> Vollversion CoMa ohne Handbuch DM 89,-

= Full version without manual

> Vollversion CoMa mit Handbuch DM 99,-

with manual

> Vollversion CoMa, nicht EU-Staat DM 109,-

non European state?

> Vollversion CoMa und Voice mit Handbuch DM 149,-

um..

> Vollversion CoMa und Voice mit HB, nicht EU-Staat DM 159,-

Coma with Voice (what's HB?)

> Upgrade CoMa auf Voice DM 50,-

auf=to

> Upgrade CoMa auf Voice, nicht EU-Staat DM 60,-
>
>
>
>PLEASE PLEASEwhat does this meen..??
>
>
>Looks more like a shopping list to me....
>
It is.

>But I don't intend to sent any FEE with out English DOC's..
>
>Please you German authors, please wake up and write English doc's for your
>programs, that is if you meen to sell them..??

yeah, they have sharp minds but tend to a somewhat secluded view of the
world.. :)
I just translated some other comms prg. RSC's into English and I wouldn't
mind doing some more..

>Seems like that is the only decent English Fax Program there is for the
>Atari..??
>
I have Qfax Pro running on my Mega and it's perfect. I also had a look
at Straight Fax on a Falcon and it's even better. TeleOffice sucks IMHO.

>Can any one Help..??
>
Probably. send me an e-mail.

Paul

--

4513. Seagate ST225 Help. Pleaseeee

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 21:53:45 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun12.215345.14655@bradford.ac.uk>
Source record: 185435

A friend has just come into ownership of one of these and I can't seem to
get it to work with my ancient hard-drive software. They only let me
format up to 16 megs a partition, is this actually a maximum? or is it
just the limitations of the software? The drive is 105 megs.
There are a set of 8 jumper switches near the i/o connections of the
drive, will these have any significance to anything and if so what?
Does anyone have the correct settings for these?
I've got the details for the drive such as the write comp and stuff, but I
still can't get it to work :(.
Does anyone know anything about these things, and if so can someone help me?
I'd really appreciate it.
Oh btw the host adaptor is a berkeley micro-systems bms-100 if anyone's
ever heard of one of these.
I know I haven't ;). Apart from mine that is.

Thanks for any help anyone can provide,

Paul

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

4514. Atari STFM For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 22:32:01 UTC
From: mpvwinds@aol.com
Message-ID: <2tg2d1$fs5@search01.news.aol.com>
Source record: 185434

Original in boxes w/Manuals:
---Atari 1040STFM color system SC1224 Monitor
---Loads of STart Mags w/disks (remember them?)
---RealTime-Pro Sequencer S/ware & Diablo amd assorted other British mags and software disks.

...will throw in w/ best (reasonable) offer in original boxes (all are midi units):
--Yamaha PSS-680 MusicStation-MIDI
--Casio PMP-500 Pro Series-MIDI
--CZ101 (no box-but w/manuals)-MIDI
--Roland TR505 Drum Machine
--Yamaha QX21 Dig. Sequencer
--AKAI ME20A Dig. Seq. & Arpeggiator

what can I say, I just got a new P5-90 and things gotta go...

Martin

4515. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 22:55:13 UTC
From: Rob <robo28@delphi.com>
Message-ID: <pw+uPhR.robo28@delphi.com>
Source record: 185432

N.Jones-Rodway <nj1@ukc.ac.uk> writes:

>>format? I found the spectrum sinclair computer emulator on ftp.cnam.fr..
>>There is alot of software in the archive!
>> Rob
>
>I read in ST Review about a speccy emulator that was Falcon-Enhanced - just
>about as fast as the real thing....
>
>Any ideas where I can get this one from??

Yes, look at the line above.. <g> It's on ftp.cnam.fr...
Rob

4516. Re: Empire maps anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 22:59:59 UTC
From: Rob <robo28@delphi.com>
Message-ID: <py2PHNf.robo28@delphi.com>
Source record: 185433

Uri Shimron <uns@xs4all.hacktic.nl> writes:

>Empire? wasn't this a game that also ran in monochrom.... you had to rule
>your emire or something like that?
>
>where can i buy it? and is it fun?

Yes it's fun and the only place that u can buy it is used or at a swapmeet..
Interstel doesn't support it on any platform any longer... Rob

4517. Looking for a DeskJet printer driver for Wordplus.

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 23:39:50 UTC
From: Peter@tequila.oche.de
Message-ID: <1994Jun12.233950.19398@tequila.oche.de>
Source record: 185440

The subject says it all. Support for German would be nice.

Thanks in advance
Peter
--
Peter Hahn Peterstr. 26
52062 Aachen Germany
Peter@tequila.oche.de pch@pool.informatik.rwth-aachen.de
Voice: +49 241 37151

4518. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-12 23:55:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tg7ad$hi@golem.wcc.govt.nz>
Source record: 185439

In article <771418578snz@leprosy.demon.co.uk>, sabbath@leprosy.demon.co.uk (sabbath) writes:
>In article <2tdjpp$j9p@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
>
>> I am interested in the Costs of CIX, there have been a lot of new Internet
>> providers here, so I would like to compare costs with CIX, and what do you get
>> for your money, services ,etc...???
>
>Okay, CIX costs 25ukp to join and has time charges of 6p (standard) and 4p (cheap)
>- these are UK phone times, standard is 8am-6pm mon-fri and cheap is all other

Tell me this Time charge, for what Times,,? Hour/Minute..

Are there extra charges for e-mail/ftp, etc...??

Is there a minimum charge per month..??

>|sabbath@leprosy.demon.co.uk| "You are what you drink -|
>|sabbath@cix.compulink.co.uk| And I'm a bitter man." |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4519. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 00:00:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tg7i7$hi@golem.wcc.govt.nz>
Source record: 185441

In article <771418760snz@leprosy.demon.co.uk>, sabbath@leprosy.demon.co.uk (sabbath) writes:
>In article <2tdk50$j9p@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
>
>
>Connect can background dial and download. I don't understand what you mean
>about downloading with wildcards and I don't know about the Zmodem 93.

With the later Zmodem, you can get all files that are on a system
with say *.lzh *.zoo, this will dnload all the lzh and zoo files
that I have in my directory, but only with the Later Zmodem..

THE STORM has support for this later Zmodem, none of the otheres
have..!!!

>|sabbath@leprosy.demon.co.uk| "You are what you drink -|
>|sabbath@cix.compulink.co.uk| And I'm a bitter man." |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4520. GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 00:11:42 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199406122311.AA00225@moroder.demon.co.uk>
Source record: 185452

After spending, well, let's just call it "several" hours playing Goal!, I have to say that Dino Dini has fixed it sufficiently for me to recommend it wholeheartedly.

Here's a list of what's changed:

* It doesn't crash for no apparent reason any more during a game, or while editing teams. I haven't had this happen once and I'm confident that it won't.

Well, that's really the only important one. But just for the record:

* Teams now appear in the correct strips after a substitution.

* No spurious graphics (e.g. extra balls).

* No stripes on the pitch! I definitely prefer it this way. It makes it a little harder to judge your speed, until you get used to it. But teams playing in green are almost impossible to see on the scanner.

* When one of the computer's players gets "hurt", the correct player is eventually substituted.

As I said in an earlier article, it will crash on 4Mb machines and won't boot under TOS 2.06 (on an STE, at least), but these are minor niggles (with simple solutions) and can't spoil a great game.

Goal! absolutely wipes the floor with Sensible Soccer, not to mention every other soccer game ever. The tactical depth is quite astounding.

Stephen

4521. Re: Mega differences

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 00:33:16 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ha5M-dU.lmcclure@delphi.com>
Source record: 185436

In a message dated 6-10-94, Gary Ratliff said:

"The computer however is BRITISH, yet seems to run fine
on the 120 60 hz AC. The only real suprise was that PC
Ditto told me I had a foreign computer and refused to run."

If you are trusting PC Ditto to confirm the computer as being British,
DON'T. As I recall, PC Ditto would, on some US systems report the
system as a "foreign" computer.

4522. Re: Where can I find <Commodore>

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 00:34:30 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h45tXhW.lmcclure@delphi.com>
Source record: 185437

In a messaged dated 6-11-94, Steve Wells quoted:

"My son has an old Commodore and I want to repair it
for him, however, I do not know where the Commodore
Usenet conference is. Can anyone tell me?"

..and replied by saying:

"There isn't one. The company now no longer exists."

Hmmm...funny, I just grabbed about 54K of messages from comp.sys.cbm
in the same session I grabbed the ones from this group. That's a lot
of messages for a group that, according to you, does not exist! <GRIN>

Seriously, one should not assume something does not exist simply because
they are not aware of it, and, if relaying such info to others, should
at least prefix it with a cautionary "AFAIK".

4523. Re: CDROM07.lzh on Umich

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 00:35:47 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <paxtvpb.lmcclure@delphi.com>
Source record: 185438

In a message dated 6-11-94, Steven Selick asked:

"What the heck does multisession mean anyway?"

As I understand, it refers to a CD-ROM that has more than one directory. Until Photo CD came out, there was little need for this.

If you turn in film (say a roll of 24 exposures) to have a Photo CD made from it, there is still room on the CD for more. Since the CD used for this application is a write-once media, additional info can be stored on it, but the directory cannot be rewritten. Thus, if you took another roll of film in, and wanted the additional pics added to the Photo CD, another "session" (e.g. directory) would be created.

Note that this by no means implies that all Photo CD's are on write-once or even multisession. Someone selling Photo CD's at the commercial level (such as Corel does) would simply have the data set up for a mass pressing of conventional (non-writeable) CD's. Also, they might have the multiple directories (if the "master" were multisession) converted to one directory, or more likely, all images to be put on the PhotoCD were submitted at once, resulting in a single session to start with.

BTW, did you really have to quote an entire screen-long message just to append a one sentence question to it? (Disregard this if your system's newsreader is so primitive that it can only quote full messages or nothing at all).

4524. Message from DMC Publishing

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 02:02:27 UTC
From: david@bdt.com
Message-ID: <CrBCC4.A6D@bdt.com>
Source record: 185442

[NOTE: I (David Beckemeyer) didn't write this and it does not]
[necessarilly represent the views of myself nor those of]
[Beckemeyer Development. Please do not reply to me. You may]
[reply directly to Nathan at the address given below.]

June 11, 1994

DMC Publishing, Inc.
Toronto, Ontario, Canada

This morning I received email from a customer drawing my attention to a particularly misleading, and entirely erroneous statement in the latest STReport, even more so than usual. As a rule I ignore Ralph's comments but every now and then he leaves me with no choice but to clarify as his message is so potentially misleading and damaging. This is one of those times.

The following is an excerpt from the SILICON TIMES REPORT, INTERNATIONAL ONLINE MAGAZINE, June 10, 1994, issue No. 1024, Publisher-Editor Ralph Mariano from his column, STReport CONFIDENTIAL.

~~~~~~~~~~~~~~~~~~~~~~
- Chicago, IL NEW "LIFE" for CALAMUS SL??

According to our sources in the European marketplace... Calamus SL, long recognized as a premier DTP package in Europe, is to be supported by a new company, Adequate Systems, having been formed by a splinter group composed of the original programmers responsible for the Atari modules and code. The group broke away from DMC GMBH recently after the announcement made at this year's CeBIT that DMC GMBH would no longer support Calamus SL for the Atari marketplace. It was further reported that DMC GMBH has put all their efforts in the making of the Windows NT version. At CeBIT of 1994 the following happened. DMC GmBH has told their Atari customers, because of the market situation and Atari, we recommend that you buy a system capable of using Windows NT.

This upset many Calamus customers both present and future. Concerned customers switched to the Mac, which was fast becoming less expensive due to repetitive discounting by Apple. Since NT had, so far, proved very disappointing to DMC Germany's expectations, especially after Microsoft announced that it will NOT market the product on a wide scale. NT was NOT the OS to replace windows for your everyday PC and PC Clone.
It was further reported that Adequate Systems, unfortunately, does not hold any of the copyrights to Calamus or SL or any portions of the code contained therein. At this point DMC GMBH is not willing to
~~~~~~~~~~~~~~~~~~~~~~

relinquish any (c) holdings. However it is rumored that Dr. Reidhl, newly appointed to the board of Directors of DMC GMBH and marketing manager, formally of Atari GMBH, is attempting to reach an amicable agreement with the newly formed Atari SL programming group's company Adequate Systems. Hopefully, another Chagall-like episode is not in the wings.

~~~~~~~~~~~~~~~~~~~~~~~

There are so many errors in the above few paragraphs that I hardly no what to say or where to start. Most of it is utter nonsense. Absolutely no attempt was made to contact DMC Publishing for clarification!

As the above paragraphs could be potentially damaging to DMC Publishing, the fact that I was not contacted suggests to me that this was a deliberate and malicious act, by a totally irresponsible journalist, Ralph Mariano, acting out of personal motivations that had nothing whatsoever to do with truth, reality or journalistic integrity, in my opinion.

As usual, Ralph took a grain of truth and distorted it to fit his personal agenda.

Last December, 4 programmers, long-time members of DMC GmbH, left DMC to form their own company, Adequate Systems. It is their published intention to continue to work on additional modules for Calamus SL, for which they have my respect and support. I've known all of them personally since 1987 and I'm certain they'll produce excellent quality product! They have a few modules in the works right now although I wasn't prepared to announce them yet. We are still finalizing the details, North American pricing struture, English translation etc.. I expect to have 3-4 new Calamus SL modules from them within the next 90 days, which is great news for our established Atari Calamus SL customer base. The new paint and drawing module, in particular, should be a major success. It has long been awaited.

Calamus is owned by DMC. There is no conflict in this regard, none!

In-house programmers are currently working on a new version of Calamus SL. Again, I will announce further information on this subject at a later date when it is more appropriate.
An entirely separate team of DMC programmers are involved with the NT version of Calamus. Basically we are talking about different divisions within the same company.
I hope this clarify's the situation for any of you that read this nonsense. Please post my message far and wide to insure that everyone gets the opportunity to read it. I ill post it myself on Compuserve, Delphi and GEnie but I do not frequent the Internet or any more local bulletin boards so I'd really appreciate the assist in spreading the word around. In future, if STReport says anything about DMC, Calamus or myself, please take it with a large grain of salt and contact me directly. I will be pleased to clarify.
~~~~~~~~~~~~~~~~~~~~~~~

Sincerely
DMC Publishing, Inc.

Nathan Potechin DMC Publishing, Inc.
President 2800 John Street, Unit 10
Delphi: DMCPUBLISH Markham, Ontario
GEnie: DMCPUBLISH Canada L3R 0E2
Internet: DMCPUBLISH@GENIE.GEIS.COM Tel: (905) 479-1880
Compuserve: 76004,2246 Fax: (905) 479-1882

--

David Beckemeyer (david@bdt.com) | Engineering Services
Beckemeyer Development | Hardware/Software Sales
P.O. Box 21575, Oakland, CA 94620 | WWW: <http://www.bdt.com/>

4525. Re: Calamus or DA's Layou

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 04:01:14 UTC
From: Matthew.Carey@mettav.royle.org
Message-ID: <771464890.1@mettav.royle>
Source record: 185443

In message #465, David Stevenson writes:

> From: djs@jet.uk (David Stevenson)
>
> In <2t4p51$1t4@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller)
> writes:
TM >..
TM >And considering how cheep and icky PS fonts are...
> I would be interested in seeing an explanation of this rather bizarre
> comment.

Actually most PS fonts contain a lot more information (hinting etc.) than
do Calamus ones. I should know, I wrote a PFB -> CFN converter program.

Matthew.

4526. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 05:19:11 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tgq8f$3vv@mother.usf.edu>
Source record: 185446

Darren Coull (dcoull@cix.compulink.co.uk) wrote:
: If you can E-Mail me the source, I have a friend looking for programming
: projects. He is mad on Atari, plus he would optimise it to support DSP,
: FPU, accelerators etc., if required.

: Falcon emulating 8-bit Atari - hmmmm now where are all the old games for
: downloading?

: I did try E-Mailing a suggested address for the Author of XFormer, but
: was not successful. Has Derek got an E-mail address? Could be useful
: for advice etc.

: Signed:- A Falcon030 owner, and proud of it! Best machine around, just
: needs programmers!

: Darren Coull

It also would be rather nice to be able to connect an 8-bit drive to the Falcon. There are more options on the Falcon than on the ST, but I'm sure that the printer port would work just fine.

Basically a complete port with any optimizations for the 68030 plus any other improvements that could me made. It would also be nice to have the Player-missile code put back in, remove more of the incompatibilities, and fully support the display list (including interrupts too), making whatever signal changes are necessary in the Falcon's video hardware.

Oh, and get the colors right!

4527. Re: UUCP/USENET on an Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 05:31:36 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tgqvo$3vv@mother.usf.edu>
Source record: 185447

sandersw@cgsvax.claremont.edu wrote:

: Does anyone out there on the net know of a way to get a UUCP feed to my
: atari. I have palyed with Mercury and Hermes, but there are either no
: docs or they are in german. I would be interested in source code.. a
: sompiled program that would let my Ratsoft BBS users get email and usenet
: from a UUCP feed. even a prgram that would convert USEnet messages to
: Fido messages would be greatly appreciated.

: Thanks,

: Alan Deffenderfer

: A.DEFFENDERF@GENIE.GEIS.COM

There is someone working on an Atari BBS package that supports Fidonet, and
may also support a few othet net things, but I'm not sure. This BBS will also
support ANSI 16 colors on an STE, among other things. Wait for it.

4528. Re: Lattice C v5.6 Bug?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 05:33:14 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tgr2q$3vv@mother.usf.edu>
Source record: 185448

NORMAN S L (cc103@city.ac.uk) wrote:
: Whilst using the above package over the last few days, starting to program again after too long a break, I noticed that the Save .... keyboard short-cut didn't seem to work. It should be CTRL-SHIFT-S and it should save without prompting, instead it brings up the file selector.
: Has anyone else spotted this?

: --
: Stephen Norman - Nogssoft Software
: E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
: http://web.city.ac.uk/~cc103
: Life is a lemon and I want my Money Back

This is no big deal. I encoutered it ONCE. All I did was quit and reload.

Now, one thing that does bug me is that in the Project thingy, the optimization dialog does not properly reflect your settings.

4529. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 05:36:57 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tgr9p$3vv@mother.usf.edu>
Source record: 185449

John Beranek (jpb3@ukc.ac.uk) wrote:

: I recently got the latest version of LZH from a mirror of a.a.u.e,
: which contains the GEM Lzhshell. That is: lha310.tos.gz.

: The problem is, I've found a bug. I use neodesk all the time, and
: I found that whether you make Neodesk not unload for execute or not, that
: when you quit the LZHShell, you will not return to Neodesk, but instead
: you will be thrown back to standard GEM.

: Has anyone else found this, or is there a way to stop this happening,
: as it is quite annoying. It also reminded me how bad the standard GEM
: desktop for Tos 1.62 was :-)

: Here's hoping for a bug fix...

I found a different bug. If you install it as an application and doubleclick on an LZH that has garbage bytes at the end, it will not allow you to access the contents or do anything for that matter. The window just sits on the desktop with only a few of the dialog components actually drawn. None of them are selectable.

4530. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 05:45:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tgros$m5l@mailer.fsu.edu>
Source record: 185445

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>
> Any text editor that requires me to touch my mouse isn't fast enough...
> can Tempus exit and save with a keystroke?

No, it would take two. Everything in Tempus 2 is completely remappable to whatever keys you want. The mouse is optional.

> Tempus also doesn't have CMODE or WRAP modes; CMODE makes my C/C++
> programming faster, and WRAP makes my news posting faster... ;-) Oh,
> and did I mention the macro language? I love MicroEMACS...

Tempus 2 does have a wrap mode. However, it does not have a C parser built in, nor does it have extensive macro capabilities. Still, MEMACS does not even come close in terms of speed, window flexibility, font control, etc. etc. More importantly, all of its power is accessible without the rather steep learning curve that any of the EMACS variants demand. A total novice can be completely comfortable with its drop down menus, window structure, dialogs, etc. So, if a touchie-feelie text editor is desired, Tempus 2 is very difficult to beat.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4531. Re: J_OFFICE (FAX)

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 06:19:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tgtqe$m5l@mailer.fsu.edu>
Source record: 185450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>
> Does any one know when there will be a Demo version of Strait Fax II..??
>
> I would like to try before I buy...
>
> Seems like that is the only decent English Fax Program there is for the
> Atari..??

I have heard nothing but rave reviews for Straight FAX. It is reputed to
be very nice indeed. That said, I have not seen a demo version either.
I'll call Toad tomorrow and see if one exists (and if they'll send it to me).
If they do, I'll stick it on atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4532. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 06:28:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tgu9p$m5l@mailer.fsu.edu>
Source record: 185451

John Beranek (jpb3@ukc.ac.uk) wrote:
>
> The problem is, I've found a bug. I use neodesk all the time, and
> I found that whether you make Neodesk not unload for execute or not, that
> when you quit the LZHShell, you will not return to Neodesk, but instead
> you will be thrown back to standard GEM.

I am a Neodesk person myself, and I have not experienced this bug. I have noticed that I cannot seem to get the program to default to the current directory for extraction (even when what appears to be the proper button in the Extract dialog is set), but this is a minor problem. I am using a MegaSTE with TOS 2.06. Perhaps an auto folder or ACC program is causing it?

That said, I am amazed at how fast Lharc 3.10 is.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4533. Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 07:24:04 UTC
From: phruby@corsa.ucr.edu
Message-ID: <2th1ik$sts@galaxy.ucr.edu>
Source record: 185453

Ok. Is Gribnif Software D.O.A. or what? Were is NEODESK 4?
Were do I go to get a refund on this thing. I'm tired of
waiting and getting no response. Could some please tell me
what the !@#$ is going on?

--Paul

4534. Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 07:31:10 UTC
From: andrew@minster.york.ac.uk
Message-ID: <771492670.42641@minster.york.ac.uk>
Source record: 185454

I tried to run Llamatron over the weekend for the first time on my
Falcon. It wouldn't work and I was sure it would. Can anyone
tell me how to set Backward so that it runs? Does it run?

Whatever happened to Llamazap too?

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

4535. Re: Lattice C v5.6 Bug?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:11:40 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2th4bs$2u4@percy.cs.bham.ac.uk>
Source record: 185456

cc103@city.ac.uk (NORMAN S L) writes:
>Whilst using the above package over the last few days, starting to
>program again after too long a break, I noticed that the Save ....
>keyboard short-cut didn't seem to work. It should be CTRL-SHIFT-S and
>it should save without prompting, instead it brings up the file
>selector.
>
>Has anyone else spotted this?

Yes, I *always* got this - it is probably something in the AUTO
folder. Suspect everything...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4536. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:14:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrBtJs.6Fp@westminster.ac.uk>
Source record: 185455

Rob (robo28@delphi.com) wrote:
: N.Jones-Rodway <nj1@ukc.ac.uk> writes:
:
: >>format? I found the spectrum sinclair computer emulator on ftp.cnam.fr..
: >>There is alot of software in the archive!
: >> Rob
: >
: >I read in ST Review about a speccy emulator that was Falcon-Enhanced - just
: >about as fast as the real thing....
: >
: >Any ideas where I can get this one from??
:
: Yes, look at the line above.. <g> It's on ftp.cnam.fr...

Why put a load on the international networks??? Grab it from:

micros.hensa.ac.uk

under
micros/atari/falcon/a009/

Danny.
Atari Moderator at HENSA
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4537. Re: Brainstorm's Movie 100 where??

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:19:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrBtso.6qK@westminster.ac.uk>
Source record: 185457

Dave Cook (davecook@cougar.multiline.com.au) wrote:
: Hi, Just wondering if anyone knows which FTP site Movie 100 is
: located on?? As I only have FTPMail full directory as well
: would be appreciated.

: Thanks.

ftp into micros.hensa.ac.uk

cd micros/atari/tos/n/n136/movie100.zip

Hope this helps.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4538. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:24:35 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrBu0z.6zo@westminster.ac.uk>
Source record: 185458

Rob (robo28@delphi.com) wrote:
: N.Jones-Rodway <nj1@ukc.ac.uk> writes:
:
: >>format? I found the spectrum sinclair computer emulator on ftp.cnam.fr..
: >>There is alot of software in the archive!
: >> Rob
: >
: >I read in ST Review about a speccy emulator that was Falcon-Enhanced - just
: >about as fast as the real thing....
: >
: >Any ideas where I can get this one from??
:
: Yes, look at the line above.. <g> It's on ftp.cnam.fr...

Sorry, I gave a slightly wron path....should have been (at
micros.hensa.ac.uk)

micros/atari/falcon/a/a009/

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4539. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:36:01 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun13.083601.4521@unix.brighton.ac.uk>
Source record: 185463

In article <2tdevd$iu8@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] Does ST stand for Sam Tramiel? and TT Tom Tramil or something?
>
>Before anyone else asks. ST - Sixteen/Thirty-Two. TT - 32/32
>
>One is bus, I can't remember what the other is!

The 68000 CPU talks to itself in 32 bits, while it talks to
the outside in 16 bits - the design of the 680x0 range of chips
seem to be much better, and more complex, than Intel chips.

You can tell if a person is a programmer or a hardware person by
asking him/her if the 68000 is 32 or 16 bits. A programmer may
say 32 bits while the hardware person would say 16.

Interesting eh? :)
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

4540. Re: Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:43:27 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2th67g$150p@info2.rus.uni-stuttgart.de>
Source record: 185461

mipap@ars.ath.forthnet.gr wrote:

: Have you got any problems with compilation? I try to use GShell 1.8
: and have many problems. It bombs very often. There something to do
: with the control panel and what cpx are loaded but in most cases
: I leave the control panel out if I want to compile a program.
: Have you got a solution to this?

Hm... it's true, you have to be careful in using ACCs with GFA-Basic. I recommend to hold none of the CPX modules in RAM. I also have had some problems with screen accelerators and screen blankers. If you use some kind of Bootup configuration programs (like XBoot) you can easily make a special GFA environment.

Sorry, I haven't made any experience with GShell. There is another fine GFA shell called "Ergo Pro!" - this is running well.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

4541. Re: Walls of Illusion: some info.

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:47:28 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2th6f0$150p@info2.rus.uni-stuttgart.de>
Source record: 185464

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: > GIVE PASSWORD "WALLS"

: >PLEASE WRITE IN GERMAN & GIVE YOUR
: ^^^^^^^^^^^^^^^^^^^^
: >FULL PERMANENT ADDRESS INCLUDING
: >POSTCODE.

: What if you don't know German? :)

I think this is no problem. I recommend to write:

Registratur fuer "Walls of Illusion". Passwort: "Walls"
Don't forget your adress and the registration fee.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

4542. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:48:03 UTC
From: sjdrew@cen.ex.ac.uk
Message-ID: <CrBv43.MtA@cen.ex.ac.uk>
Source record: 185462

robotron@moroder.demon.co.uk writes:
> After spending, well, let's just call it "several" hours playing Goal!, I
> have to say that Dino Dini has fixed it sufficiently for me to recommend
> it wholeheartedly.
>

Thanks for the info, but how do you get hold of the fixed version?

cheers

Stephen

4543. Re: Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:58:29 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2th73l$150p@info2.rus.uni-stuttgart.de>
Source record: 185466

Andrew Hague (andrew@minster.york.ac.uk) wrote:
: I tried to run Llamatron over the weekend for the first time on my
: Falcon. It wouldn't work and I was sure it would. Can anyone
: tell me how to set Backward so that it runs? Does it run?

Oups, I have alreadz played the demo of llamazap on my Falcon. Don't
forget: you need the Jaguar-Joysticks plugged in the STE-ports to start
and play the game *grin*.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

4544. Re: Where can I find <Commodore>

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 08:58:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2th743$4qi@bognor.barclays.co.uk>
Source record: 185465

CBM does still have some functioning parts. CBM UK still sells Amigas and has staff.
Just because one rather large chunk of CBM has gone, it doesn't mean it all has...

--

```
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

4545. Re: Seagate ST225 Help. Pleaseeee

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 09:18:57 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-130694091857@ngalm099.gal.nt.com>
Source record: 185460

You don't say what version of the ST225 you have,I assume it is the SCSI
one.
This is a 21 Mbyte, 65 mSeconds access time drive.
There should be address & parity jumpers located to the right of the 50 way
SCSI connector, might look like this >>> : : : :
(The figures are my addition) P 4 2 1

I am not familiar with your host adapter, but I believe that it does not
use
parity. The 'P' jumper selects parity, remove this. The others slect the
address of the drive, if it is the only drive connected, remove all these;
if there are other drives, you will have to determine their addresses &
select an unused one.
If you want address 3, remove the '4'; if you want '6', remove the '1'.

Your ST will only see this drive if it is working.
If your TOS version <= 1.02, then you can only format 16 Mbyte partitions.
If your TOS version >= 1.04, then you can format up to 32 Mbyte partitions.
(Unless you get newer drive software).

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4546. Re: Lattice C v5.6 Bug?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 09:23:33 UTC
From: nrp93@ecs.soton.ac.uk
Message-ID: <2th8il$8ib@vermeer.ecs.soton.ac.uk>
Source record: 185467

In <cc103.771419219@Paddington> cc103@city.ac.uk (NORMAN S L) writes:

>Whilst using the above package over the last few days, starting to program again after too long a break, I noticed that the Save .... keyboard short-cut didn't seem to work. It should be CTRL-SHIFT-S and it should save without prompting, instead it brings up the file selector.
>Has anyone else spotted this?

Yup

I'm too inSIGnificant to have a sig.

4547. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 09:27:40 UTC
From: error@stack.urc.tue.nl
Message-ID: <2th8qc$nh@tuegate.tue.nl>
Source record: 185469
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

ccaakrt@ucl.ac.uk (Keith Turner) writes:

>witchdoc@ludd.luth.se (Roffe Larsson) writes:

>>Does anybody know what happened to Jeff Minter and/or his company,

>I probably shouldn't reveal his recent ongoing project as it might be
>confidential, but it has involved a certain very famous person, whose
>name can't be mentioned here (partly because the name cannot be
>represented easily in even extended ascii). Anyway, this is all rumour

Hmmm, R U referring to that person that used to have a royal name?
Didn't know he was involved with Llama's tooo....

E.
--

4548. Re: MJUZAKK/TRAKCOM-News! (upload) CD-Quality-Tracker

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 09:31:34 UTC
From: error@stack.urc.tue.nl
Message-ID: <2th91m$s4@tuegate.tue.nl>
Source record: 185470

b_kirsch@tecnozid.mubo.saar.de (Bernhard Kirsch) writes:

>I just uploaded the TRAKCOM-Demo to ftp.uni-erlangen.de
>(I hope it will be in pub/atari/falcon/sound in two days or so)

I'd like to hear more about Trackcom. I don't have a Falcon (yet), so I
cannot try the demo.
Could someone tell a bit more about this program, like who distributes
it, what are the minimum hardware/software requirements. What programs
does it cooperate with (I assume it is somewhat MultiTOS aware?) what it
costs etc. etc.
Best would be if someone would put up some info on
comp.sys.atari.announce

Erlend.
--

4549. Re: IMG -> PCX

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 09:37:15 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jun13.093715.1@dct.ac.uk>
Source record: 185459

In article <199406110008.UAA04578@bottom.magnus.acs.ohio-state.edu>,
jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
> Is there an ST program that will convert IMG files to PCX? Or,
> alternatively, an Intel-clone program that will read IMG files and save in PCX?

ST> MegaPaint II
PC> Paint Shop Pro

Both applications can load and save in .IMG and .PCX.

```
-------------------------------------------------------
| These are my views, not those of my computer. |*
------------------------------------------------------- *
*********************************************************
```

4550. Freeware OCR software?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:23:25 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Jun13.102325.17147@cc.ic.ac.uk>
Source record: 185468

Anyone know of a FTP site with the freeware OCR software mentioned in
ST Apps #42? Thanks in advance.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4551. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:26:24 UTC
From: steve-j@teleport.com
Message-ID: <2thc8g$9d1@elaine.teleport.com>
Source record: 185471

In article <2tdevd$iu8@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] Does ST stand for Sam Tramiel? and TT Tom Tramil or something?
>
>Before anyone else asks. ST - Sixteen/Thirty-Two. TT - 32/32
>
>One is bus, I can't remember what the other is!

And before anyone asks, TOS = The Operating System (NOT "Tramiel
Operating System"!!! <grin>).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4552. Change Volume in Realtime

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:29:04 UTC
From: petep@info.isbiel.ch
Message-ID: <2thd86$nvm@vega.info.isbiel.ch>
Source record: 185477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

for a program on atari's falcon030 i need a possabilty to change the volume
of each track in realtime and merge 1-8 stereo tracks together.

the tracks are aranged as followed in a buffer (example for the use of 2 stereo Tracks):

1.Sample 1.Track Left (1 Word)
1.Sample 1.Track Right
1.Sample 2.Track Left (1 Word)
1.Sample 2.Track Right
2.Sample 1.Track Left
:
:
n.Sample 2.Track Right

Does someone hove done this allready and could give me a hint, or do you now some
special algorithms?

please e-mail my at petep@info.isbiel.ch

4553. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:30:52 UTC
From: steve-j@teleport.com
Message-ID: <2thcgs$9f9@elaine.teleport.com>
Source record: 185472

In article <2ta558$n87@lyra.csx.cam.ac.uk>,
Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> wrote:
>
>>Does Elite or Elite II runon the Falcon?
>Elite does (I can't remember if it needs Backwards or not)
>I haven't got Elite II yet...

The FRONTIER: ELITE II demo runs on the Falcon, so I'd assume
the full game does (doesn't require Backward or anything
either!). I just wish it were Falcon-enhanced! I'd DEFINITELY
buy it then, but I still might buy it w/ only 16 colors.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4554. Re: FALCON monitors

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:35:26 UTC
From: steve-j@teleport.com
Message-ID: <2thcpe$9h7@elaine.teleport.com>
Source record: 185474

In article <2si75p$6nm@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>CAn anyone recommend a good cheap colour monitor capable of displaying hi-res
>True Colour and Hi-res mono screens (for DTP).

Since hi-res (640x400) True Color mode is only available in interlace
mode, a standard ST RGB monitor (SC1224/SC1435) will do fine. For mono,
an ST mono monitor will do fine. A great general purpose monitor for
the Falcon, though, is an NEC 3D -- you'll just need the proper cable
adaptors/interfaces!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4555. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:42:12 UTC
From: steve-j@teleport.com
Message-ID: <2thd64$9le@elaine.teleport.com>
Source record: 185473

In article <2tbk21$4em@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>>> --
>>I think Yak the Hairy was last seen involved with the Konix
>>system that never made it to the market. You might try in the
>>emulators group. More Atari/CBM users hang out there.
>
>Or better yet, try a place that carries the Atari Jaguar and look at the author
>of Tempest 2000. Or, hang out in rec.games.video.atari. Jeff does ;)

He might not be there for a while since he's in Sunnyvale right
now finishing up Virtual Light Machine/Colourspace 2000 for the
Jaguar CD-ROM drive.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4556. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:44:32 UTC
From: steve-j@teleport.com
Message-ID: <2thdag$9n5@elaine.teleport.com>
Source record: 185475

In article <2ta8ik$750@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>
>Is ARm Ltd part of Acorn?

No, but the Acorn uses some of ARM's RISC processors (like the
Apple Newton and 3DO).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4557. Re: Freeware OCR software?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:44:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrC0Iz.DsG@westminster.ac.uk>
Source record: 185476

Mr R. Mellish (rm03@cscmgb.cc.ic.ac.uk) wrote:
: Anyone know of a FTP site with the freeware OCR software mentioned in
: ST Apps #42? Thanks in advance.

Hi

You may get it from

micros.hensa.ac.uk
under
micros/atari/tos/n/n122/

Please note that this is the latest version with English Documentation,
which is supported by Joe Connor in this country (UK). Please also note
that HENSA is the official site where Joe uploads the latest versions
of his software. So if you want the latest versions, then log into
HENSA.

I see that you are in the ac.uk domain.....anyone lse like this may
apply for free registration and membership of the HENSA atari-falcon,
atari-tos, and atari-mint newsletters. If you want to join, then mail
me at:

danny@micros.hensa.ac.uk

Cheers.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4558. Re: FALCON monitors

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 10:53:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2thdqe$4qi@bognor.barclays.co.uk>
Source record: 185478

```
In article <2thcpe$9h7@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <2si75p$6nm@dux.dundee.ac.uk>,
|> Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
|> >CAn anyone recommend a good cheap colour monitor capable of displaying hi-res
|> >True Colour and Hi-res mono screens (for DTP).
|>
|>
|>
|> Since hi-res (640x400) True Color mode is only available in interlace
|> mode, a standard ST RGB monitor (SC1224/SC1435) will do fine. For mono,
|> an ST mono monitor will do fine. A great general purpose monitor for
You can get NI Truecolor at 640x400 and above with Blowup or any of the other such
screen enhancers.

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

4559. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 11:00:16 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2the80$h63@canopus.cc.umanitoba.ca>
Source record: 185479
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=========================================================================
SOFTWARE
=========================================================================
Firezone.....................$ 10.00
Sherman M4...................$ 10.00
TV Sports Football...........$ 8.00

Michtron BBS.................$ 4.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest)....$ 6.00 (no box)
DC Shower v1.0e (latest).......$ 6.00 (no box)

=========================================================================
MAGAZINES
=========================================================================
STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$35+shipping

=========================================================================
MISCELLANEOUS
=========================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=========================================================================
```

4560. Re: Where can I find <Commodore>

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 11:24:18 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CrC2CJ.2Ds@hpbbrd.bbn.hp.com>
Source record: 185361

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] My son has an old Commodore and I want to repair it for him, however, I do
>] not know where the Commodore Usenet conference is. Can anyone tell me?

For old Commodore hardware (64, 128, PET, Vic20...): comp.sys.cbm
For Amiga hardware: comp.sys.amiga.hardware

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4561. Re: IMG -> PCX

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 11:46:23 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1852@usdtsg.DaytonOH.NCR.COM>
Source record: 185332

In article <199406110008.UAA04578@bottom.magnus.acs.ohio-state.edu>
jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
>
> Is there an ST program that will convert IMG files to PCX? Or,
>alternatively, an Intel-clone program that will read IMG files and save in PCX?

I'm not sure on the ST, but I believe Paint Shop Pro for
the PC/Windoze will load in IMG (and other formats) and save in a
number of them, including PCX. I know it works with standard black
and white IMG's (I was viewing some of the IMG's on the Gemini CDROM
on the PC at work with it), but I dunno if it can handle the
extended (X)IMG's...

Can be found at wuarchive.wustl.edu (where many cool things,
Atari and not, can be found :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4562. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 11:48:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1853@usdtsg.DaytonOH.NCR.COM>
Source record: 185333

In article <cb170.771295667@Paddington> cb170@city.ac.uk (HALL B J) writes:
>rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>>Does ST stand for Sam Tramiel? and TT Tom Tramil or something?
>
>ST = Sixteen - Thirty Two (68000 cpu's architecture)
>TT = Thirty Two - Thirty Two (68030 cpu's architecture)

I dunno, considering the state of the home computer industry,
perhaps ST should mean "Still Ticking"? (or at least TOS anyways :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

4563. Re: Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 11:51:41 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun13.115141.15854@cen.ex.ac.uk>
Source record: 185480

In article <771492670.42641@minster.york.ac.uk> andrew@minster.york.ac.uk (Andrew Hague) writes:

> I tried to run Llamatron over the weekend for the first time on my
> Falcon. It wouldn't work and I was sure it would. Can anyone
> tell me how to set Backward so that it runs? Does it run?

Llamatron is fast and frantic on a Falcon030 although it does require Backwards. From memory the settings are:

1Mb+ RAM
16Mhz 68030/16Mhz Blitter
All TOS fixes on
sound mode - correct

You must run it from ST Low res and it's probably a good idea to turn off the hard drive and run it from floppy.

--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

4564. ANNOUNCING FALCON SAMPLE EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:05:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun13.120539.16785@cen.ex.ac.uk>
Source record: 185481

Appologies if this is a duplication but I am under the impression that my
attempt to post it failed before. It really belongs in comp.sys.atari.announce
but doesn't seem to want to go there...

```
**********************************************************************
** **
** S U P E R S A M **
** **
**********************************************************************
** The Superb Sample Editor v1.01 **
**********************************************************************
** A Terrosaur Systems Production for the Falcon030 **
** (C) Copyright 1994 by Daniel Hastings **
**********************************************************************
```

SuperSam is Shareware!
To enable the program's full functionality you must send the
registration fee to the author.

What is SuperSam?

SuperSam is a sound sample editor for the Falcon030.
A sound sample is a digitally stored sound. Hence with SuperSam
you can digitally store sounds on disk, and edit them in a variety
of ways including reversing them to play them backwards, cutting
and pasting, combining multiple sounds and many more functions.
SuperSam eventually aims to be able to do anything you could
possibly wish to do to a sound sample.

Features

SuperSam has many features including:

* Handles 6 sample file formats
* Handles 8 bit mono, 8 bit stereo and 16 bit stereo samples
* Clipboard cut, copy, load, paste, replace, overlay
* Ability to import/export from the GEM clipboard
* Ability to sign and unsign samples
* Ability to fade in/ fade out samples
* Ability to boost volume by 25% or to the max possible
* Ability to reduce volume by 25% or to zero
* Ability to zoom in for finer editing
* Flexible deleting
* Ability to swap the channels on a stereo sample

* Ability to pan the stereo image left to right or vice versa
* Ability to edit only the left or right stereo channel
* Ability to shift sample playback frequency
* Ability to create samples from the MIC input
* Supports all Falcon playback frequencies
* Customisable
* Can be installed as an application to play samples when they
are double clicked
* Will play or load a sample dropped on its desktop icon
* Online HELP system
* Batch conversion between file formats
* Jukebox mode to play all samples in a folder
* Fully GEM legal programming
* MultiTOS compatible
* Dynamic Memory Allocation

SuperSam has been uploaded to atari.archive.umich.edu, ftp.uni-kl.de,
micros.hensa.ac.uk and ftp.funet.fi and should appear in the appropriate
directories soon. It is also being distributed through NeST and uploaded
to CIX. Spread it!
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

4565. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:17:09 UTC
From: andrew@minster.york.ac.uk
Message-ID: <771509829.12303@minster.york.ac.uk>
Source record: 185482

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

> >Does Elite or Elite II runon the Falcon?
> Elite does (I can't remember if it needs Backwards or not)
> I haven't got Elite II yet...

Frontier does work on the Falcon but requires you to boot up a bare machine (no ACCESSORIES or Resident programs) and to have a disk in Drive A. Also, don't press TAB!!

Has anyone noticed that the soundtracks play faster on a VGA monitor than they do on a TV.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

4566. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:25:14 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1854@usdtsg.DaytonOH.NCR.COM>
Source record: 185331

In article <Cr6A0z.4En@cix.compulink.co.uk> dcoull@cix.compulink.co.uk ("Darren Coull") writes:
>
>Falcon emulating 8-bit Atari - hmmmm now where are all the old games for
>downloading?

Dunno 'bout commercial stuff (which shouldn't be downloadable anyways, but I digress) a lot of shareware/pd stuff is sitting in the atari/8bit directory on atari.archive.umich.edu...

>I did try E-Mailing a suggested address for the Author of XFormer, but
>was not successful. Has Derek got an E-mail address? Could be useful
>for advice etc.

"darekm@microsoft.com" should be the address, if me memory serves correct...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4567. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:26:54 UTC
From: L.E.Anthony-SE2@cs.bham.ac.uk
Message-ID: <2thjae$7fs@percy.cs.bham.ac.uk>
Source record: 185483

In article 9n5@elaine.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
>In article <2ta8ik$750@dux.dundee.ac.uk>,
>Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>>
>>Is ARm Ltd part of Acorn?
>
>
>No, but the Acorn uses some of ARM's RISC processors (like the
>Apple Newton and 3DO).

Err.. i think you will find ARM stands for Acorn Research Machines.

--

Lea Anthony lea@uk.ac.bham.cs | There's a time for everything under the sun.....

4568. Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:30:24 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406131916.AA00114@montp.cirad.fr>
Source record: 185484

CEO file contents:
Hi,

I was thinking about getting myself a Falcon. Is there a FAQ somewhere about this machine ?

I'd like to know the general specs, the graphical modes, what sort of connections you have ? Does it use SIMMs for memory expansion ?

I've read that you can badly crash the machine when you fiddle with the NVRAM and that you need a special program to boot it up again. What is this ?

What about 2.8" disk drives ? What are they worth ?

I've also read that you can connect an SC1224. Well, I'd like to do this as I haven't the $$$ to get a VGA yet, but where do you plug it in ? The SC1224 has a special ST plug (DIN-like, but with 14 pins) that the Falcon doesn't seem to have. Where can you get an adaptor ? Or should I rather plug it in the TV ?

There was also a text file with the compatibility status of most ST games. Does anyone know where it is ?

Last but not least (putting on the asbestos suit...), is the Falcon a really good choice as a serious general-purpose computer ?

Sorry for so many questions. Thanx in advance :)

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

4569. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:42:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2thk87$4qi@bognor.barclays.co.uk>
Source record: 185485

In article <9406131916.AA00114@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
|> CEO file contents:
|> Hi,
|>
|> I was thinking about getting myself a Falcon. Is there a FAQ somewhere about
|> this machine ?
|>
|> I'd like to know the general specs, the graphical modes, what sort of
|> connections you have ? Does it use SIMMs for memory expansion ?
There are many graphicsmodes with different colors and reses plus interlace/non-interlace. It also emulates all the ST modes. Additionally you can buy third party devices to add additional graphics resolutions very cheaply.

It doesn't use SIMMS unless you add a 3rd party SIMM board. The built board is proprietry and to all intents, non-expandable.

Standard SCSI 2 connections, standard RS232 and paralell. No external floppy or ACSI connector. 2 ST joysticks, 2 STe joysticks, 2 midi sockets and an appletalk.

|> I've read that you can badly crash the machine when you fiddle with the NVRAM
|> and that you need a special program to boot it up again. What is this ?
You should never need to touch the NVRAM. It just stores the nationality, date format and other such details. Once set, that's it. You also set PAL/NTSC and default graphics mode mode. I never touch it and haven't even looked at it since I bought my Falcon nearly a year ago.

|> What about 2.8" disk drives ? What are they worth ?
Don't know. Not much else uses 2.88 so hardly worth it. I believe the AJAX chip supported 2.88 so I guess the Falcon probably does.

|> I've also read that you can connect an SC1224. Well, I'd like to do this as I
|> haven't the $$$ to get a VGA yet, but where do you plug it in ? The SC1224 has
|> a special ST plug (DIN-like, but with 14 pins) that the Falcon doesn't seem to
|> have. Where can you get an adaptor ? Or should I rather plug it in the TV ?
You use a short cable thatterminated in either a VGA connector or an ST connector. These are cheap ie 10GBP each. SC1224s are OK to begin with but you'll end up blink very quickly as most useable reses will flicker. Best get a cheap VGA or SVGA or better yet a multisync ASAP.

|> There was also a text file with the compatibility status of most ST games.
|> Does anyone know where it is ?
Not sure. There is a program called Backwards that makes most games work on the Falcon by making the Falcon look like an ST.

|> Last but not least (putting on the asbestos suit...), is the Falcon a really
|> good choice as a serious general-purpose computer ?

If you already have an investment in Atari hard/software then probably yes. I must admit that after a year I have outgrown my Falcon and bought a 486 PC. I'm a professional software developer though and this is what forced the issue as I needed to learn stuff that is only available on a PC :-(:-(

Most ST software works fine. I have tons of it built up over 6-7 years and all the apps bar one worked fine - VIP Pro was the guilty one. Most PD works fine. There are huge amounts of good quality Falcon PD and most major applications have been made Falcon friendly or Falcon enhanced.

If you do buy a Falcon, NVDI is a must have and so is a screen enhancer like Blowup and an SVGA IMHO. Otherwise you're strangling the machine. Why use a 640x400x16 interlace screen when you can have 900x700x16 or 256 non-interlace??? More screen space is essential with MTOS or DTP/WP type stuff.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4570. 2000 and 3DO

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:43:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2thka0$6de@golem.wcc.govt.nz>
Source record: 185496

*** BEYOND 2000 ***

In New Zealand..

Hi, just some Info for New Zealand TV addicts..

The TV show BEYOND 2000 this Wednesday TV3, 15th June
at 9.30 PM....

A Report on the 3DO, "The Ultimate entertainment and Communication Machine"

As quoted from the newspaper...

So don't say I did not tell you....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4571. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 12:43:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2thkab$4qi@bognor.barclays.co.uk>
Source record: 185486

```
In article <2thdag$9n5@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <2ta8ik$750@dux.dundee.ac.uk>,
|> Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
|> >
|> >Is ARm Ltd part of Acorn?
|>
|>
|> No, but the Acorn uses some of ARM's RISC processors (like the
Bing! wrong. Acorn designed and build the ARM. UK processor designs - yummee!
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

4572. Microprose Golf on the Falcon! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 13:01:39 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <2thlbj$psc@nyheter.chalmers.se>
Source record: 185487

As of 1 PM last night, Microprose Golf now runs on the Falcon!

Microprose Golf has been my favourite game since it came out, (I'm ranked as number one in the world, of course ;-), so I've been rather annoyed that it wouldn't run on the Falcon. I've tried before to make it run and actually wrote a C program to handle Golf's file system last year. I never got close to having it running then, but yesterday I took another look and found a small bug in my file loader. When that was corrected I could run the intro sequence without crashes from hard disk. :-)
Of course that was only as far as Golf would run when auto booted before, so it was no big improvement. It made it much easier to try out some fixes for the rest, however.

It turned out that all the problems in Golf are related to the same _bad_ programming technique, mainly in the sound routines:

```
subroutine move sr,-(a7)
move #$2700,sr
...
rte
```

It's disturbing that the programmers at Microprose don't know more about the 68k or have more sense. The code in the example above would have worked fine if the last rte had been replaced by:

```
move (a7)+,sr
rts
```

Unfortunately there was no room in the code to add that, so I had to disable the sound.

It might not be too hard to make Golf hard drive installable, but it would be _very_ difficult to load tracks from or save results to anything but the ordinary disks. The problem is that most of the code is position dependent and loads at interesting places, for example:

```
$1000 Sound code
$4800 Main program
```

This will overwrite many memory areas used by the operating system and would make it impossible, I think, to use a hard disk after the program is started.
Why can't they _ever_ learn!!! :-(
(Well, I guess they have, a little. Civilization runs from hard disk without 'backward' if a few OS calls are removed, the sound disabled and some mixups in the keyboard handling fixed. I've heard that a later version runs on the Falcon, though. Elite II runs if you're very careful about what auto programs and accessories you use.

Apparently I'm the only one who've ever had any problems with Elite II, but
that's only because every one else is _very_ lucky.)

Now, the reason for this post is not to announce to world that the patch
program will be uploaded to atari.archive tomorrow(;-), but rather that I'd
like to hear from some Falcon/TT users who have Golf. It would be nice if
all the potential problems could be sorted out before the patch is released.

I've played the first nine holes on 'Fenham Valley' without crashes, but the
speed of the 'strength meter' makes it rather difficult to get a straight
shot. I guess turning down the clock to 8MHz would solve that, but it would
of course be nicer if the timing routines were fixed.

Anyone who's interested in testing the patch program, please mail me.
If you think you could help fixing whatever problems there are left, _please_
mail me immediately.

By the way, has anyone got Epic (another favourite) to run on the Falcon? I
know it says in the compatibility list that it runs, but mine certainly
doesn't. After some twiddling with the 'backward' settings it gets as far as
the initial screen draw, just when I'm about to start flying, but then it
hangs. It's probably a trivial bug, since it detects the '030 at start up and
the intro runs fine.
If no one else is already working on it, I'll probably have a go at Epic
during the summer, but it would be nice with some help.

Perhaps someone could convince all the cracking groups to start producing
Falcon fixes for the most popular programs? They certainly have the people
and equipment to do it. :-)
I guess it'd be more realistic to get together a group of people on the
internet, however. How about it all you fellow hackers out there? ;-)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4573. Re: Freeware OCR software?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 13:04:27 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2thlgr$cdl@unicorn.ccc.nottingham.ac.uk>
Source record: 185488

In article <1994Jun13.102325.17147@cc.ic.ac.uk>, rm03@cscmgb.cc.ic.ac.uk (Mr R. Mellish) writes:
> Anyone know of a FTP site with the freeware OCR software mentioned in
> ST Apps #42? Thanks in advance.

micros.hensa.ac.uk - I believe this will support all the stuff mentioned in the ST Applications shareware column.

Sam

4574. Re: New address.

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 13:06:07 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Jun13.130607.13953@unix.brighton.ac.uk>
Source record: 185489

Thats nice - who the 'ell are ya!
--

pf21@unix.bton.ac.uk

4575. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 13:06:41 UTC
From: ceebsm@cscd4c24.caledonia.hw.ac.uk
Message-ID: <CrC735.C9x@cee.hw.ac.uk>
Source record: 185490

Maybe this Neodesk bug is only showing up in TOS 1.62? That's what I use and it is there only when you run the shell with the Unload to execute flag set.

Another thing I have noticed which is VERY annoying is that some archives will not extract using the shell - reporting back an "garbage in file" error but when I extract them using the TTP version or even an old version of LZH they work fine!!!

Anyone else confirm this with version 3.10??

--
-- Barry S. Munro ----------------------------------

-- InterNet: ceebsm@clust.hw.ac.uk --
-- ceebsm@caledonia.hw.ac.uk --
-- ceebsm@cee.hw.ac.uk --
-- 11 Station Court, Leven, Fife KY8 4RR, Scotland --
---==---

4576. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 13:09:29 UTC
From: ceebsm@cscd4c24.caledonia.hw.ac.uk
Message-ID: <CrC77v.DGy@cee.hw.ac.uk>
Source record: 185491

In article <2th1ik$sts@galaxy.ucr.edu>, phruby@corsa.ucr.edu (paul hruby) writes:

>Ok. Is Gribnif Software D.O.A. or what? Were is NEODESK 4?
>Were do I go to get a refund on this thing. I'm tired of
>waiting and getting no response. Could some please tell me
>what the !@#$ is going on?

The answer is NO!

Neodesk 4 is almost finished from what I've read in ST Review and it
looks good, an improvement over the excellent version 3.

In fact one of the Neodesk programmers is on the GEM mailing list
if I remember correctly so they are still going strong.

--
-- Barry S. Munro ----------------------------------

-- InterNet: ceebsm@clust.hw.ac.uk --
-- ceebsm@caledonia.hw.ac.uk --
-- ceebsm@cee.hw.ac.uk --
-- 11 Station Court, Leven, Fife KY8 4RR, Scotland --
---==---

4577. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 13:59:40 UTC
From: rflashma@mtholyoke.edu
Message-ID: <2thooc$fo8@mudraker.mtholyoke.edu>
Source record: 185492

paul hruby (phruby@corsa.ucr.edu) wrote:
> Ok. Is Gribnif Software D.O.A. or what? Were is NEODESK 4?
> Were do I go to get a refund on this thing. I'm tired of
> waiting and getting no response. Could some please tell me
> what the !@#$ is going on?

We are still here and busy trying to finish NeoDesk 4. I apologize for the delay, but we decided to add some last minute features (including Windows Icon support and SpeedoGDOS support) which delayed the release a little. Right now, as I write this, I am trying to finish its manual.

What do you mean by getting no response? Our 413-247-5620 number is open 10am to 6pm, weekdays, Eastern Standard Time. There's always someone there to answer your questions, check on the status of your order, etc.

Whenever possible we've gone out of our way to not cash any checks or charge any cards until the product is ready to ship (The major exception being people who bought multiple products with one check). If you have ANY questions, please feel free to call our office or to write e-mail to this address or to "gribnif@genie.geis.com". You can also send us a fax at 413-247-5622.

Rick Flashman,
Gribnif Software

4578. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 14:19:29 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.771517169@apanix.apana.org.au>
Source record: 185393

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>> No way, get Tempus 2.07, was given away free with the UK magazine
>> Feb, 1994 ST-User...

>Any text editor that requires me to touch my mouse isn't fast enough...
>can Tempus exit and save with a keystroke?

Yes, and you can selectively save/not save backup.not backup files as you
go. All without using the mouse. (I rarely used the mouse in several years
of using Tempus)

>Tempus also doesn't have CMODE or WRAP modes; CMODE makes my C/C++
>programming faster, and WRAP makes my news posting faster... ;-) Oh,
>and did I mention the macro language? I love MicroEMACS...

Tempus does autoindent, which is 99% of CMODE (8)) as well as parenthesis
balancing, and it also does autowrap.

As well, you can record and save macros.

On the down side, it runs under GEM.

Mind you, MicroEMACS is worse. It certainly doesn't run properly on my TT
under a vconsole (assumes 80x50 screen, when I have 160x60).

I use jove, because I don't have enough memory for 'real' emacs. Unfortunately,
jove doesn't seem to grok next-buffer 8(

> cherborth@semprini.waterloo-rdp.on.ca

Ahh, editor wars 8)
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

4579. New Atari-related WWW page open!

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 14:49:17 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jun13104918@wpi.WPI.EDU>
Source record: 185493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've finally got my little WWW page up and going. I have a small Atari page, too...

Look for the BOAST programs, the latest BOAST news, and some other Atari links.

<http://www.wpi.edu:8080/~lancer/atari.html>

.s.

4580. Re: New address.

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 14:52:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrCBzv.4u1@westminster.ac.uk>
Source record: 185495

Paul Finch (pf21@unix.brighton.ac.uk) wrote:
: Thats nice - who the 'ell are ya!

Hi Paul

Nice to know you are still on the Net.....the Minix package you sold me, is still giving me hours of fun...however, I don't get much time to fiddle with it nowadays.

BTW, I think this is a resonse to Daron Brewood's message....well, he is the main man for NeST in this country (if not world wide). NeST is a world wide network, mainly for the ST's, supported by loads of BBSs in this country.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4581. Re: NVDI screen accelerator on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:01:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CrCCEJ.4FF@cix.compulink.co.uk>
Source record: 185399

In message <1994Jun12.115821.22389@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk said:
>
>I dunno - doesn't NVDI speed up text output as well? Although I must
>admit, seeing that Protext runs really fast anyway, NVDI doewsn't make too
>much difference!

NVDI speeds up gemdos and bios screen output as well, but the best
improvements are in the vdi.

Ofir ogal@cix.compulink.co.uk

4582. Re: Volume in Falcon-Demos

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:08:42 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.771520122@cent.gla.ac.uk>
Source record: 185500

In <2t94rh$mm4@rs18.hrz.th-darmstadt.de> binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:

>Hi!

>After we had the discussion why many (german) demos won't work on NTSC-TVs,
>I think it's also worth a question why so many demo-programmers on Falcon
>(and not only these) change the volume settings of the Falcon when the program
>starts [...]

>It's really annoying when you use a headphone and have the volume set, let's
>say, to 4, and then run a demo which sets the volume to 15. [...]

>So, why is this necessary? It's not a programming problem for sure, because
>you don't have to affect the volume settings when you init the sound-subsystem
>to your needs. [...]

Well, there is a bit of a programming problem. Many of the demo programmers
use someone else's module-playing routine which sets the volume beforehand!
:-)

Anyway, the latest Lazer demo allows you to change the volume beforehand.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4583. DataLite

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:11:10 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CrCD03.882@news.cis.umn.edu>
Source record: 185497

Hello,

I am looking for an Yves Pelletier(spelling). You are the one who helped me with some preliminary questions about DataLite, and I did end up buying the product.

My name is Joseph Hogan. I was up in Chicoutimi at the time and was thinking about moving down to Montreal.

Please, if you are out there, send me a response. I have a couple of other questions that I want to ask you.

Thanks a lot

Joseph

4584. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:17:53 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.771520673@cent.gla.ac.uk>
Source record: 185352

In <199406122311.AA00225@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:

>After spending, well, let's just call it "several" hours playing Goal!, I
>have to say that Dino Dini has fixed it sufficiently for me to recommend
>it wholeheartedly.

>Here's a list of what's changed:

[...List of errors now fixed deleted ...]

>Goal! absolutely wipes the floor with Sensible Soccer, not to mention every
>other soccer game ever. The tactical depth is quite astounding.

Hi Steve! Nice to see someone's got a working version of "Goal!" at last!

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4585. oregon research

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:25:04 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CrCDFu.8KE@news.cis.umn.edu>
Source record: 185498

Bob at oregon research,

My name is Joseph Hogan, and I asked you about 3-4 weeks ago to see if you would be able to send me the rest of my order which included diamond back 3. I am still waiting for it.

Please mail me a resonse so we can get this straightened out.

Or, if someone outthere knows bobs e-mail address, I'd take that too.

Thanks,

Joseph

4586. 1040ST ~Newbie Questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:30:15 UTC
From: raz@MCS.COM
Message-ID: <2thu27$58v@Venus.mcs.com>
Source record: 185499

I started using my 1040ST again after many years. I purchased it over seven years ago, used it as a smart terminal in college, and started using it for internet access a few months ago. I have a few questions since I have to learn the "lingo" all over again (for the ST):

I have an internal DS/DD drive, a medium rez monitor and 1 meg in memory.

1. How do I hook up a hard drive? I seem to remember that STs came with a DMA port built in. Do I just hook it up and get software? Can I use generic Seagate drives? I need detailed info.

2. What is the best comm program for the 1 meg ST w/o a hard drive. I am currently using Uniterm and, sometimes, Trapido. Is there an English version of Trapido? I need a comm program that supports 14.4k modems. I am currently using an Avatex 1200 baud modem, but a U.S. Robotics Sportster 14.4k is only $150 from Computer Discount Warehouse. Is this an okay modem for the Atari?

3. Can I expand the memory with generic chips? (i.e. $50/meg) Where can I find special chips/boards if they are necessary?

4. Is there a FAQ for the ST? Where can I ftp to get it?

Thankes, Anupam Razdan, raz@mcs.com

4587. ST Format: Quark (On Cover Disk)

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:35:06 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1994Jun13.153506.8623@ultb.isc.rit.edu>
Source record: 185355

In my never ending search for a good multi-track sequencer that plays 16-Bit *.AVR samples through my Microdeal Replay 16 on my 1040STF with optional MIDI support (I don't have any MIDI anything yet and simply want to sequence my samples and play the results through my Replay 16 Cart), I happen to run across ST Format Issue 58 with a program called Quark on the cover disk. This program actually looked like it might be what I've been looking for all this time, especially since it was made by Microdeal. Unfortunately, the store only had one copy and I assumed someone ripped the cover disks off because all the other magazines that came with disks had their disks attached. I searched a few more stores in Buffalo, NY and then every store I could think that might have it in Rochester, NY to no avail. I decided to go back to Buffalo and stop back at this store to see if they would sell me the disk-less magazine at a cheaper price. Unfortunately, they now had issue 59 in stock with a Quark Player on the cover disk instead. *sigh*

Can anyone give me more information on this program called Quark from Microdeal? Is it what I've been looking for the last few months? If so, anyone have a cover disk they want to sell me? :) Thanks......

Theron

4588. How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:52:34 UTC
From: lambert@cse.unsw.edu.au
Message-ID: <940613155224.8381@cse.unsw.edu.au>
Source record: 185351

It appears to be possible to play Gauntlet 2 with four players if you have an adaptor to connect two joysticks to the parallel port. Can anyone tell me how to connect up the pins?

Tim

4589. Re: PORTFOLIO FTP

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:53:52 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Jun13.155352.22789@cc.ic.ac.uk>
Source record: 185494

in article <1994Jun10.182142.674@unix.brighton.ac.uk>, laurens (pl26@unix.brighton.ac.uk) wrote:
:Hi !!!
:I'm looking for a ftp site to take portfolio stuffs.
:Can anybody help me ?
:I know atari.archive.umich.edu, but I've never been lucky enough to connect
:it (always too busy, as they say). Something else ?
:Thanx in advance.
atari.archive is mirrored at src.doc.ic.ac.uk
Should be much better for someone in the *.uk

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4590. Re: Brainstorm's Movie 100 where??

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 15:57:24 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <2thvl4$p37@cougar.multiline.com.au>
Source record: 185354

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Dave Cook (davecook@cougar.multiline.com.au) wrote:
: : Hi, Just wondering if anyone knows which FTP site Movie 100 is
: : located on?? As I only have FTPMail full directory as well
: : would be appreciated.

: : Thanks.

: ftp into micros.hensa.ac.uk

: cd micros/atari/tos/n/n136/movie100.zip

: Hope this helps.

: Danny

Thanks Danny, Ive already had someone mail it to me :)

Although I have found that its doesnt like most of my Fli files :(They play fine on Fli_play.ttp. Have you had any problems??

Thanks,
Dave

4591. Re: 1040ST ~Newbie Questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 16:02:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2thvub$4qi@bognor.barclays.co.uk>
Source record: 185353

In article <2thu27$58v@Venus.mcs.com>, raz@MCS.COM (Anupam Razdan) writes:
|> I started using my 1040ST again after many years. I purchased it over seven
|> years ago, used it as a smart terminal in college, and started using it for
|> internet access a few months ago. I have a few questions since I have to learn
|> the "lingo" all over again (for the ST):
|>
|> I have an internal DS/DD drive, a medium rez monitor and 1 meg in memory.
|>
|> 1. How do I hook up a hard drive? I seem to remember that STs came with a DMA
|> port built in. Do I just hook it up and get software? Can I use generic
|> Seagate drives? I need detailed info.
You need either an Atari specific SCSI HD or an adaptor to a SCSI drive. I'd
recommend the latter. There are various interfaces that go between the ST and a
HD. The most popular is 'The Link' from ICD> There are several others though. The
'Link' turns the STs ACSI interface into a proper SCSI one so you can attach any
standard SCSI device like HDs, CD-ROMs etc.

|> 2. What is the best comm program for the 1 meg ST w/o a hard drive. I am
|> currently using Uniterm and, sometimes, Trapido. Is there an English version
|> of Trapido? I need a comm program that supports 14.4k modems. I am currently
|> using an Avatex 1200 baud modem, but a U.S. Robotics Sportster 14.4k is only
|> $150 from Computer Discount Warehouse. Is this an okay modem for the Atari?
Try 'Connect'. Nice and fast and configurable and cheap too! Remember that a
standard ST can only go to 19,200K though unless you start messing around with
the hardware.

|> 3. Can I expand the memory with generic chips? (i.e. $50/meg) Where can I find
|> special chips/boards if they are necessary?
Depends on the ST. You will be better getting one of the many SIMM adaptor boards
and then using SIMMS to go upto 4Mb (The 'normal' max memory on an ST.

|> 4. Is there a FAQ for the ST? Where can I ftp to get it?
Yes there is. Not sure about an FTP site. It turns up here regularly.

|>
|>
|> Thankes, Anupam Razdan, raz@mcs.com
|>
|>

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4592. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 16:06:34 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32dfc83fd@sirius.herts.ac.uk>
Source record: 185357

Is there some program, or set of integrated programs, that could
replace my various versions of various archivers? At the moment I have
to use a different program for each type of compression, and some
archived files seem only to like being unarchived by a particular
version of an archiver- I have 2 different Lharc programs, for instance.
Even a single program that would give me a nice front end to
make selection quicker and easier.

Duncan.

--
Duncan P Corps... \ EMail: D.Corps@herts.ac.uk \ "We want... information" -# 2
Student, Radio DJ, \ Address: 47-2 Coales Hall, \ "My knee hurts" -Sue Shelley
PWEI/ Utah Saints/ \ Bishops Rise, Hatfield, \ "Vroom meow skreech" -Jules
FNM/ New Order/ E 17 \ Hertfordshire AL10 9BT \ "I've got a job" -Jon Veal
-----------------------------------------------*------------------------*
\ Addresses valid until 8/94. Disclaimer: UH has less important things to do \

4593. Wanted: Scott Sanders

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 16:23:00 UTC
From: Kai_Evers@s3.maus.de
Message-ID: <199406131823.a43820@s3.maus.de>
Source record: 185301

Hi y'all.

Does Scott Sanders, author of 'SAM' and 'Atari Compendium' exist on the
net?
His pretty old CI$-address (71760,2140) is invalid.

Thanks in advance,

Kai

---kai_evers@s3.maus.de (please NO mail >=16kB! Thanks.)

4594. mint net

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 16:26:50 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jun13.162650.11092@news.csuohio.edu>
Source record: 185356

I just started using mint-net, and am having afew problems.
rlogin mentions that is requires mintnet .43, but I can only find
version .42. Does .43 include the Pseteuid and Fselect patches? If
not, how do I get the Pseteuid patch? Does rsh work with a bsd host,
and if not, how can I log on to my 386 from my st?
Also, I can't ping the st. ftp, finger and rlogin cause a
crash (presumeably when they try to call p_seteuid), but ping gets no
responce at all. Has anyone encountered this problem?

Jason

4595. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 16:34:47 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun13.163447.11317@cen.ex.ac.uk>
Source record: 185359

In article <2tdn4t$jtq@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

> instead of the usual "PROTOCOL: NONE" or "PROTOCOL: LAP-M" what is
> the 'ALT' protocol? (And what does it, and LAP-M stand for/do?!)

LAP-M = Link Access Procedure 'M' which is an error correction system.
Never heard of ALT...
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

4596. Re: GSZRZ Shell

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 16:55:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ti31d$d6g@mailer.fsu.edu>
Source record: 185366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:

> For some reason or another my STORM no longer works, could be ASspeed,
> NVDI or HSMOD4, I have yet to find out, all files seem to get corrupted,

Too bad. I know you are wildly enthusiastic about this program. What is
ASspeed, BTW?

> This is why I wan't to stick with some thing that I know works...
>
> Flash 1.6 with GSZRZ....

How about Connect with GSZRZ and Selectric, which should allow you to do
multiple file uploads with no problems? Connect has built in support for
GSZRZ, in addition to its excellent internal Zmodem. It also works perfectly
with NVDI and HSMODA04. Be sure to get version 2.46, and the update for
the Zmodem stuff. They both exist on atari.archive. Another alternative
would be Uniterm, which can support GSZRZ with a minimal set of macros.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4597. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 16:59:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ti3a1$d6g@mailer.fsu.edu>
Source record: 185367

Timothy Miller (millert@undergrad.csee.usf.edu) wrote:
> John Beranek (jpb3@ukc.ac.uk) wrote:
>
> I found a different bug. If you install it as an application and doubleclick
> on an LZH that has garbage bytes at the end, it will not allow you to access
> the contents or do anything for that matter. The window just sits on the
> desktop with only a few of the dialog components actually drawn. None of them
> are selectable.

Strange, it works fine for me as an installed application, both from Neodesk
and the TOS 2.06 desktop. It sounds to me as though it might be sensitive
to auto/acc's or something, as the error reports seem to differ wildly.
I am running a MegaSTE, NVDI, HSMODA04, BeforeDawn, Paula, Chameleon,
Xcontrol 1.31, Pinhead, Universal Item Selector 3, and I don't seem to have
any major problems.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4598. Re: Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 17:01:54 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CrCHz6.5DJ@freenet.carleton.ca>
Source record: 185358

In a previous article, andrew@minster.york.ac.uk (Andrew Hague) says:

>I tried to run Llamatron over the weekend for the first time on my
>Falcon. It wouldn't work and I was sure it would. Can anyone
>tell me how to set Backward so that it runs? Does it run?

-from memory:
everything@ 16MHz
Exceptions table kept
sound: correct (it might not matter)
gem & hard drive on
everything else should be set up as with BEST COMPATABILITY

I can start it from either ST-LOW or ST-MED with one glitch:
Once I set all the Backward options and try to run llamatron, it ALWAYS
CRASHES the FIRST time. I do a warm boot, perform the correct adjustments
with backward and try it again; this works for mepretty well but there
might be a better solution that I am not aware of. Anyone?

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4599. Re: How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 17:20:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ti4g2$d6g@mailer.fsu.edu>
Source record: 185369

Tim Lambert (lambert@cse.unsw.edu.au) wrote:
> It appears to be possible to play Gauntlet 2 with four players if you
> have an adaptor to connect two joysticks to the parallel port. Can
> anyone tell me how to connect up the pins?

Here you go. I didn't write this, but I seem to remember building one and
it worked.

--begin included text--

Some games, such as Gauntlet II, allow four player
to play at once. Here are the pin assignments for
the cable. You need two female 9-pin plugs and
one 25-pin plug (don't remember if it's male or
female).

Joystick 3 Parallel Port
----
1 6
2 7
3 8
4 9
6 11
8 25

Joystick 4 Parallel Port
----
1 2
2 3
3 4
4 5
6 1
8 24

Parallel port pins 18-25 are all connected to ground.

I haven't tried building this myself, so I don't know if
it will work. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4600. New price on monitor

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 17:22:24 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.4vm7@realm.tdkcs.waterloo.on.ca>
Source record: 185346

I've changed the price on the monitor for a quick sale...

Atari SM-1224 Colour Monitor in new condition. $50

Other stuff...

Yamaha RAM card for SY and TG series synthesizers. $20

Korg MONO POLY analog synthesizer. $300

Dragon's Layer for the Atari ST. $10

Atari ST Serial Port MIDI expander...C-Lab, Steinburg and Dr. T compatible to give you an extra independant 16 MIDI channel port through the serial port. Works with: Creator, Notator, Cubase 3.0, Realtime, K.C.S., Multi and any program that supports the C-Lab standard. $20

All prices do not include shipping and are in US dollars.

4601. Re: Volume in Falcon-Demos

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 17:36:27 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2ti5er$7il@mother.usf.edu>
Source record: 185360

Michael James (gaps14@udcf.gla.ac.uk) wrote:
: In <2t94rh$mm4@rs18.hrz.th-darmstadt.de> binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:

: >Hi!

: >After we had the discussion why many (german) demos won't work on NTSC-TVs,
: >I think it's also worth a question why so many demo-programmers on Falcon
: >(and not only these) change the volume settings of the Falcon when the program
: >starts [...]

: >It's really annoying when you use a headphone and have the volume set, let's
: >say, to 4, and then run a demo which sets the volume to 15. [...]

: >So, why is this necessary? It's not a programming problem for sure, because
: >you don't have to affect the volume settings when you init the sound-subsystem
: >to your needs. [...]

: Well, there is a bit of a programming problem. Many of the demo programmers
: use someone else's module-playing routine which sets the volume beforehand!
: :-)

: Anyway, the latest Lazer demo allows you to change the volume beforehand.

: Michael.

Does the latest Lazer demo support NTSC yet?

Oh, and I finally got a chance to look at it on an ST monitor.... what a pointless demo.

4602. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 18:07:55 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <2ti79r$b9v@vixen.cc.bellcore.com>
Source record: 185362

In article <2t7j40$qp2@m.ehd.hwc.ca>, BLAIR DEAN <bdean@hpb.hwc.ca> wrote:
>bnp@waikato.ac.nz wrote:
>: Bollocks - it works fine on my STE 2MB (can't remember TOS ver no., can check
>: if you want). Am I the only STE owner who has it working??
[text deleted]
>It also works on my 1040 STe (TOS 1.6, 1meg at the time). The original
[text deleted]
>It came out after 'Falcon'. And wasn't there a second operations disk?
>One with helecopters that had to be shot down? ...
>

Falcon F-16 works on my 520 STe (4mb), as does Counterstrike, as does
Firefight (Mission 2 with the Hind helicopters referred to above), or
at least I haven't encountered troubles. At what point does the program
crash on STEs on which it crashes?

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

Has anyone ever gotten MPS F-19 (stealth) to save a position to disk?
The game only allows me to use the original disks, and never ever
saves my name and status.

--
Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

4603. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 18:08:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ti7av$d6g@mailer.fsu.edu>
Source record: 185377

DuncMan (D.Corps@herts.ac.uk) wrote:
> Is there some program, or set of integrated programs, that could
> replace my various versions of various archivers? At the moment I have
> to use a different program for each type of compression, and some
> archived files seem only to like being unarchived by a particular
> version of an archiver- I have 2 different Lharc programs, for instance.
> Even a single program that would give me a nice front end to
> make selection quicker and easier.

There are a number of archiver shells out there. Check out the index on
atari.archive.umich.edu for some samples. I have heard good things about
two-in-one, but I cannot seem to locate the English version (which is claimed
to exist). If someone can help me find it, I'll stick it on atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4604. Re: New address.

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 18:22:54 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771531774snz@nest.demon.co.uk>
Source record: 185373

In article <CrCBzv.4u1@westminster.ac.uk>
vctec@westminster.ac.uk "Denesh Bhabuta" writes:

> BTW, I think this is a resonse to Daron Brewood's message....well, he
> is the main man for NeST in this country (if not world wide). NeST is a
> world wide network, mainly for the ST's, supported by loads of BBSs in
> this country.

Cheers for that Denesh, appreciated.

--


```
==============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==============================================================================
```

4605. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 18:54:37 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94164.145437STIRRE31@MAINE.MAINE.EDU>
Source record: 185365

Does anyone know where the source is? The author said that it
was released into PD and that it was available on GEnie and
Compuserve. Does anyone know if it made it onto the FTP sites?
Thanks for any info.
Tim, the original ST Xformer allowed one to connect an 8-bit
disk drive to the printer port.
-scott tirrell
-stirre31@maine.maine.edu

4606. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 18:54:57 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tia21$4q3@scapa.cs.ualberta.ca>
Source record: 185363

rflashma@mtholyoke.edu (Rick Flashman) writes:

>We are still here and busy trying to finish NeoDesk 4. I apologize for
>the delay, but we decided to add some last minute features (including
>Windows Icon support and SpeedoGDOS support) which delayed the release a
>little. Right now, as I write this, I am trying to finish its manual.

Great, have you got anything planned for STalker?

>Rick Flashman,
>Gribnif Software

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

4607. Re: Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 18:58:04 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tia7s$4rf@scapa.cs.ualberta.ca>
Source record: 185364

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>In article <771492670.42641@minster.york.ac.uk> andrew@minster.york.ac.uk (Andrew Hague) writes:

>> I tried to run Llamatron over the weekend for the first time on my
>> Falcon. It wouldn't work and I was sure it would. Can anyone
>> tell me how to set Backward so that it runs? Does it run?

>Llamatron is fast and frantic on a Falcon030 although it does require
>Backwards. From memory the settings are:

>1Mb+ RAM
>16Mhz 68030/16Mhz Blitter
>All TOS fixes on
>sound mode - correct

>You must run it from ST Low res and it's probably a good idea to turn off the
>hard drive and run it from floppy.

Those settings sound correct, Basically you just have to change one or two
things on the setting from the "lowest compatability" setting. But, you don't
need a disk, mine runs perfectly from the HD... and since I have a VGA monitor,
it just FLIES!!! At least 2 times the old speed.. it's great!

oh yeah I think it will run from Medium rez too, but if you stick to low then
you will be fine.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

4608. Re: Microprose Golf on the Falcon! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 19:00:17 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94164.150017STIRRE31@MAINE.MAINE.EDU>
Source record: 185372

I sold Microprose Golf when I got my Falcon and it wouldn't
run :-(. Couldn't you have done this sooner? ;-)
-scott tirrell

4609. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 19:14:56 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.771534896@hosta>
Source record: 185370

In <199406122311.AA00225@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:

>Goal! absolutely wipes the floor with Sensible Soccer, not to mention every
>other soccer game ever. The tactical depth is quite astounding.

>Stephen

Thanks very much!
--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

4610. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 19:30:56 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.771535856@hosta>
Source record: 185371

In <CrBv43.MtA@cen.ex.ac.uk> sjdrew@cen.ex.ac.uk (S.J.Drew) writes:

>robotron@moroder.demon.co.uk writes:
>> After spending, well, let's just call it "several" hours playing Goal!, I
>> have to say that Dino Dini has fixed it sufficiently for me to recommend
>> it wholeheartedly.
>>

>Thanks for the info, but how do you get hold of the fixed version?

>cheers

>Stephen

Send your original disk into Virgin (address is on your manuals) and it
will get replaced free of charge.

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

4611. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 19:32:07 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.771535927@hosta>
Source record: 185384

In <gaps14.771520673@cent.gla.ac.uk> gaps14@udcf.gla.ac.uk (Michael James) writes:

>In <199406122311.AA00225@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:

>>Goal! absolutely wipes the floor with Sensible Soccer, not to mention every
>>other soccer game ever. The tactical depth is quite astounding.

>Hi Steve! Nice to see someone's got a working version of "Goal!" at last!

>Michael.

Actually the fixed version has been around since January/Febuary. But as usual Virgin have not exactly gone overboard to let people know about it. The problems were fixed as soon was possible and everyone who wanted it replaced has had it replaced F.O.C.

My appologies for the problems with the first version... one crash was due to a limit on some BIOS versions on the number of memory allocation calls you could make, and the other was an interupt problem that caused rare crashes and took me a long time to track down. I nor Virgin were aware of either of these problems when the game was originally released.

Should anyone have any problems getting a replacement, let me know.

Best Regards,

Dino Dini

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

4612. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 19:34:20 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CrCp2M.J63@news.cis.umn.edu>
Source record: 185382

In article <gaps14.771520673@cent.gla.ac.uk>,
Michael James <gaps14@udcf.gla.ac.uk> wrote:
>In <199406122311.AA00225@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:
>
>>Goal! absolutely wipes the floor with Sensible Soccer, not to mention every
>>other soccer game ever. The tactical depth is quite astounding.
>
>Hi Steve! Nice to see someone's got a working version of "Goal!" at last!
>
>Michael.

Hello,

I would like to know what this 'Goal' game is all about. What is it and
where can one get it?

Thanks,

Joseph

4613. Re: ANNOUNCING FALCON SAMPLE EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 19:41:12 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771536472snz@nest.demon.co.uk>
Source record: 185325

In article <1994Jun13.120539.16785@cen.ex.ac.uk>
cs93dlh@dcs.exeter.ac.uk "D.L.Hastings" writes:

> **
> ** **
> ** S U P E R S A M **
> ** **
> **
> ** The Superb Sample Editor v1.01 **
> **
> ** A Terrosaur Systems Production for the Falcon030 **
> ** (C) Copyright 1994 by Daniel Hastings **
> **

And as a beta tester os SSam I can recommend it to every Falcon owner, a very
very useful piece of software indeed.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

4614. Link for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 19:45:52 UTC
From: osteele@u.washington.edu
Message-ID: <2tid1g$6c4@news.u.washington.edu>
Source record: 185368

I'm selling a Link, with DMA cable (both brand new it's a duplicate), software (for Link), and a custom cable that'll let you plug the Link directly to a SCSI drive (to the 50 pin block rather than needing a case or cable with the 50 pin Centronics connector that the Link needs).

I also have ICD Pro Utilities.

So far I have an offer of $80 for all of the above (Link stuff and Pro Utilities), but I will take any higher offers. I will also be willing to split the items up. E-mail ASAP if interested.

4615. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 20:12:44 UTC
From: bianchi@engels.co.umist.ac.uk
Message-ID: <1994Jun13.201244.21826@nessie.mcc.ac.uk>
Source record: 185375

In article H48@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> In message <771042190.1@mettav.royle>, Graham.Irvine@mettav.royle.org said:
> >
> >sound's good to me aswell but what about AES 4.10 (or later !) which is the
> >real reason that MultiTOS is still not a patch on MAG!X .

The AES is the main reason why MultiTos is slow - If you run without it (ie
INIT= shell or something) my STE is really fast.

Any windowing system uses lots of CPU but in the case of the current AES with
MultiTos things are worse :-(

If Atari release AES 4.10, MultiTos will become much easier to use :-)

> Mag!X is faster than AES 4.10 and is much more reliable. It features both
> cooperative and preemptive multi-tasking, switchable at any time. You can
> also switch to single-tasking at any time. The current version lacks some
> AES 4.xx features, but at least it works.
>
> ------------------------------
> Ofir ogal@cix.compulink.co.uk
> ------------------------------

While I have to admit that Mag!X is probably faster than MultiTos, and this is
still probably true for AES 4.10 I am curious as to what MiNT/AES system calls
it supports.

MiNT is effectively mini-UNIX and supports pipes/devices/loadable file systems,
etc, etc .... The AES part of MultiTos also has a few new/different calls
(I'm not too sure what these are though)

How much of these does Mag!X (or any of the others) support ??

MultiTos has it's problems (as does Mag!X or any piece of software for that
matter) but Atari has decided that it will take this as it's standard
multitasking OS which provides certain features to the programmer. If the
other competing multitasking systems do not provide these features then
they could end up being incompatible with some programs.

I'll leave the rest of my crusading support for MultiTos/MiNT
to another day, 'cos I better do some revision now.

Bye for now,

Andrew.

~~~~~~
~ WARNING - End of Term Approaching !! ~
~~~~~~

```
~ GOOD NEWS - 14 weeks summer hoilday :-) ~
~ BAD NEWS - no access to email/news during summer :-( ~
~ NOTE - any mail sent to the following address ~
~ will be read when I return next term. ~
~ ~
~ **abi@sn2.ee.umist.ac.uk** ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

==========================================================================
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * \_/ = go on. =
==========================================================================
```

4616. For sale: Magnavox Color Monitor for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 20:32:13 UTC
From: tipi@vivaldi.acc.Virginia.EDU
Message-ID: <CrCrpp.LLo@murdoch.acc.Virginia.EDU>
Source record: 185379

(pardon the double-spacing:my ancient CPM laptop is fussy)

Magnavox 8cm-515 color monitor w/ custom cable for Atari ST.

Better than Atari; 13" (vs. 12), sharper pic, better made,

use with IBM-comp's, Amiga, and composite-video machines

(Atari 8-bit, C=64, VCR, laserdisc player) as well.

640x240, analog & ttl-rgb, & composite-video & green-screen.

* Includes $40 custom 8' cable for Atari ST; separate sound

jack for running sound thru stereo.

* FANTASTIC picture when used w/vcr or ld as hi-res tv; better

than any tv-set! Ideal for one needing both monitor and tv

in a small space. Can even have BOTH on and switch between!

Excellent condition.

$200 or best offer. Call (804)295-9995 or

send email to tipi@vivaldi.acc.virginia.edu

4617. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 20:41:00 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771540060snz@leprosy.demon.co.uk>
Source record: 185343

In article <2tg7ad$hi@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> >Okay, CIX costs 25ukp to join and has time charges of 6p (standard) and 4p (cheap)
> >- these are UK phone times, standard is 8am-6pm mon-fri and cheap is all other
>
> Tell me this Time charge, for what Times,,? Hour/Minute..

Sorry 4/6p a minute.

> Are there extra charges for e-mail/ftp, etc...??

No.

> Is there a minimum charge per month..??

7.50 including VAT.

|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|---

4618. Look for Internet Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 20:42:31 UTC
From: tkohlhage@iaccess.za
Message-ID: <2tigbn$p9u@cstatd.cstat.co.za>
Source record: 185374

```
I hope Sambady can Help my
I Look for a offline mailer for Internet
I hobr sambady can Help me
```

4619. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 20:42:52 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <771540172snz@leprosy.demon.co.uk>
Source record: 185275

In article <2tg7i7$hi@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> With the later Zmodem, you can get all files that are on a system
> with say *.lzh *.zoo, this will dnload all the lzh and zoo files
> that I have in my directory, but only with the Later Zmodem..
>
>
> THE STORM has support for this later Zmodem, none of the otheres
> have..!!!

This could only be tested on a system that was also running this later zmodem,
yes? When I get my STe back I'll have a go direct machine-machine.

```
-----------------------------------------------------
|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|--------------------------
---------------------------
```

4620. Re: mint net

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 20:44:40 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jun13.204440.19337@news.csuohio.edu>
Source record: 185376

In article <1994Jun13.162650.11092@news.csuohio.edu> llunch@knuth.cba.csuohio.edu (Jason Baker) writes:
>
> I just started using mint-net, and am having afew problems.
>rlogin mentions that is requires mintnet .43, but I can only find
>version .42. Does .43 include the Pseteuid and Fselect patches? If
>not, how do I get the Pseteuid patch? Does rsh work with a bsd host,
>and if not, how can I log on to my 386 from my st?
Hmm, actually rlogin connects to unix (or at least BSD) fine
with net 0.42. When I first tried, I used 'slattach localhost unsane'
rather than 'slattach unwashed unsane' on the other machine. When
rlogin didn't work, this just confirmed what the README file
predicted. I still don't understand the ping problem though.
> Also, I can't ping the st. ftp, finger and rlogin cause a
>crash (presumeably when they try to call p_seteuid), but ping gets no
>responce at all. Has anyone encountered this problem?
>
> Jason

4621. MEGA STE Cache question

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 21:02:24 UTC
From: woodman@bnr.ca
Message-ID: <1994Jun13.210224.7365@bnr.ca>
Source record: 185380

I have a friend (no, really!) who wishes to find out whether it is possible to disable the cache on the cartridge port of a Mega STE only, rather than disabling the cache as a whole.

I apologise if this is a FAQ, but I normally don't read this group. If responses could be directed by email, I would be grateful, and will gladly summarise if required.

Many thanks,

Dave.
--
```
================================================================================
= My e-mail address might be woodman@bnr.ca, but Maidenhead is definitely =
= in Britain... My employer is entitled to disagree with anything but this! =
================================================================================
```

4622. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 22:11:16 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun13.221116.16441@abo.fi>
Source record: 185378

In <amiga.771534896@hosta> amiga@hosta.dircon.co.uk writes:

> In <199406122311.AA00225@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:
>
> >Goal! absolutely wipes the floor with Sensible Soccer, not to mention every
> >other soccer game ever. The tactical depth is quite astounding.
>
> >Stephen
>
> Thanks very much!
> --

I've been willing to ask the following for a long time from a "real" ST commercial games programmer: _why_ aren't even the new ST games Falcon 030 -compatible..??? What is the reason? Why almost all Amiga games work on A-1200..4000 range, today mostly even with enhanced graphics, etc - but almost nothing works on Falcon (at least without ST-emulators like "Backwards")..?

The point: is Falcon _so_ different that it's impossible or difficult to write code that works both on a humble STFM, and F-030? Or is the truth this: Atari market is so small that programmers and/or game publishers simply don't care?

I can hardly say, how ultimately angry I was to find out that my favorite game of all times, MicroProse Formula One GP didn't work on TT/Falcon, wasn't hard disk installable (5 disks... ;-|), wasn't upgraded with the better PC/Amiga conversions - and so on... And _that_ ST-game sold well over 50.000 legal copies. Sometimes I really feel like we Atarians are treated like some damned fools. Do commercial game makers believe that we use our 520 STFM systems for a while - and then upgrade to a PC or Mac..? So Falcons and other speedier beasts don't exist at all..?

Sorry for bitter words, but it really hasn't been a joy to be an Atari Falcon owner wanting to play games..! We would buy, pay - but what..? Our money goes nowhere, because only Silmarils seems to care about our pennies (Ishar 1-3, Robinson's Requiem, Transarctica). I believe that for some really good games there would be a profitable Falcon Games -market (e.g. Sim City 2020, Falcon 3, Indy Car Racing,...). But it seems like nobody's interested.

And that's a shame. How about Goal! ..?? Is it Falcon compatible?
Thanks for any good opinions, whether things'll change, or not!
Let's not bury this issue; we _need_ new, good Falcon games..!

Greetings, thietavuo@abo.fi

4623. Re: oxyd ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 22:55:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dfcf280@daggskim.ct.se>
Source record: 185315

Martijn Dekker wrote using postfix electrons on 08 Jun 94 (to All)...
> yesterday I downloaded the game OXYD. Altough the game looks very
> nice, i haven't got a clue how to play it. In landscape #1 something
> drops on my black ball immediately and i can't do a thing. [...]

Your ball is held by a "rubber band" stretching left and right. It's quite tricky to build up the right velocity in the right direction to hit the intended positions. Match symbols to go to next level. Oxyd and oxyd2 are rather frustrating to beginners, but worth some time&effort to master.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

4624. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 22:55:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EFNXCGWJ@ttgk.textlitho.nl>
Source record: 185194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2t9tjo$19d8@ina.zfn.uni-bremen.de> Mark-Oliver Wolter wrote :
>:> You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the unused 9th
>:> bit must have the inputs terminated to 0v or +v, so just connect pins
>:> 28,29 and 30 together....pin 30 is +v....
>
>Nonsense, you don't need to pull them up. They can be left open. No problem.

They just burn out (hopefully unnoticed) but they can take the other chips
with them in their graves... Please pull up ! When connecting a high
impendance scope onto these not connected terminals you can see what
happens. Try pointing with your finger toward the pins.... The input swings
up and down with the frequency of the mains..
The unconnected chips can become quite hot when left floating...

greetings,
Gert

--

-- --
Atari TT-Point
-- --

4625. Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 22:57:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tio7t$iof@mailer.fsu.edu>
Source record: 185306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just had a friend download the latest greatest ICD software from Genie.
It is version 6.4.3. This is the non-Pro level stuff. I mention this
because it is often unclear what the latest version is. I'm hoping that
I will be able to work something out with ICD such that atari.archive
will be the official ftp site for ICD software updates.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4626. Re: mac <-> ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-13 23:41:04 UTC
From: hallvart@ifi.uio.no
Message-ID: <2tiqqg$dgv@yrsa.ifi.uio.no>
Source record: 185381

In article <1850@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
> In article <2t9gm3$jds@turing.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
> >hi,
> >
> >can i connect my old apple Mac via a nullmodem cable to my 1040STfm?
> >maybe a silly question, i just want to make sure (i dont want to
> >blow my rs232 port).
>
>
> I think you can pretty much null-modem any computer to any computer,
> assuming they both produce normal RS232 signals. I used to null modem
> between my Atari 8bit and ST, which were two different systems
> unto themselves...

yes, and I have an issue of "ST format" that shows the pin connections between the various machines. If you need them, I can email you (or anyone else) the info for it.

Hallvard, Oslo, Norway

4627. PD AES and VDI replacements?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 00:09:56 UTC
From: trwills@indyunix.iupui.edu
Message-ID: <1994Jun13.190956.6089@ivax>
Source record: 185391

Being there is a PD (shareware ?) replace ment for most of TOS
(plus the option of writing out the few remaning calls), i was
just wondering if there is also a replacement (source PD or
shareware sources) for the AES, VDI and GEM.... And thanks
for the responces from my last question here (falcon prices),
and to the one who reccomended against a 1mg falcon, i had
intended on upgrading myself, i have a 2.5" ide and lots of simms....
but thanks for the good intentioned advice....

Ziggy!

4628. Re: Lattice C v5.6 Bug?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 00:40:15 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.771554415@BIX.com>
Source record: 185383

millert@undergrad.csee.usf.edu (Timothy Miller) writes:

NORMAN S L (cc103@city.ac.uk) wrote:
: Whilst using the above package over the last few days, starting to program again after too long a break, I noticed that the Save .... keyboard short-cut didn't seem to work. It should be CTRL-SHIFT-S and it should save without prompting, instead it bri
ngs up the file selector.
: Has anyone else spotted this?

: --
: Stephen Norman - Nogssoft Software
: E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
: http://web.city.ac.uk/~cc103
: Life is a lemon and I want my Money Back

> This is no big deal. I encoutered it ONCE. All I did was quit and reload.

> Now, one thing that does bug me is that in the Project thingy, the
> optimization dialog does not properly reflect your settings.

I've been using 5.6 heavily for a project I'm working on and am constantly using Alt-Shift-S to save the file I'm working on. It works just fine 99% of the time. I do get a file selector every-so-often, but I've attributed it to not holding down the Alt key hard enough.

John T.

4629. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 01:12:23 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2tj05n$6r5@netnews.upenn.edu>
Source record: 185385

To All Concerned:

Well, the beast has been tracked down and I'm glad to say that he's experienced a sudden, precipitous decline in the state of his health.

To refresh everyone's memory, I was getting mysterious checksum failures every 4K on my Z-Modem file downloads from Penn's system to the Atari, which reduced my transfer rate on the U.S. Robotics 14,400 Sportster to around 410 cps. This was with v.42bis on both ends, and the HSMODEM04 patches installed.

It was NOT the Serial Port buffer in my Mega 4 STE's set-up. On Dan Wilga and Rick Flashman's advice (both of them Gribnif and they and their company can use me as a reference ANY time) I altered the size of my serial buffer and ran some tests. That BackTalk script driver for STalker to do that was a nifty idea, and it made the whole thing easy. That's the first BackTalk script I, programming yutz big time, have managed to make useful. I've had no luck writing my own, but, anyway...

I had to change my preference setting to run that script, since for some reason my BackTalk buffer was unaccountably small! B^) It was then that I noticed that my FILE TRANSFER BUFFER was also set to 4K... Talk about a coincidence!

And that, children, was it. I still get those weird Checksum errors whenever Penn's system fills my file transfer buffer, but with that set to 50K as opposed to 4K, I'm now getting upwards of 1500 cps transfers, which I've been told is about the best you can expect from Penn. For special occasions I might sock the file transfer buffer up to the max of 127k, but I can live with the 84% efficiency I'm getting now.

Cheers to Mickey Boyd, who gave me some great advice, to Gribnif in general for great software (and if you don't have STeno with STalker you've cut off your left hand), Messrs. Flashman and Wilga in particular for great customer support, and jeers to Penn's HELP people who never got back to me, and to U.S. Robotics, ditto.

On the projects list--to get ambitious and run some experiments with HSMODEM04 and my "Serial 2" port on the Mega 4 STE, since I am currently very much too poor to fill that slot with one of Gribnif's Crazy Dots II graphics cards.

Take a bow, all you good guys out there.

Rob S. Rice
rrice@ccat.sas.upenn.edu

4630. Magazines for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 01:27:56 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <2tj12s$qe9@Tut.MsState.Edu>
Source record: 185386

Aloha,
I am wondering if there are still any magazines devoted to Atari ST/TT/
Falcon computers out there? I would much like to subscribe to some form
of hard copy ST magazine like the old STart, Atari Explorer, or the like.
If you know of any...please email me an address where I can subscribe.
Thanks
Brian

4631. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 02:42:35 UTC
From: rflashma@mtholyoke.edu
Message-ID: <2tj5er$h3j@mudraker.mtholyoke.edu>
Source record: 185392

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
> Great, have you got anything planned for STalker?

We have contracted a programmer who is currently working on both the
STalker and STeno source code. That is about all we are willing to
announce at this point. ;-)

Rick @ Gribnif

4632. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 02:45:07 UTC
From: abarbiero@delphi.com
Message-ID: <R05vXxj.abarbiero@delphi.com>
Source record: 185387

Robert Anisko <anisko@usdtsg.DaytonOH.NCR.COM> writes:

> Not to blast the makers of the FalconSpeed 286, but in this day and age,
>a 286-based anything is really wanting of usefulness or power. There are
>a good amount of things you can run on a 286, such as WordPerfect 5.1,
>Harvard Graphics, etc, but you can pretty much write-off any of the
>newer, "cooler" software, as most *require* at least a 386...

Most of the software emulators used by stuff like SoftWindows
emulates '286 code. Of course the CPU is much faster than any Atari,
but the truth still holds.

I contacted them about the addition of the Cyrix '486 replacement,
they assured me that their '486 version was going to ship
very soon. This was over six months ago.

So, when you look at all those software PC emulators out there,
only a couple work off of '386 emulation, and still today about 40%
of all the software out there is compiled for a '386 or less.

Not that I dont totally agree with your message, the FalconSpeed
really needs a boost to a '486. The Cyrix, AMD, and TI chips are
quite powerful now, with DX implementation and soon to come
Pentium clones... it will be interesting to see what happens.

Andreas@AEO

4633. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 02:54:40 UTC
From: abarbiero@delphi.com
Message-ID: <Z26tnzo.abarbiero@delphi.com>
Source record: 185388

F-16 Falcon will not run on a computer which has TOS 2.0x or greater. Flight of the Intruder has the same problem. MegaSTe/STe with TOS 2.05/2.06 will not work. Same for TT030 or F030.

There are several hacks out there that will make Falcon work on these machines, but they are illegal to distribute.

A description of what to edit/change would not be!!

Andreas@AEO

4634. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 02:55:02 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <771734102.0@mettav.royle>
Source record: 185102

On 10 Jun 94 at 14:08:52 (Keith Turner) wrote the following:

>> Does anybody know what happened to Jeff Minter and/or his company,
>> LlamaSoft? I read an old interview from 1987 the other day and just
>> got a little curious on this hippie-programmer.
>
> I probably shouldn't reveal his recent ongoing project as it might be
> confidential, but it has involved a certain very famous person, whose
> name can't be mentioned here (partly because the name cannot be
> represented easily in even extended ascii). Anyway, this is all
> rumour of course.

Only one person springs to mind from that description, Prince, errr no sorry
it's Victor, errr no sorry it's mister funny symbol.

> Follow-ups to
> alt.trip-a-tron.colorspace.huge.music.synchro.concert.backdrop.

Woah, sounds like a Jarre concert. :-)

-Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)
[Changing to paul.civati@mettav.exnet.com after 30/6/94]

... Artifical intelligence is better than none.

4635. Re: Vroom II for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 03:14:53 UTC
From: abarbiero@delphi.com
Message-ID: <R09MXvl.abarbiero@delphi.com>
Source record: 185389

Rod McCall <rmccall@mcs.dundee.ac.uk> writes:

>I think the best thing to do is form a syndicate to publish FALCON only
>games. the syndicate agrees to pay a royalty to the software house and
>sells the games commercially itself, and uses the money to develop new
>games. Basically it is a software house, but instead of being run by
>1 person it is run by various, user groups, mags and users.
>
>Rod

This is what Atari United! is trying to do and already has the
framework in place, if you have the online address/snail mail address
for these guys I will forward it to Gordie Meyer.

His address is BIBLINSKI@DELPHI.COM

Andreas@AEO

4636. RS-Speed

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 03:18:42 UTC
From: bign@eskimo.com
Message-ID: <CrDAJ6.38F@eskimo.com>
Source record: 185270

Does anyone know of a source for RS-SPEED by Stephen skrodzki or RSVE by Harun Scheutzow? It is a hardware add-on for the ST to allow faster baud rates by replacing some of the little used slots (60, 300, etc) with hi-speed routines and such. It's mentioned in the documentation for HSMODem3 and Connect.

Todd

4637. Re: Walls of Illusion: some info.

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 03:20:35 UTC
From: abarbiero@delphi.com
Message-ID: <Z01vnbj.abarbiero@delphi.com>
Source record: 185390

Is it wrong to post the game on a FTP site?

Andreas@AEO

4638. 2 ques: GFA & fax programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 03:28:23 UTC
From: kevinl@mv.mv.com
Message-ID: <CrDAzB.JKn@mv.mv.com>
Source record: 185394

Ques #1: Can some one tell were GFA is located? I believe in Mass..some where
and also what version of GFA basic is curent, and how about upgrading
from 3.05 (e I think)

Ques #2: I am looking for a good FAX program with ZOOM v32 (14.4) modem, one
in english...there a couplee out there, but most are German.

please Email reply me

Kevin
kevinl@mv.mv.com

Thanks!
:wq

4639. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 03:56:23 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Jun14.035623.28501@vpnet.chi.il.us>
Source record: 185310
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its June meeting on Tues. June 21 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). The scheduled demos are: 8-bit: SynCalc & SynStat (postponed from the May meeting, I promised Joe the first demo slot this time); ST/TT/Falcon: The latest Atari United! disk-magazine. Also there may be a Jaguar demo.

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, why not stop by?]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

4640. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 05:16:47 UTC
From: cwilliso@harp.aix.calpoly.edu
Message-ID: <1994Jun14.051647.115082@zeus.aix.calpoly.edu>
Source record: 185400

```
-----------------------------------------------------------------
Atari 1040Stf w/Mono Monitor,Mouse,2400b Modem
-New NEC internal floppy.
-New Power Supply
-1Meg Ram
-TOS 1.0
-Too much software.

$250 for all

-----------------------------------------------------------------
Atari 520St w/2 external floppy drives, PS, Mouse- (No Monitor)

$100

-----------------------------------------------------------------
Reply to: cwilliso@tuba.aix.calpoly.edu
or call : (805)-499-8954 ask for Chris.
-----------------------------------------------------------------

--
( ( ( ( ( ( | ) ) ) ) ) ) )
|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
( ( ( ( ( ( | ) ) ) ) ) ) )
```

4641. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 05:30:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <fd4f6a05@straight.ct.se>
Source record: 185278

In a Message of <06-13-94 02:43> Rob S. Rice writes:

RSR> Dear Atari Creatures:
RSR> What we have here...is a failure to communicate.
RSR> I'm logging onto a 7/8bit University telnet system (run on
RSR> Telebyte modems) with my Mega 4 STE, my BRAND NEW U.S. Robotics
RSR> 14,400 Sportster V.42bis Fax Modem, and STalker v.3.02. I have the
RSR> fixes from HSMODEM04 installed, even though I'm only running set at
RSR> 19,200 baud, 8bit, no parits, one stop bit.

Check your settings in the modem so it using RTS/CTS.. It sounds like a RTS/CTS problem. You can also try to change the buffer size in RBUF and TBUF in MFP.PRG in the HSMODEM package.. Then you use SETTER.TTP in the same folder as MFP.PRG and click on SETTER.TTP write MFP.PRG on the commandline and then you can change the settings.. You can also check so you have first DRVIN.PRG last in your auto folder and then MFP.PRG last.. I'm using HSMODEM04 on my board here with a DTE speed at 38400 with my V.Fast Class 28800 Bps modem with no problems at all..

Regards Bertil Jagard SysOp Swedish Atari Club..

==
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

4642. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 05:30:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <fd4f6604@straight.ct.se>
Source record: 185279

In a Message of <06-13-94 02:42> Graham Irvine writes:

GI> It really need's a better desktop but apart from that I'd say along
GI> with NVDI it thee an essential purchase for anyone with an ST.

But in the Mag!X World Pro package you get EASE3 i think.. And it is some
replacement for the desktop. Anyone ho has tested this together with Mag!X?

Regards Bertil Jagard..

==
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

4643. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 05:30:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <fd4f6c06@straight.ct.se>
Source record: 185280

In a Message of <06-13-94 02:42> -unknown- writes:

-u> I was wondering if lzh on the st and pkzip on the pc are compatible. I
-u> have an st at home and I want to compress text files to being home.
-u> I tried pkarc(pc) and arc(st) v1.9 and that didn't work. Is there a
-u> common program that uses the same format on the pc and st.

You can use ST-Zip v2.6 on your ST and PkZip on your PC. Also Lharc is
compatible.. I think the latest ST version on Lharc is 3.10..

Regards Bertil Jagard..

= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =

4644. Re: Printer advice please..

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 06:38:55 UTC
From: shall@oregon.uoregon.edu
Message-ID: <2tjj9v$rt7@pith.uoregon.edu>
Source record: 185302

In article <1994Jun9.173042.6743@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:
>Can someone advise me of the best InkJet or Bubblejet (whats the difference?)
>printer available for the ST at the moment? Colour preferably...
>Do I need special drivers for use with Calamus or Timeworks?
>
I've used the hp550c on an IBM and it worked very well. But I recently got a Canon BJ600 which has great output, (360x360) possibly not as high resolution as a 600DPI printer, but the color is really good. I use pagestream 2.2 which has a set of drivers for itself. Canon recommends drivers for their printers and one of them that Pagestream supports is the LQ2550c driver. This works great except for one thing. The printer thinks it is working with longer paper than I tell it to print on. On 8.5x11 paper, I have to print at 95% size, and if I print more than one page it goes farther down to start on each successive page. Also, my other programs print out the same way. Even STWriter. Maybe something is wrong with my printer. Any Ideas?

>Del

4645. Re: DVS-sample-format

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 07:21:40 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2tjlq4E69@uni-erlangen.de>
Source record: 185303

di3dah@fonda.adbutb.hks.se (Christan Dahl) writes:

>Does anybody know how DVS-packed-sample format looks like?

The DVSM sample format is described in the readme files of the WINREC
distribution (available e.g. in umich or ftp.uni-erlangen.de).
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4646. Re: ST Format: Quark (On Cover Disk)

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 07:24:08 UTC
From: ter5424@ritvax.isc.rit.edu
Message-ID: <1994Jun14.072408.3019@ultb.isc.rit.edu>
Source record: 185326

I was notified in e-mail that the program which I seek is called Quartet, not Quark (don't know where I came up with that. Any info on it would be helpful. Below is just a repeat of my own post I am replying too. Thanks again....

Theron

In article <1994Jun13.153506.8623@ultb.isc.rit.edu>, ter5424@ritvax.isc.rit.edu (T-Dub/SGP '93) writes:
>In my never ending search for a good multi-track sequencer that plays 16-Bit
>*.AVR samples through my Microdeal Replay 16 on my 1040STF with optional MIDI
>support (I don't have any MIDI anything yet and simply want to sequence my
>samples and play the results through my Replay 16 Cart), I happen to run across
>ST Format Issue 58 with a program called Quartet on the cover disk. This program
>actually looked like it might be what I've been looking for all this time,
>especially since it was made by Microdeal. Unfortunately, the store only had
>one copy and I assumed someone ripped the cover disks off because all the other
>magazines that came with disks had their disks attached. I searched a few more
>stores in Buffalo, NY and then every store I could think that might have it in
>Rochester, NY to no avail. I decided to go back to Buffalo and stop back at
>this store to see if they would sell me the disk-less magazine at a cheaper
>price. Unfortunately, they now had issue 59 in stock with a Quartet Player on
>the cover disk instead. *sigh*
>
>Can anyone give me more information on this program called Quartet from
>Microdeal? Is it what I've been looking for the last few months? If so,
>anyone have a cover disk they want to sell me? :) Thanks......
>
> Theron
>

4647. Re: Falcon F-16 flight sim on Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 07:44:46 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Jun14.194446.29683@waikato.ac.nz>
Source record: 185304

In article <2ti79r$b9v@vixen.cc.bellcore.com>, rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
> In article <2t7j40$qp2@m.ehd.hwc.ca>, BLAIR DEAN <bdean@hpb.hwc.ca> wrote:
>>bnp@waikato.ac.nz wrote:
[snip]
> Falcon F-16 works on my 520 STe (4mb), as does Counterstrike, as does
> Firefight (Mission 2 with the Hind helicopters referred to above), or
> at least I haven't encountered troubles. At what point does the program
> crash on STEs on which it crashes?
>
> Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com
>
> Has anyone ever gotten MPS F-19 (stealth) to save a position to disk?
> The game only allows me to use the original disks, and never ever
> saves my name and status.
>
> --
> Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com
When it says "insert data disk and press any key" (or something like that),
insert a formatted, un-write protected disk. Should work - I've had no
problems. That way disks A, B, & C can stay write protected.
--
Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand

4648. Re: Volume in Falcon-Demos

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 08:15:51 UTC
From: seiler@eueh50.tuwien.ac.at
Message-ID: <SEILER.94Jun14101551@eueh50.tuwien.ac.at>
Source record: 185307

Timothy Miller (millert@undergrad.csee.usf.edu) wrote:

>Oh, and I finally got a chance to look at it on an ST monitor.... what a
>pointless demo.

I'm sorry you didn't like it, but it won the demo competition in Bremen,
so it can't be soooooo bad... :-)

If you have suggestions, how to make it better, please mail them to me...

Gerhard Seiler / Photon of Lazer

4649. GREAT COURTS II? /was: Microprose Golf on the Falcon! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 08:34:18 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.64.0008929F@pz-oekosys.uni-kiel.d400.de>
Source record: 185305

Hi!

Replying to Johans Message am I interested wether anybody got GREAT COURTS
II running on a Falcon. (Same problem as above - the game-list says yes but
my Falcon crashes :-(

Greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

4650. Re: Magazines for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 08:52:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2tjr4v$4qi@bognor.barclays.co.uk>
Source record: 185308

```
In article <2tj12s$qe9@Tut.MsState.Edu>, bjr2@Ra.MsState.Edu (Brian J. Roland) writes:
|> Aloha,
|> I am wondering if there are still any magazines devoted to Atari ST/TT/
|> Falcon computers out there? I would much like to subscribe to some form
|> of hard copy ST magazine like the old STart, Atari Explorer, or the like.
|> If you know of any...please email me an address where I can subscribe.
|> Thanks
|> Brian
ST Review - midihelp@cix.compulink.co.uk
st User - stuser@cix.compulink.co.uk - don't expect a speedy answer
I think ST Format are also contactable but I don't know the address off hand.

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

4651. Re: Gfa Basic 3.5E and Screenblaster!

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 09:07:11 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2tjrvv$tif@rs18.hrz.th-darmstadt.de>
Source record: 185309

Hy there,

I'm using GFA-Basic 3.5 D and I don't have any problems with
CPX-Modules or ACC's. The shell I'm using is called GFA-Shell,
quite nice, runs well even with MultiTOS (but GFA-Basic doesn't
really).
I'm running GFA-Basic in something like 664x832.

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

4652. Test Sig

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 09:33:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tjtgu$gc4@golem.wcc.govt.nz>
Source record: 185312

```
And another test...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

4653. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 09:38:19 UTC
From: djs@jet.uk
Message-ID: <1994Jun14.093819.10966@jet.uk>
Source record: 185317

```
>In article <199406072327.a18566@m4.maus.de>,
>Peter Missel <Peter_Missel@m4.maus.de> wrote:
>>>Are there any PD hard disk de-fragmenters that can handle the Falcon's
>>>IDE drive ?
>>Atari's good old chap CHECKDISK 3 can.

Diamond Edge is up-to-date, reliable, and has a nice user interface.
I suggest you get this both as a repairer and a defragmenter.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.
```

4654. Re: DA VEKTOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 09:42:59 UTC
From: djs@jet.uk
Message-ID: <1994Jun14.094259.11066@jet.uk>
Source record: 185318

In <s9205525.771436387@otto> s9205525@otto.bf.rmit.oz.au (Glenda MOON) writes:

>can anyone out there help me with a problem i have with this program?????
>I am unable to load any exported CVG file that has a filled object or
>a gradient filled object into Calamus SL...
Vektor has many restrictions in its vektor export (rather ironic for a vector program!). Gradient fills are not exported properly in CVG format, and are not exported at all in EPS format. The only way I have found to guarantee that you get what you expect is to output as a bitmap (ie TIFF). Of course, this bypasses one of the advantages of vector art...
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4655. Re: 2 ques: GFA & fax programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 09:52:17 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2tjukh$tif@rs18.hrz.th-darmstadt.de>
Source record: 185311

KL> Ques #1: Can some one tell were GFA is located? I believe in Mass..some where
KL> and also what version of GFA basic is curent, and how about upgrading
KL> from 3.05 (e I think)

I think GFA is now located in Hamburg, Germany. Don't know
if they're also in the US.
GFA-Basic is no longer supported by GFA, it is now under support
of Richter Distributor, Germany. They are working on a Version 4
called Basic 4.0, as far as I know the interpreter is running
but the compiler still doesn't even produce "Hello world".
I'll call Richter again in some weeks to get the latest information,
but at the moment due to the low Atari market, the developing
is really creeping.
A yes, the newest version is GFA-Basic 3.6 TT, with some bug fixes
on the TT. The 3.5E version (newest 3.5 version) seems to have
more bugs than the 3.5D version, but I'm not shure about that.

At least you should trp update to 3.07d which has some bug fixes.
The 3.5 version has some new functions (matrix operations).
The BEST thing is: you can fold functions like procedures.
(You don't want to miss this if you've ever feeled it...)

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

4656. test 2

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 09:57:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tjuua$ggc@golem.wcc.govt.nz>
Source record: 185313

```
test 2

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

4657. Searching for a Seikosha printer driver

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:11:53 UTC
From: Ruediger.Busch@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Jun14.101528.13928@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 185316

Hallo !
Can anybody help me?
I'm searching for a Seikosha SL-80 AI printer driver for
Tempus Word jr.
Please post it or send me an E-Mail.

Thanx a lot,
Ruediger

ruediger.busch@informatik.uni-oldenburg.de

4658. GCC/G++ on falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:16:43 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2tk02b$3k6@dux.dundee.ac.uk>
Source record: 185314

I would like to get this/these for my falcon, is there a falcon version
which allows me to multitask, ie emacs in one window and compiler in
another?

Setup: TOS 4.01, MTOS 1.1

Rod McCall

--


```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

4659. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:27:31 UTC
From: steve-j@teleport.com
Message-ID: <2tk0mj$agt@elaine.teleport.com>
Source record: 185338

In article <2th1ik$sts@galaxy.ucr.edu>,
paul hruby <phruby@corsa.ucr.edu> wrote:
>Ok. Is Gribnif Software D.O.A. or what? Were is NEODESK 4?
>Were do I go to get a refund on this thing. I'm tired of
>waiting and getting no response. Could some please tell me
>what the !@#$ is going on?

Gribnif is still around. I think NEODESK 4 got delayed a
little, but they ARE still around actively pushing GENEVA
and also talking about a STALKER upgrade.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4660. Re: Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:34:54 UTC
From: steve-j@teleport.com
Message-ID: <2tk14e$am4@elaine.teleport.com>
Source record: 185339

In article <771492670.42641@minster.york.ac.uk>,
Andrew Hague <andrew@minster.york.ac.uk> wrote:
>I tried to run Llamatron over the weekend for the first time on my
>Falcon. It wouldn't work and I was sure it would. Can anyone
>tell me how to set Backward so that it runs? Does it run?
>
>Whatever happened to Llamazap too?

You need to run LLAMATRON in 8MHz and from ST low-rez compatibility
mode.

LLAMAZAP still hasn't been released, but according to Atari Corp.,
Atari U.K. is arranging to distribute at least 3 Falcon games via
one of the European software houses (STEEL TALONS and, I believe,
HUMANS/DINO DUDES are 2 of them -- there are a few other Falcon
games Atari was working on, though, including LLAMAZAP (which Jeff
Minter said was completed in October 1993), ROAD RIOT 4WD, SPACE
JUNK (this may have been scrapped before it was finished), and, I
believe, RAIDEN).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4661. MiNT V1.10

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:34:56 UTC
From: dmh1@ukc.ac.uk
Message-ID: <8467@merlin.ukc.ac.uk>
Source record: 185319

would it be possible/sensible/legal for someone to compile me a
copy of MiNT v1.10 (is that the latest released pd version that is
only supplied in source?) for an STE? I don't ahve a HD so I thought
it isn't possible for me to use GCC, is this true?

I've got v1.04 at the moment and running Multitos,NVDI and SeBra it is
painfully slow, how can I speed it up? replace the AES? I'd use a
shell instead I suppose, has anyone got any recommendations for shells
that are useable from a floppy drive?

I'm also using CoNnect and it has screen widths of 79 chars, I can't
seem to get it up to 80 which is what my terminal is
can anyone help?

cheers.
Dave

|--------------------| |\ |---|
Dave Hoare		\	Down the line is the way to go - RMD
University of Kent		\	
Computer Science	+----	It's gonna get Windy!! - Jason Polakow.
--------------------	`~~~~~~~~~	---

4662. Re: FALCON monitors

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:38:30 UTC
From: steve-j@teleport.com
Message-ID: <2tk1b6$ap1@elaine.teleport.com>
Source record: 185340

In article <2thdqe$4qi@bognor.barclays.co.uk>,
<Iain.Laskey@barclays.co.uk> wrote:

>You can get NI Truecolor at 640x400 and above with Blowup or any of the
>other such screen enhancers.

Really??? The highest non-interlaced mode I've heard reported was
around 480x480.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4663. pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:43:52 UTC
From: hhakkine@cs.joensuu.fi
Message-ID: <1994Jun14.104352.995@cs.joensuu.fi>
Source record: 185320

This may not be the correct group ? But probably the best one :
Do you know any cheap pascal compiler to work in an old ST with
520 K and TOS 1 ?
It would be used only for easy exercises and need not be anything
fancy. But cheap enough for that use.
If you know, where could I get it from ?
Hannu.

4664. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 10:54:52 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun14.105452.12430@cen.ex.ac.uk>
Source record: 185321

In article <1994Jun13.221116.16441@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>I can hardly say, how ultimately angry I was to find out that my favorite game
>of all times, MicroProse Formula One GP didn't work on TT/Falcon, wasn't hard
>disk installable (5 disks... ;-|), wasn't upgraded with the better PC/Amiga

F1GP runs on a Falcon with Backwards only requiring sound to be set to correct
mode and the caches off. It takes advantage of the extra CPU power to produce
a higher frame rate.
Annoying that it isn't HD installable, but it does work.

> Let's not bury this issue; we _need_ new, good Falcon games..!

True, but unfortunately we appear to be stuck waiting for good shareware or
freeware rather than commercial games...

--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

4665. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 12:05:28 UTC
From: msm@fct.unl.pt
Message-ID: <1994Jun14.120528.7617@fct.unl.pt>
Source record: 185322
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

```
: Does anybody know what happened to Jeff Minter and/or his company,
: LlamaSoft? I read an old interview from 1987 the other day and just
: got a little curious on this hippie-programmer.

Well, he released a shareware PC shooter last year called Llamatron. It's kinda
amusing really, although quite odd... shooting llamas, cans, all kinds of strange stuff..
--

-=[ |\/|iguel 'Mike' |\/|elo -=> Internet: msm@fct.unl.pt ]=-
-=[ Armageddon BBS Sysop - +351 1 4180784 (23:30-04:30) ]=-
```

4666. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 12:21:33 UTC
From: sys1@exnet.com
Message-ID: <CrDzo1.21A@exnet.com>
Source record: 185324

In article <cb170.771295667@Paddington> cb170@city.ac.uk (HALL B J) writes:
>rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>>Does ST stand for Sam Tramiel? and TT Tom Tramil or something?
>
>ST = Sixteen - Thirty Two (68000 cpu's architecture)
>TT = Thirty Two - Thirty Two (68030 cpu's architecture)

Ah, well. I think the initials are more than coincidence.

What about TOS though? Is is Trameils O S or is it The O S?

xavier

4667. Re: ST what does it mean?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 13:14:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2tkaep$4qi@bognor.barclays.co.uk>
Source record: 185328

In article <CrDzo1.21A@exnet.com>, sys1@exnet.com (Xavier Gallagher) writes:
|> Ah, well. I think the initials are more than coincidence.
|>
|> What about TOS though? Is is Trameils O S or is it The O S?
The OS.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4668. Re: How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 13:14:24 UTC
From: error@stack.urc.tue.nl
Message-ID: <2tkafg$s7q@tuegate.tue.nl>
Source record: 185329

lambert@cse.unsw.edu.au (Tim Lambert) writes:

>It appears to be possible to play Gauntlet 2 with four players if you
>have an adaptor to connect two joysticks to the parallel port. Can
>anyone tell me how to connect up the pins?

Could you tell me what you did to get Gauntlet II to run at all with two players? I have Gauntlet II, but it does not work on my 2.5 meg TOS 1.4 UK 1040STf. A friend of mine also has Gauntlet II but his copy does not work on my ST either. But his copy does work on his ST. (I haven't tried my copy on his ST, but I guess it would work as well)

Is this a known problem? Anything I can do about it?

Erlend.
--

4669. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 13:19:38 UTC
From: Martin.Maisey@standard.embassy.com
Message-ID: <381_9406170408@embassy.com>
Source record: 185058

Hi Lea, you wrote to All on 13 Jun 94

LE> In article 9n5@elaine.teleport.com, steve-j@teleport.com (Steve
LE> Johnson) writes:
>> In article <2ta8ik$750@dux.dundee.ac.uk>,
>> Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>>>
>>> Is ARm Ltd part of Acorn?
>>
>>
>> No, but the Acorn uses some of ARM's RISC processors (like the
>> Apple Newton and 3DO).
LE>
LE> Err.. i think you will find ARM stands for Acorn Research Machines.

OK, I'll try and clear this up. ARM did indeed stand for Acorn Research machines. Then, for some reason (possibly due to a lack of money) the two companies split, and ARM now stands for Advanced Risc Machines. Both Acorn and Apple own stakes in ARM.

The affiliation between Acorn and ARM has always been close, and Acorn is nearly always the first manufacturer to get the new chips into a machine.

ATB,

Martin

--
| Fidonet: Martin Maisey 2:2501/101.7
| Internet: Martin.Maisey@standard.embassy.com
| Standard disclaimer: The views of this user are strictly his own.
| Embassy NET - Bring Usenet to the masses - Info root@embassy.com

4670. Re: FALCON SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 13:24:51 UTC
From: djs@jet.uk
Message-ID: <1994Jun14.132451.11992@jet.uk>
Source record: 185330

In <2si46b$6nm@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>CAn anyone tell me what sort of FALCON specific (commercial) software
>is available?
Not surprisingly, most of the Falcon-specific software is audio stuff; after all, it's only the audio subsystem and DSP that makes the Falcon significantly different from an ST or TT. A lot software which runs on STs can make use of the improved graphics of the Falcon, of course, but then they're not Falcon-specific.

Audio software starts with toy stuff like Clarity Falcon and Musicom, up to the biggies like Cubase Audio and Notator Logic Audio. Many people also use the shareware WinRec. On the non-music front, there are a few voice mail packages due out soon, and there is a shareware one out there now somewhere.

Graphics programs often run on an ST, but only come into their own with a Falcon (or TT+graphics card), eg DA's Vektor and Picture. Both are excellent, although the former has a few strange quirks in its import/export capabilities. And both have documentation that varies from non-existent to shite.

As far as I am aware, there is very little non-audio software that makes use of the DSP yet. You are already familiar with JPEGD; this can be used by GemView. I would have thought that the DSP would be usable for image manipulation too, eg the filtering in DA's Picture, but I have yet to see any software using it such.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4671. ATARI on MAC

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 13:27:38 UTC
From: mulders@rivm.nl
Message-ID: <mulders-140694142738@quadragastro.rivm.nl>
Source record: 185323

Who can supply me of software to enable me to format, read and write ATARI (ST) on an Apple Macintosh computer.

MICK

Mick N. Mulders
Virology/RIVM, Bilthoven, Netherlands
mulders@rivm.nl

4672. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 13:28:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tkbad$igf@golem.wcc.govt.nz>
Source record: 185334

In article <2tj05n$6r5@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:
>To All Concerned:
>
> Well, the beast has been tracked down and I'm glad to say that
> he's experienced a sudden, precipitous decline in the state of
> his health.
>
> It was NOT the Serial Port buffer in my Mega 4 STE's set-up. On
> Dan Wilga and Rick Flashman's advice (both of them Gribnif and
> they and their company can use me as a reference ANY time) I
> altered the size of my serial buffer and ran some tests. That
> BackTalk script driver for STalker to do that was a nifty idea,
> and it made the whole thing easy. That's the first BackTalk
> script I, programming yutz big time, have managed to make
> useful. I've had no luck writing my own, but, anyway...

Was you using HSmodem 4 during these problems..??

Me thinks you may have some thing that is slowing down your system,
may be a TSR/ACC or Mint/MultiTOS...

I have found some TSR's that can slow things down a lot, there is a speed
program that can test for this, I have it some ware on my hard drive, when
I find it I will post the info here...

I don't find Stalker that fast at all, the Zmodem that I use and I think is the
Best is GSZRZ, my version is 4.4 but there is 2.88 around..

Also you could try Connect, seems faster than Stalker, Stalker is old by
to-days standards...

>
> Take a bow, all you good guys out there.
>
> Rob S. Rice
> rrice@ccat.sas.upenn.edu
>

Sorry I had to post this, as I can't mail you, error follows..

-Rcvd: 550 <rrice@netnews.upenn.edu>... Addressee unknown

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4673. Re: Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 13:35:34 UTC
From: white@eol.ists.ca
Message-ID: <1994Jun14.133534.1739@newshub.ists.ca>
Source record: 185341

```
>-----------------------------------------------------------------
>Atari 1040Stf w/Mono Monitor,Mouse
> -1Meg Ram
> -TOS 1.0
> -some software.
>
>$300(CDN) for all
>
*******************************************************************************
H. Peter White (416) 736-2100 ext. 33854 Rm 255, Petrie
white@eol.ists.ca (416) 736-5516 (fax) (416) 650-9890

"an Earth biochemist claimed he'd isolated the virus which caused Love. It's
an infectious germ which is particularly virulent for the first few weeks,
but then, gradually, the body recovers." -Grant Naylor, 'Red Dwarf'
*******************************************************************************
```

4674. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 14:26:07 UTC
From: cadp95@ccsun.strath.ac.uk
Message-ID: <2tkelv$b40@rockall.cc.strath.ac.uk>
Source record: 185335
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

In article <771308663snz@bgserv.demon.co.uk> briang@bgserv.demon.co.uk writes:
>In article <witchdoc.771252674@toby.ludd.luth.se>
> witchdoc@ludd.luth.se "Roffe Larsson" writes:
>>
>> Does anybody know what happened to Jeff Minter and/or his company,
>> LlamaSoft? I read an old interview from 1987 the other day and just
>> got a little curious on this hippie-programmer.
>>
>> Plese respond by mail since I don't read this newsgroup on a regular
>> basis.
>> --
>I think Yak the Hairy was last seen involved with the Konix
>system that never made it to the market. You might try in the
>emulators group. More Atari/CBM users hang out there.

Totally out of date. Jeff did a couple of very successful shareware games on the Atari ST, started work on a game for the Panther console when Atari stopped development of it. He then wrote Llamazap for the Falcon, and has recently finished the awesome Tempest2000 for the Jaguar. He is working on a new lightsynth, as well as doing something secret with the man who used to be known as Prince.....

Hope thats some help.

Brian.

4675. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 14:33:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tkf2t$jnt@golem.wcc.govt.nz>
Source record: 185336

In article <2tkbad$igf@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>In article <2tj05n$6r5@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:
>>To All Concerned:
>
>I have found some TSR's that can slow things down a lot, there is a speed
>program that can test for this, I have it some ware on my hard drive, when
>I find it I will post the info here...

Well I found it, its SPEEDOM.ZIP..

Speed-o-meter
=============
"The multitasker's speed gauge"

=1994 DataBasement Software
All Rights Reserved

By Erin Matthew Monaco
Programmed using

I think it came from GEnie.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4676. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 16:45:09 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2tkmql$57d@netnews.upenn.edu>
Source record: 185337

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <2tj05n$6r5@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:
: >
: > It was NOT the Serial Port buffer in my Mega 4 STE's set-up. On
: > Dan Wilga and Rick Flashman's advice (both of them Gribnif and
: > they and their company can use me as a reference ANY time) I
: > altered the size of my serial buffer and ran some tests. That
: > BackTalk script driver for STalker to do that was a nifty idea,
: > and it made the whole thing easy. That's the first BackTalk
: > script I, programming yutz big time, have managed to make
: > useful. I've had no luck writing my own, but, anyway...

: Was you using HSmodem 4 during these problems..??

Eye Wuz.

: Me thinks you may have some thing that is slowing down your system,
: may be a TSR/ACC or Mint/MultiTOS...

Conceivable--I have View II installed and a pretty full auto
folder. On the other hand, I download to the CodeHead Ram disk using my
blitter for faster action...

: I have found some TSR's that can slow things down a lot, there is a speed
: program that can test for this, I have it some ware on my hard drive, when
: I find it I will post the info here...

Might you send SPEEDOM to the Michigan archive? Then we all
could use it.

: I don't find Stalker that fast at all, the Zmodem that I use and I think is the
: Best is GSZRZ, my version is 4.4 but there is 2.88 around..

I tested v. 2.88 and got very little improvement, also finding it
as user-friendly as a Great White shark. The incredible convenience of
STalker/STeno for day-to-day Internet communications is mind-boggling.

: Also you could try Connect, seems faster than Stalker, Stalker is old by
: to-days standards...

Connect froze on me, kept re-setting to its defaults when I'd get
it configured, and did not seem to offer $45 worth of improvements over
STalker, not that STalker couldn't use a few upgrades itself.

: Sorry I had to post this, as I can't mail you, error follows..

: -Rcvd: 550 <rrice@netnews.upenn.edu>... Addressee unknown

Thank you for trying to help--didn't I sign this with my actual address, to whit, rrice@ccat.sas.upenn.edu?

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

4677. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 17:44:50 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2tkqailNN17o3@rs1.rrz.Uni-Koeln.DE>
Source record: 185342

Martin Maisey (Martin.Maisey@p7.f101.n2501.z2.fidonet.org) wrote:

: >> : Yes, Atari will allow binary distribution of MiNT 1.11 (I just
: >> checked).

: Although this is excellent news at first glance, I can't help wondering if
: there aren't some worrying aspects to this. If Atari are allowing free binary
: distribution of MiNT, it suggests to me that they aren't even considering
: releasing any new versions themselves in the future => no new versions of
: MultiTOS => no publicly available AES 4.1. Could be unfortunate - I just hope
: I'm wrong!

Even if they don't release any future (Multi)TOS versions, and if
they decide not to release the new AES 4.1, it still is good news
that everyone, not just compiler gurus, will have access to MiNT 1.11.
And even have it for free.
And *if* Atari drops TOS development altogether, I'd consider it to
be an intelligent move if they place the whole TOS, including AES
and so forth in the Public Domain, or protect it with some kind of
Copyleft. That way, the worldwide internetworked Atari community
could pick up TOS development, which *might* create an enormous boost,
if things gather speed like they do with Linux.

Ok, I know I'm probably dreaming....

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4678. Re: How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 17:55:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tkqu9$bbk@mailer.fsu.edu>
Source record: 185253

Erlend Nagel (error@stack.urc.tue.nl) wrote:
> lambert@cse.unsw.edu.au (Tim Lambert) writes:
>
> >It appears to be possible to play Gauntlet 2 with four players if you
> >have an adaptor to connect two joysticks to the parallel port. Can
> >anyone tell me how to connect up the pins?
>
> Could you tell me what you did to get Gauntlet II to run at all with two
> players? I have Gauntlet II, but it does not work on my 2.5 meg TOS 1.4
> UK 1040STf. A friend of mine also has Gauntlet II but his copy does not
> work on my ST either. But his copy does work on his ST. (I haven't tried
> my copy on his ST, but I guess it would work as well)
>
> Is this a known problem? Anything I can do about it?

Did it not work at all, or did it have problems? If the latter, and if you
have a printer attached to your machine, you should turn the printer on,
and set it offline before booting Gauntlet II. This will prevent it from
creating a third player automatically (this is due to the 4 player parallel
port feature, which does not like printers that are connected but not on or
on and online).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4679. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 18:00:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tkr88$bbk@mailer.fsu.edu>
Source record: 185254

H{k{ H{kkinen (hhakkine@cs.joensuu.fi) wrote:
> This may not be the correct group ? But probably the best one :
> Do you know any cheap pascal compiler to work in an old ST with
> 520 K and TOS 1 ?
> It would be used only for easy exercises and need not be anything
> fancy. But cheap enough for that use.
> If you know, where could I get it from ?

Personal Pascal, formerly by OSS, then by ICD, now defunct, might work off
512k. Prospero Pascal (a significantly better compiler) probably won't,
nor would Pure Pascal (I think this was released). Those are the only
Pascals I know of for the ST.

Personal Pascal is a fairly common item on the used market here in the
states. I don't know about Europe though. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4680. Re: ATARI on MAC

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 18:20:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tksde$bbk@mailer.fsu.edu>
Source record: 185257

Mick N. Mulders (mulders@rivm.nl) wrote:
> Who can supply me of software to enable me to format, read and write ATARI
> (ST) on an Apple Macintosh computer.

Simply get some utilities that allow you to work with 720k IBM PC formatted disks on the Mac, and you will be in business. You need to have a Superdrive on the Mac, I believe (any 1.44mb drive is a Superdrive). Depending on the version of System you are using, you might already have what you want. For example, Apple File Exchange can read/write to PC disks in 6.0.x, and I think with System 7.x you just stick the disk in and it works.

Formatting the disks on the Mac may be a bit more difficult, but I'm sure there are small DAs or utility programs that can do this. My suggestion would be to format the disks either on a PC or an Atari system. I personally use ps2form.tos to format PC disks on my Ataris, even though the later versions of TOS can do this from the desktop. Ps2form produces the most PC compatible disks I have used (they even work in some NEC PCs I have which don't accept most floppies formatted on _other PCs_).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4681. How do I register Gemview

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 18:53:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.48522.4514.0N1A245D@canrem.com>
Source record: 185347

-> I've been using Gemview for a while, and I'd like to register it. Is
-> it possible to do that here in the US? I'm not keen on sending away
-> to Germany to do it, and I thought I saw some talk here indicating
-> there is a US distributor.

Yes there is. You can register your copy of GEM-View through Cybercube.
We have a special arrangement with Dieter Fiebelkorn and handle all the
North American registrations of GEM-View for him.

Price is US $29 plus $1 for shipping and handling. Please send your
cheque or money order to:
Cybercube Research Ltd.
126 Grenadier Crescent
Thornhill, Ontario
L4J 7V7, Canada

-> Please include the correct price, and if it comes with a manual; is
-> it on disk, or will it be e-mailed to me?

We will send you a registered copy of GEM-View, with your own personal
access code. You can copy all the files and give them to a friend, we
just ask you to keep the registration key confidential.

You can also find printable registration forms for GEM-View on GEnie or
CompuServe (called CyReL Time$avers).
They can save you a lot of time and you just have to fill in the blanks.

*,<
_/

Ralf.

4682. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 18:53:02 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.771619982@hosta>
Source record: 185348

In <1994Jun13.221116.16441@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>I've been willing to ask the following for a long time from a "real" ST
>commercial games programmer: _why_ aren't even the new ST games Falcon 030
>-compatible..??? What is the reason?

[...]

The reason is I'm afraid, that the Falcon market is even smaller than the ST
market, and GOAL! only just made it to ST at all. In fact I doubt I have made
any real profit out of it taking into account the development time.

>The point: is Falcon _so_ different that it's impossible or difficult to write
>code that works both on a humble STFM, and F-030? Or is the truth this: Atari
>market is so small that programmers and/or game publishers simply don't care?

I don't know how similar the Falcon is to the ST. And the Atari market is so
small that it is not worth supporting for most developers and publishers. It's
not a matter of not caring... that is emotive language... it's a matter of
buisness. I do sympathise with your position, and also have no plans to
support the Falcon in the future and am unlikely to support the ST again.

[...]

>Sorry for bitter words, but it really hasn't been a joy to be an Atari Falcon
>owner wanting to play games..! We would buy, pay - but what..? Our money goes
>nowhere, because only Silmarils seems to care about our pennies (Ishar 1-3,
>Robinson's Requiem, Transarctica). I believe that for some really good games
>there would be a profitable Falcon Games -market (e.g. Sim City 2020, Falcon 3,
>Indy Car Racing,...). But it seems like nobody's interested.

If the market is not there, I certainly am not interested. Developing games
for a living, I have to go where the money is to some extent. There come a
point when the return does not justify the work, and for the Falcon that is
the case. Sorry.

>And that's a shame. How about Goal! ..?? Is it Falcon compatible?

I don't know... I have never seen a Falcon. I use ST OS calls, but access the
screen directly. If Atari maintained backward compatability, it should work.

If not, it won't.

-Dino Dini

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk

"Drawing on my fine command of language, I said nothing" anyone know origin of?

4683. Test

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 18:56:36 UTC
From: csh101@cck.coventry.ac.uk
Message-ID: <2tkuh4$2d0@cc_sysk.coventry.ac.uk>
Source record: 185288

```
This is a test
```

4684. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 20:06:05 UTC
From: avg@cwi.nl
Message-ID: <CrEL65.Jqy@cwi.nl>
Source record: 185349

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>So, if a touchie-feelie text editor is desired, Tempus 2 is
>very difficult to beat.

Wow. Where have you been for the last ten years?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4685. Re: Code Speed Was: Demos for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 20:32:10 UTC
From: abarbiero@delphi.com
Message-ID: <xy+Pf9i.abarbiero@delphi.com>
Source record: 185344

This message is for everyone really.... Instead of trying to
muck about in Falcon modes, why not do it in TT-low? That can be
run on the Falcon, and even without the DSP the TT is not that slow, and
might be a faster rez to work with.

Andreas@AEO

4686. Re: Microprose Golf on the Falcon! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 20:46:41 UTC
From: abarbiero@delphi.com
Message-ID: <x0wO-Rh.abarbiero@delphi.com>
Source record: 185345

Johan Klockars <d8klojo@dtek.chalmers.se> writes:

>Perhaps someone could convince all the cracking groups to start producing
>Falcon fixes for the most popular programs? They certainly have the people
>and equipment to do it. :-)
>I guess it'd be more realistic to get together a group of people on the

It would be nice to see those hackers getting together to do something
positive.... after all piracy killed off a lot of good software and
allowing those of us who spent money to 'fix' games to run on the TT/Falcon
would be far less harmfull than spreading piracy.

Andreas@AEO

4687. Re: DMC/STReport Release of 6/11/94

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 21:02:34 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun14.210234.4563@boojum.lanl.gov>
Source record: 185350

In article 2xE@world.std.com, lexcom@world.std.com (Lexichrome Newsletter) writes:

[garbage posting deleted]

>
> Ralph Mariano @ STReport International Online Magazine
>

PLEASE... take your petty and private arguments elsewhere and stop cluttering
the net with this garbage dump of half-truths, outright lies, and libelous crap!

Atari USERS have better things to do than read this drivel. Get a life!

Disgusted,

-Hutch- @ Fair Dinkum Tech

>Nathan,
>
>You always seem to amaze me with your complete misunderstandings of what you
>actually read and what is actually being said. No matter what, every time
>anyone mentions something directly or indirectly related to you or affiliated
>with you, you automatically get paranoid, that you're being attacked in some
>fashion.
>
>You also show that you have a flair for the overly-melodramatic, with your poor
>choice of words and statements. In the message that you left earlier today,
>which was so full of generalizations and innuendo, you attempt to point fingers
>and say that Ralph is attempting to deliberately and maliciously damage you
>and/or DMC Publishing.
>
>I'm sorry, but I will not sit idly by while you continue to impune the
>integrity of the magazine that I work for, no matter what you or others may
>feel. STReport has gone throug
>h many positive changes over the past 9 months
>or so that I cannot, in good conscience, allow you to continue just because you
>can't live with reality.
>
>The "word of Nathan" just doesn't hold up to the esteem that it did years ago.
>Your feeble attempts at placing the woes of the Atari community at STReport's
>
>Press <CR> for more: door is your trademark lately. You continue to blame Ralph
>and/or STReport and
>its staff for bringing out into the open those things that you may rather see
>remain behind the scenes.
>

>Let's look at your opening paragraph and see just how misleading _your_ remarks
>are!
>
>Nathan writes:
>
>"This morning I received email from a customer drawing my attention to a
>particularly misleading, and entirely erroneous statement in the latest
>STReport, even more so than usual."
>
>Excuse me??!! Particularly misleading? Do you understand what the word means?
>Misleading implies some truth, yet you then go on to state that the entire
>piece in STReport's "Confidential" is erroneous. And to then add emphasis, you
>say "...even more than usual." Either it's true, or it's erroneous - there's
>no "more so than usual"!! And then you add later in that same paragraph that
>the information in that article was "so potentially misleading and damaging."
>Here's Nathan's paranoia showing through once again.
>
> Near the end of Nathan's long-winded message, which by the way, never did
>
>Press <CR> for more:
>contradict a thing that the "Confidential" article said, he adds more baseless
>accusations:
>
>"As the above paragraphs could be potentially damaging to DMC Publishing, the
>fact that I was not contacted can only confirm that this was a deliberate and
>malicious act, by a totally irresponsible journalist, Ralph Mariano, acting out
>of personal motivations that had nothing whatsoever to do with truth, reality
>or journalistic integrity."
>
>The information that was given to STReport in this regard was something that I
>had heard about over two months ago. From what I understand, this information
>was known _over_ 6 months ago, but Nathan never said a thing. It's also
>well-known that Nathan has publicly requested that we do not publish any of
>DMC's press releases or even any messages pertaining to DMC products. Does he
>really expect any of us at STReport to contact _him_ for confirmation of _any_
>news that pertains to his company or products? He told us _not_ to do so!!
>
>So now, since no one asked Nathan about the information that we had, it's a
>deliberate and malicious act done by an irresponsible journalist out of
>personal motivations....!
>
>Nathan - show me where in that article you see maliciousness. Show me where
>
>Press <CR> for more: Ralph makes it a personal agenda. Show me where the informa
>tion therein that's
>false - not a "little wrong or misleading,", bu
>t FALSE. Show me how it can be
>damaging, other than the truth hurts.
>
>Nathan, every time STReport publishes something that you don't like, you come

>online and spout off with a cloud of rhetoric. You attempt to shift the blame
>and cloud the issues that no one has any idea what could be possibly wrong; but
>if you say STReport is to blame, they should believe you instead. It just
>won't work any longer. Your evangelistic "powers" have waned; your "flock" has
>slowly dissipated.
>
>
>Nathan has asked you to re-post his message to other services and bulletin
>boards. Please do. You may also want to supply my above reply - let's keep
>this a 2-way street. I also understand that Ralph has replied to Nathan's
>diatribe on CIS. I will read and capture that message in case someone would
>like to pass it along also.
>
>
> Dana @ STReport International Online Magazine
>
>There are 2 Replies.
>
>#: 99527 S16/News/Reviews/Shows
> 11-Jun-94 21:45:12
>Sb: #99525-#IMPORTANT INFORMATION
>Fm: Nathan @ ISD/DMC 76004,2246
>To: Dana P. Jacobson 71051,3327 (X)
>
>Thanks for posting, Dana. I've already clarified Ralph's distorted slant on
>DMC. M
>y response speaks for itself.
>
>Sincerely
>
>Nathan Potechin - DMC Publishing
>
>There is 1 Reply.
>
>#: 99528 S16/News/Reviews/Shows
> 11-Jun-94 21:51:58
>Sb: #99527-IMPORTANT INFORMATION
>Fm: Dana P. Jacobson 71051,3327
>To: Nathan @ ISD/DMC 76004,2246
>
>>>My response speaks for itself.
>
>It certainly does, Nathan - your response said absolutely nothing. You
>clarified _nothing_ and your comments did not contradict a thing that the STR
>Confidential article stated. Answer my questions that I posted for you in the
>message to which you just replied, if you can. Ignoring them only re-enforces
>my message, Ralph's message, and the information contained in STReport 10.23
>"STR Confidential".
>
> Dana @ STReport International Online Magazine

>#: 99519 S16/News/Reviews/Shows
> 11-Jun-94 15:52:44
>Sb: #IMPORTANT INFORMATION
>Fm: Ralph @ STReport 70007,4454
>To: [F] Nathan 76004,2246
>
>
>Nathan posts;
>"This morning I received email from a customer drawing my attention to a
>particularly misleading, and entirely erroneous statement in the latest
>STReport, even more so than usual. As a rule I ignore Ralph's comments but
>every now and then he leaves me with no choice but to clarify as his message is
>so potentially misleading and damaging. This is one of those times."
>
>
>In Reply;
> In as much as you elected to make this matter personal, I must warn you
>that I too, feel your comments have the potential of being damaging. Not to me
>but to what's left of your waning credibility. You see, even with all your
>fussing and fuming, you have FAILED to CONTRADICT _anything_ presented in
>STReport 1024's STR Confidential. Ordinarily, I'd pass over this latest
>diatribe from you but in this case, I felt the need to point out how it is so
>true to form. Your form. Rarely if ever do you have anything to say about
>anything in STReport unless of course STReport hits the the proverbial "nail
>right on the head"!
>
> Your insulting, negative comments are truly inexcusable but they must
>be overlooked when one considers the source. Speaking of agendas, why is it
>you must bring this agenda baloney into the matter? The only "agenda" hanging
>out in the open for all to see is yours. "Let's BASH STReport". Yessir,
>continue to play kill the messenger! You'll do much for your cause and
>credibility.
>
> Typically, this appears to be another of your masterful attempts at
>distracting the readers from the real issues .. Like... What's happened at DMC
>GMBH and of course, Adequate Systems? Why is it that it took a release of
>this information to bring you forward with YOUR story? Why didn't YOU tell the
>market YOU supply what was going on when it was happening back in December?
>This is JUNE fully six months it was kept from this market. WHY?
>
> The users deserve the truth... the truth about DMC GMBH, the truth
>that there will be a new Calamus source, the truth that what was stated did
>indeed occur. No smoke and mirrors, no diversions and absolutely no
>"confusion". The truth about the Copyright claims and negotiations. The truth
>about DMC's GMBH statements made at CeBIT about leaving the Atari market and
>advising users to buy into the NT market. I will not address the fact that you
>reproduced a portion of STReport at all since you actually did STR a good turn.
>Your lamenting, when compared to what appeared in STR, clearly indicates that
>you have failed to contradict anything.
>

> Ralph Mariano @ STReport International Online Magazine
>
>WinCim v1.2 * AUTO PILOT * - CompuServe, where it all BEGAN @ 14.4 bps!!
>
>

4688. Re: 2 ques: GFA & fax programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 21:08:17 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun14.210817.4703@boojum.lanl.gov>
Source record: 185251

In article JKn@mv.mv.com, kevinl@mv.mv.com (Kevin Labore) writes:
>Ques #1: Can some one tell were GFA is located? I believe in Mass..some where
> and also what version of GFA basic is curent, and how about upgrading
> from 3.05 (e I think)

GFA in the US is located in Salem, Massachusetts. 800-766-6GFA.
The latest GFA BASIC version for the ST is (still) 3.6 which has only minor
changes from 3.5.

>
>Ques #2: I am looking for a good FAX program with ZOOM v32 (14.4) modem, one
> in english...there a couplee out there, but most are German.

I highly recommend Charles Smeton's STraight FAX software available at your
neighborhood Atari software retailer (tongue in cheek humor, there). :)

-Hutch- @ Fair Dinkum Tech

4689. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 22:45:34 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun14.224534.17284@abo.fi>
Source record: 185252

In <1994Jun14.105452.12430@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk writes:

> F1GP runs on a Falcon with Backwards only requiring sound to be set to correct
> mode and the caches off. It takes advantage of the extra CPU power to produce
> a higher frame rate.

You're partly right; it does run with above mentioned settings - but not very healthly.. =-(First, the frame rate does increase, indeed - but unfortunately, so does the _overall speed_ of the game..! So, the game loses its realism; it's too quick! Time flies: a lap of let's say 1.10 minutes in computer time is (in reality) only about 55..60 secs. So, the whole game runs too fast - which makes it unrealistic and for some people also difficult to play! But think about the forthcoming 68040 accelerators for Falcon... If F1GP has such problems with 16 MHz.. It'll be totally unplayable in faster, accelerated Falcons. Does anybody want that? No, I guess..
The frame-rate should be adjustable, as in the PC version. Also, that game would get new kick from DSP support. If anybody was interested... ;-(

> Annoying that it isn't HD installable, but it does work.
>
> > Let's not bury this issue; we _need_ new, good Falcon games..!
>
> True, but unfortunately we appear to be stuck waiting for good shareware or
> freeware rather than commercial games...

One problem is this: we have been mentally slain. Just listen/read people's comments on this kind of issue. "Let's forget it - it's our destiny - stop dreaming.. they'll never make those games for us". Disbelief has spread so widely that the whole Atari scene is rotting from inside. Dark, gloomy, over-"realistic" attitudes rule.
We _will_ be stuck, if we ourselves surrender - and in my humble opinion, might as well then change to Macs, PC's or even Amigas. Maybe games-makers don't care - and we don't care. So who does? Anybody sharing my thoughts?

4690. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 23:33:21 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun14.233321.18349@abo.fi>
Source record: 185255

In <amiga.771619982@hosta> amiga@hosta.dircon.co.uk writes:

> The reason is I'm afraid, that the Falcon market is even smaller than the ST
> market, and GOAL! only just made it to ST at all. In fact I doubt I have made
> any real profit out of it taking into account the development time.
> I don't know how similar the Falcon is to the ST. And the Atari market is so
> small that it is not worth supporting for most developers and publishers. It's
> not a matter of not caring... that is emotive language... it's a matter of
> buisness. I do sympathise with your position, and also have no plans to
> support the Falcon in the future and am unlikely to support the ST again.

I'm sorry you feel that way - but thanks for your opinions! I understand what you mean - but there are a couple of things I disagree with:

1) What does good reputation mean to a games producer? Many software houses have started with ST - only to abandon it, when some more profitable systems have come to existense. Point: _more_ profitable. I really doubt many games makers lose money with ST games (especially: good ones, like Civilization, Kick Off, etc.). In reality, a well money-making ST game has been kicked off by e.g. more money making Amiga version. This leaves, however, very many people with ST (or Falcon, etc.) computers VERY disappointed!! And those (maybe even over 50.000 potential customers) who feel abandoned without good reason, won't most certainly think very friendly towards a firm that they helped to grow - but who doesn't care about them later. That simply feels very cold - and unfair. Even if it is pure "business".

2) I feel most of you in the business hardly know what the Falcon is - and fail to see its value as a "Atari of tomorrow". Yes - ST is old-fashioned now - and that's exactly, why me - and very many others - have upgraded to a much better computer. I fail to understand why you (business) support the old, disappearing machine - when there is a steadily growing new market already existing..?

3) This is very strange, I think: as there are well over 50.000 Falcons sold, and the direction on sales is increasing - AND we ALL thirst for non-existing games... Isn't that a MARKET without competition, or what..?! Falcon games market is so "hot" - people WANT games, but don't get them - that ANY games maker, offering a good (even relatively cheap PC/Amiga-conversion) new game, will (!) sell a lot! Because there are very few competitors (unlike in the PC world..!), even this small (yet) market can make profit. And besides, it would create good reputation, too..

4) It would be much simpler for programmers to make Falcon conversions from e.g. PC games, than ST-conversions. This is simply, because Falcon is much more PC-like with 256/256.000 color SVGA graphics, 64k color "True color" capability, 16 bit stereo sound, faster CPU, etc.. Programmers wouldn't have to make difficult compromises (reduce colors, resolution..), but instead take

their existing PC graphics as they are..

So, I hope you had interest to really think about these thoughts - because I feel that if games publishers _knew_ Atari Falcon - quite many might decide to give it a try. As long as you say: "we don't know about the machine, and therefore won't even think about supporting it.." - nothing gets better.
I hope that you, Dino, became[B at least a bit curious to find out about the Falcon - and its features..! Maybe you'll create a mother of all football games - running in glorious 65.000 color screen, utilizing DSP, 16 bit sound, etc..? That's reality from the hardware side.

Maybe you will - and we here hope you will!

> If the market is not there, I certainly am not interested. Developing games
> for a living, I have to go where the money is to some extent. There come a
> point when the return does not justify the work, and for the Falcon that is
> (NOT) the case. Sorry.

The market is here. Only where is the game? Goal! for Falcon.
Who said we Falcon-users wouldn't play football..? ;-)

> I don't know... I have never seen a Falcon. I use ST OS calls, but access the
> screen directly. If Atari maintained backward compatability, it should work.

Copy protections cause lots of harm: they usually stop working on a faster Atari, and mess up the machine. There are hardware and OS differencies too, quite a few - but nothing impossible to handle, I believe..

Thanks for your answer once more, and good luck with game-making!

Greetings, Tommi.
(Turku University of Business and Administration)

4691. Re: Printer advice please..

Newsgroup: comp.sys.atari.st
Date: 1994-06-14 23:41:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tlf7b$ni0@golem.wcc.govt.nz>
Source record: 185256

In article <2tjj9v$rt7@pith.uoregon.edu>, shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:
>In article <1994Jun9.173042.6743@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:
>>Can someone advise me of the best InkJet or Bubblejet (whats the difference?)
>>printer available for the ST at the moment? Colour preferably...
>>Do I need special drivers for use with Calamus or Timeworks?
>>
>I've used the hp550c on an IBM and it worked very well. But I recently got a
>Canon BJ600 which has great output, (360x360) possibly not as high resolution
>as a 600DPI printer, but the color is really good. I use pagestream 2.2 which
>
>>Del

Well Pagestream has a BJC800 Driver, will this work, its on GEnie
in the Softlogik RTC....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4692. [NEWS] Okami 0.24: Wrong FTP-stite (another one)

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 00:09:19 UTC
From: Lexicor@world.std.com
Message-ID: <CrEwFJ.E82@world.std.com>
Source record: 185258
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st

josdb@xs4all.hacktic.nl (Jos den Bekker) writes:

>In my announcement for version 0.24 of the Okami Newsreader I mentioned
>the wrong FTP-site. It should be:
>ftp.informatik.rwth-aachen.de (137.226.225.3)

I don't know for sure when O is going to show up there; you might
try

sun.rz.tu-clausthal.de

in

/pub/atari/telecomm/news

as soon as the sysop gets the file checked and made publicly available.
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
wr@bara.oche.de Maus: @AC2 0241-534596

4693. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 01:57:28 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tln68$hbo@mother.usf.edu>
Source record: 185259

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: In article <2tdn4t$jtq@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

: > instead of the usual "PROTOCOL: NONE" or "PROTOCOL: LAP-M" what is
: > the 'ALT' protocol? (And what does it, and LAP-M stand for/do?!)

: LAP-M = Link Access Procedure 'M' which is an error correction system.
: Never heard of ALT...

ALT is referring to the MNP Protocols.

4694. Re: FalconSpeed 286 -performance?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 01:59:14 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tln9i$hbo@mother.usf.edu>
Source record: 185260

Chris Richards (gizmo@dswhq.omahug.org) wrote:
: > If FalconSpeed had, say, a 386sx at 25mhz AND it used the 68030 to
: > MASSIVELY accelerate graphics, then it would be acceptable. There is LOTS

: I've got my doubts that this would be feasible, since the '030 and the
: Falconspeed board sit on the same bus, and only one of them can control it.

: If you are running the 386 board, then the '030 is basically just sitting
: there and unable to do anything.

: Later,
: Gizmo

This seems reasonable, but how is it that they are able to report highly accelerated graphics? The only way to do that is to have another processor handle it, and everyone knows that the DSP can't access main RAM.

4695. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 02:04:13 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tlnit$hbo@mother.usf.edu>
Source record: 185262

STIRRE31@MAINE.MAINE.EDU wrote:
: Does anyone know where the source is? The author said that it
: was released into PD and that it was available on GEnie and
: Compuserve. Does anyone know if it made it onto the FTP sites?
: Thanks for any info.
: Tim, the original ST Xformer allowed one to connect an 8-bit
: disk drive to the printer port.
: -scott tirrell
: -stirre31@maine.maine.edu

I know about the drive adapter. I have one. Of course, it never worked.
<shrug> Maybe it was because I was using it on a Mega ST.

Right here in my hand, I have a disk on which is written, "Xformer Source". I don't know which version it is, and I think it's rather old, but I'll see if I can get it to you. I suggest, though, that you get all of the source you can from Darek, including PM graphics, etc. The developer's going to have to really do some work to make a REAL Falcon version. Don't just hack it to make it work... optimize it and add things to it. Make it MORE compatible. The programmer should become as intimately familiar with the design of the 130xe as was Darek when he wrote the Xformer.

4696. Re: Volume in Falcon-Demos

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 02:05:13 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tlnkp$hbo@mother.usf.edu>
Source record: 185263

Gerhard Seiler (seiler@eueh50.tuwien.ac.at) wrote:

: Timothy Miller (millert@undergrad.csee.usf.edu) wrote:

: >Oh, and I finally got a chance to look at it on an ST monitor.... what a
: >pointless demo.

: I'm sorry you didn't like it, but it won the demo competition in Bremen,
: so it can't be soooooo bad... :-)

: If you have suggestions, how to make it better, please mail them to me...

: Gerhard Seiler / Photon of Lazer

Yes, my first suggestion is to make it run on NTSC!

4697. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 02:10:09 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tlnu1$hbo@mother.usf.edu>
Source record: 185264

Rick Flashman (rflashma@mtholyoke.edu) wrote:
: Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
: > Great, have you got anything planned for STalker?

: We have contracted a programmer who is currently working on both the
: STalker and STeno source code. That is about all we are willing to
: announce at this point. ;-)

: Rick @ Gribnif

Add a Jump scroll, if you don't already have one. Do it kinda like xterm does it. Be sure that when it jumps, it doesn't jump more than it needs to because many things will be position sensitive. I have an implementation of that sort of thing that works, so you can talk to me if you need any help. Basically what you need to do it get scrolling and drawing speed up to the point where it can handle 57600 full tilt with scrolling without getting behind.

4698. Re: Magazines for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 02:16:19 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tlo9j$hbo@mother.usf.edu>
Source record: 185265

Brian J. Roland (bjr2@Ra.MsState.Edu) wrote:
: Aloha,
: I am wondering if there are still any magazines devoted to Atari ST/TT/
: Falcon computers out there? I would much like to subscribe to some form
: of hard copy ST magazine like the old STart, Atari Explorer, or the like.
: If you know of any...please email me an address where I can subscribe.
: Thanks
: Brian

Yes, as a matter of fact, there are. Contact pdirect@delphi.com for information about Processor Direct magazine. It's a very nice, well designed magazine for Atari computers, with focus on the newer Falcon and TT machines.

The address is

Two Worlds Publishing, Inc.
3837 Northdale Blvd. #225
Tampa, FL 33624

In the US, the cover price is $3.50, and the subscription price is $25 for 12 issues. They can also be contacted by phone. Ask for the phone number.

4699. Re: Star NX-2420 Multi-Font printer with ST??? HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 02:56:47 UTC
From: Mountain Air <mountainair@delphi.com>
Message-ID: <JIztvN-.mountainair@delphi.com>
Source record: 185261

A standard PC printer cable will end your problem. I use this printer myself. No special setup required. But if you run into ny trouble, drop me an e-mail.

~ Stephen mountainair@delphi.com

4700. Attention John Klassa

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 03:02:58 UTC
From: vicb@clark.edu
Message-ID: <2tlr12$jau@clark.edu>
Source record: 185266

You out there, John?

Victor Bruhn
vicb@clark.edu

4701. mac <-> ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 03:43:00 UTC
From: venanzio.jelenic@canrem.com
Message-ID: <60.48552.4514.0N1A2587@canrem.com>
Source record: 185271

In a message dated 06-13-94 MDEKKER@FWI.UVA.NL wrote to ALL:

M> can i connect my old apple Mac via a nullmodem cable to my 1040STfm?
M> maybe a silly question, i just want to make sure (i dont want to blow
M> my rs232 port). -- Martijn Dekker

You certainly can. Only problem is that of types of transfer you
accomplish.
I used interlink on ST and zterm ont he Mac for this.
Great for text files, but a mess with others.
If you run an emulator Spectre.... etc. you can run them via the comm
port using same zterm program and get very efficient service.

Ciao, VENANZIO JELENIC
SimulNet Learning Concepts, Ontario. Canada.
Venanzio@Hookup.net Venanzio.Jelenic@Canrem.com

-> Alice4Mac 2.4b2 E QWK Eval:25Apr94
* Origin: Alice strikes back @

4702. Second Post looking for Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 03:53:28 UTC
From: root@uncc.edu
Message-ID: <2tltvo$2rf@ws223.uncc.edu>
Source record: 185268
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari.2600

Email address incorrect, correct one is: jonewby@unccsun.uncc.edu

Hello and thankyou for reading this post.

As stated in my previous and very long :(post I am desperately seeking
Atari magazine sources, Programming books, technical documents, etc.
anything to do with programming the Atari. I will accept information
concerning any Atari computer or video game system both new and old. I
plan to compile a listing (sort of a FAQ) and post it here for all to
see and will keep it up dated as long as I get new things to add to it.
Please email in the following (or any suitable) format:

For Magazines:
o Magazine Name
o Address (for subscription)
o Subscription rates
o Phone number
o type of Atari(s) covered (or type of programming covered,
i.e. M68k, C, Pascal,etc.)
For books:
o Title
o Author
o Publisher's Name (if available)
o ISBN
o Price (if available)

For Online-tutorials:
o Ftp address
o Directory
o Filename(s)

For telnet sites, gopher, www, etc:
o IP address
o Login:
o Pass:(if needed)
o Also instructions on how to find info,
subscribe etc. (if available)

Miscellaneous sources (Mailing Lists, Compuserve, Genie, etc.)
o Anything that isn't already covered
in AEO online for FAQs.
o For mailing lists
- Email Address & how to subscribe (if possible)

And anything else you feel is pertinent.
With ftp sites please send anything that is not covered in
the FAQ or clearly specified as having programming info.
Thankyou very much.
Email Submissions to: jonewby@unccsun.uncc.edu or jonewby@uncc.edu

4703. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 04:21:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tlvjp$2vu@mailer.fsu.edu>
Source record: 185282

Annius Groenink (avg@cwi.nl) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> >So, if a touchie-feelie text editor is desired, Tempus 2 is
> >very difficult to beat.
>
> Wow. Where have you been for the last ten years?

Wow. As I'm sure you have no interest in my physical whereabouts for the
last decade, perhaps you should elucidate further, eh?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4704. Gaunlet II

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 04:22:54 UTC
From: s9104948@yallara.cs.rmit.OZ.AU
Message-ID: <2tlvmu$39e@goanna.cs.rmit.oz.au>
Source record: 185230

Does any one know why Gauntlet II doesn't seem to work on my STE.
Originally own an STFM (tos 1.02) and it worked fine, then bought my STE
(Tos 1.62) and it wouldn't
work at all. Would get to the title screen and then crash as loading
continued. Both machines have 1 Meg.

Steve McIntyre
s9104948@yallara.cs.rmit.edu.au
Melbourne, Australia

4705. Re: pop up menus?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 04:54:35 UTC
From: Mountain Air <mountainair@delphi.com>
Message-ID: <JS5tP-7.mountainair@delphi.com>
Source record: 185267

Martijn, You might be satisfied with a program available on Delphi called Launcher. i believe it does what you are looking for.

If you are itching for a program to write, how about an item selector program that allows for long filenames as well as 8.3.
~ Stephen mountainair@delphi.com

4706. Re: RS-Speed

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 04:59:31 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2tm1rj$epj@aggedor.rmit.EDU.AU>
Source record: 185273

Todd Hogarth (bign@eskimo.com) wrote:

: Does anyone know of a source for RS-SPEED by Stephen skrodzki or RSVE by
: Harun Scheutzow? It is a hardware add-on for the ST to allow faster baud
: rates by replacing some of the little used slots (60, 300, etc) with
: hi-speed routines and such. It's mentioned in the documentation for
: HSMODem3 and Connect.

: Todd

Send e-mail to miff@apanix.apana.org.au he has had a look at RSVE.

--

Rob. (roba@nutmeg.ntu.edu.au)

4707. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 05:00:25 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <2tm1t9$334@gumby.cc.wmich.edu>
Source record: 185272

In article <2tkr88$bbk@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>
> H{k{ H{kkinen (hhakkine@cs.joensuu.fi) wrote:
> > Do you know any cheap pascal compiler to work in an old ST with
> > 520 K and TOS 1 ?
> > It would be used only for easy exercises and need not be anything
> > fancy. But cheap enough for that use.
> > If you know, where could I get it from ?
>
> Personal Pascal, formerly by OSS, then by ICD, now defunct, might work off
> 512k. Prospero Pascal (a significantly better compiler) probably won't,
> nor would Pure Pascal (I think this was released). Those are the only
> Pascals I know of for the ST.
>
> Personal Pascal is a fairly common item on the used market here in the
> states. I don't know about Europe though. Hope that helps.

Mickey's answer is the correct one, if your primary criteria is 'cheap'.
You might also find it marketed as ST Pascal+ from CCD out of Germany.
It's a good system (and I used it for a number of years) but you may
find it rather slow and/or clumsy on a half-meg system. I always used
it on at least a one-meg ST, with ~400 kB allocated to a RAM disk,
since the development shell repeatedly pulls in the compiler, linker,
editor, etc. With only 512k you might do a lot of disk swapping, or
fall back to using a command line shell. Also, version 1.11 was some-
what smaller and faster than v2.05, as I recall.

For something a lot more workable in your cramped memory environment
you might want to consider HighSpeed Pascal. It's more expensive
(generally going for around $120 US at Toad, etc.), but since the
whole thing is memory resident with an integrated development en-
vironment (shell, editor, compiler, linker, libraries, source text
and object code) it will be much, much faster and less painful,
with extremely fast turn-around cycles.

With your limited memory, you will have to forego the context-sens-
itive hypertext help, and skip the GEM interface libraries. But
you should be able to write and test small to moderate TOS-mode
applications. I think a minimum usable HighSpeed system can be
trimmed back to about 200 kB (plus space for source & object code).

HighSpeed Pascal is distributed in Germany, Switzerland, and Aus-
tria under the name Maxon Pascal, by Maxon Computer GMBH, at In-
dustriestrasse 26, D-6236 Eschborn, Germany. It was developed
by D-House in Denmark, at 1 Aps, Transformervej 29, DK-2730 Herlev.

I believe Hisoft has distribution rights for the rest of Europe.

It's mostly compatible with Turbo Pascal (v5.0), but not as much so as Pure Pascal (which is a fair bit larger, and I think, out of the question under your constraints).

It's been a long time since I used Prospero Pascal, but I think 1-meg would be a minimum requirement. There's also Alice Pascal and UCSD Pascal, but I can't tell you much about them. And another defunct option is Metacomco Pascal, also depending on a large number of separate tools, tied together by a rather crude shell.

Lastly, there's Gnu Pascal, which is way too big (and possibly incomplete), but it is free, which certainly meets your 'cheap' criterion! :^)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4708. Re: Database SW: DB ONE, USEONE, MAKEONE

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 05:00:59 UTC
From: Mountain Air <mountainair@delphi.com>
Message-ID: <JQyMv97.mountainair@delphi.com>
Source record: 185269

I've used DB One for years as a track sheet manager and time sheet/payroll entry, ect. I wish it was G-DOS aware.

i've used it on TOS 1.0-1.4(rainbow)(STacy)MountainAirMountainAir

4709. Good compiler for the Falcon??? Help!

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 06:04:48 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tm5m0$fsc@scapa.cs.ualberta.ca>
Source record: 185274

hi

I am looking for a good C compiler for the Falcon... Please recommend
shareware and/or commercial programs I should look into. Are compilers
processor specific (ie: can an ST compiler run and compile on an 030)?

Sorry if the question sounds silly but I am just starting to code.

later.

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

4710. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 06:43:31 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jun15084331@dxhrb3.desy.de>
Source record: 185276

In article <2tkmql$57d@netnews.upenn.edu> rrice@netnews.upenn.edu (Rob S. Rice) writes:

: Also you could try Connect, seems faster than Stalker, Stalker is old by
: to-days standards...

Connect froze on me, kept re-setting to its defaults when I'd get
it configured, and did not seem to offer $45 worth of improvements over
STalker, not that STalker couldn't use a few upgrades itself.

CoNnect does exactly this if you use it longer than the allowed testing
period. I think, this is a legal limitation for a user who tries to use
the program illegally.

If you think the price difference to stalker is $45 you should check the
different prices once again.

Wolfgang

4711. prodigy

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 07:33:46 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CrFH1M.Cru@news.cis.umn.edu>
Source record: 185281

Hello,

I was just wondering if Prodigy offers at least e-mail to it's people? I have freinds and relatives that I could write to, but I don't know if, or how I can do it.

Thanks,

Joseph

4712. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 07:44:10 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.771666250@hosta>
Source record: 185285

In <1994Jun14.233321.18349@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

[...]

>3) This is very strange, I think: as there are well over 50.000 Falcons sold,
>and the direction on sales is increasing - AND we ALL thirst for non-existing
>games... Isn't that a MARKET without competition, or what..?! Falcon games
>market is so "hot" - people WANT games, but don't get them - that ANY games
>maker, offering a good (even relatively cheap PC/Amiga-conversion) new game,
>will (!) sell a lot! Because there are very few competitors (unlike in the PC
>world..!), even this small (yet) market can make profit. And besides, it would
>create good reputation, too..

[...]

>Greetings, Tommi.
>(Turku University of Business and Administration)

There must be, I don't know for sure, 3 million Amiga's worldwide? I'll guess
at that to make my point.

A top game on amiga can sell probably 80,000-100,000 copies. A phenominally
successful game might double that. So lets be generous.... 200,000 copies.

This is all rough, but good enough to make my general point, and here it is:

An absolute "no one should be without this" game can capture around 6% of the
Amiga floppy based market. 6% of the Falcon's 50,000 potential customers is
3000 copies. As a developer I can expect a maximum (for a game retailing at
about 30 UKP) of around 2 UKP a copy. So the whole deal is worth 6000 pounds.
The conversion is likely to take 3 - 6 months, for which 6000 is not a lot.

And please bare in mind that is guessing favorably. It would probably be a lot
less.

I know there are various arguments that you will want to put forward as to why
the share would be higher than 6% on the Falcon... but It's all guess work.
Producing a game for the Falcon would be a gamble... too much of one for me
I'm afraid, and one where the stakes are high for not a lot of return.
--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

4713. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 07:54:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dfec1f2@p2.stacken.ct.se>
Source record: 185199

Hi, Rod! On 01 Jun 94 you wrote:

RM> From: rmccall@mcs.dundee.ac.uk (Rod McCall)
RM>
RM> Does Elite or Elite II runon the Falcon?

Yes, both.

4714. Re: MiNT V1.10

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 07:54:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2tmc4c$gnv@percy.cs.bham.ac.uk>
Source record: 185283

dmh1@ukc.ac.uk (Rad Man Dave) writes:
>
>would it be possible/sensible/legal for someone to compile me a
>copy of MiNT v1.10 (is that the latest released pd version that is
>only supplied in source?) for an STE? I don't ahve a HD so I thought
>it isn't possible for me to use GCC, is this true?

Yes/yes/no. :-) For better or worse (I think for the better) Atari/ers
have restricted MiNT to being available in source only.

You may be able to use gcc if you mess around with a big ramdisk. You
could also use Lattice C or Pure C to build MiNT.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4715. Re: pop up menus?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 08:00:13 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2tmced$gpa@percy.cs.bham.ac.uk>
Source record: 185284

Mountain Air <mountainair@delphi.com> writes:
>If you are itching for a program to write, how about an item selector program
>that allows for long filenames as well as 8.3.

There are already 2 file selectors that do that (you need MiNT, of course...). Well, 1 and a half: the latest version of Selectric (> v1.10) is not out yet, but is reputed by the beta testers to allow it. The other FS is called MFSFM, and is ftp-able from the usual sites.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4716. Re: CONNECT problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 08:06:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dfec506@p2.stacken.ct.se>
Source record: 185200

Hi, Rod! On 09 Jun 94 you wrote:

RM> From: rmccall@mcs.dundee.ac.uk (Rod McCall)
RM>
RM> I cannot get connect to run on my FALCON. It loads and sits there
RM> but wont dial the modem despite the fact that all the set up code is
RM> there. Do I have to do something else?
RM>
RM> and yes I have put u:\DEV\MODEM1

Try

setenv MODEMDEV u:\dev\modem2

or

ren u:\dev\modem1 u:\dev\modem0
ren u:\dev\modem2 u:\dev\modem1

4717. Re: Brainstorm's Movie 100 where??

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 08:48:48 UTC
From: root@brasil.frmug.fr.net
Message-ID: <2tmf9g$42i@brasil.frmug.fr.net>
Source record: 185189

: Although I have found that its doesnt like most of my Fli files :(They
: play fine on Fli_play.ttp. Have you had any problems??

Most FLI/FLC utilities don't create a valid FLI header (i.e. DTA on
the PC). They forget to set a bit (bit 0 at offset $e, from the beginning
of the file. Just look at a valid FLI file: Byte $e should contain
1 or 3, while ugly programs set it to 0 or 2. Take a disk utility, and
set this bit. Everything should then play ok.

BTW, the new version of this player is finished. It now handles MPEG
files too (Falcon only, because DSP needed). It's not released just
because I don't know how to release it: freeware, shareware, or
commercial.

Raphael Lemoine (Brainstorm)
raphael@brasil.frmug.fr.net

PLEASE, REPLY AT THE ADDRESS ABOVE. I'M NOT USING MY PERSONAL ACCOUNT
(REPLY PROBLEMS:-)

4718. test (ignore)

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 08:57:36 UTC
From: bwoehrer@email.tuwien.ac.at
Message-ID: <940615085736@epfscop3>
Source record: 185277

[No readable article body recovered]

4719. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 09:07:19 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jun15.090719.1207@cathy.ijs.si>
Source record: 185291

In article <Cr5v7o.H48@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <771042190.1@mettav.royle>, Graham.Irvine@mettav.royle.org said:
>Mag!X is faster than AES 4.10 and is much more reliable.
>The current version lacks some AES 4.xx features, but at least it works.

So far I have yet to hear fo a MagX version that runs on the Falcon. And
until we have that, I really don't see it as much of a contender.
At least Multitos so far works on allAtari platforms, as I think, does Geneva.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4720. Re: Printer advice please..

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 09:14:55 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jun15.091455.19791@peavax.mlo.dec.com>
Source record: 185286

In article <2tjj9v$rt7@pith.uoregon.edu>, shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:
|> [...stuff deleted...] This works
|> great except for one thing. The printer thinks it is working with longer paper
|> than I tell it to print on. On 8.5x11 paper, I have to print at 95% size, and
|> if I print more than one page it goes farther down to start on each successive
|> page. Also, my other programs print out the same way. Even STWriter. Maybe
|> something is wrong with my printer. Any Ideas?
|>
|> >Del

It sounds like the printer thinks it's set up to use A4 paper, which is longer than US 8.5x11 paper. I don't know the printer, but I imagine there must be a set of DIP switches to set up this sort of thing? Take a look at your manual...

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

4721. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 09:53:05 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2tmj21$i1j@aggedor.rmit.EDU.AU>
Source record: 185289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Mackereth (ianm@lsupoz.apana.org.au) wrote:
: Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: : I'm hoping that I will be able to work something out with ICD such that
: : atari.archive will be the official ftp site for ICD software updates.

: On behalf of all of us out here in the non-USA world, I wish you every
: success in this long overdue endeavor!

Allow me to echo Ian's good wishes. Its nice to see someone with a
non-usa focus for once.

: --
: Ian Mackereth | His .sig bore this strange device:
: ianm@lsupoz.apana.org.au |
: or Fido 3:712/520 | "Excelsior!"

--

Rob. (roba@nutmeg.ntu.edu.au)

4722. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 09:57:51 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2tmjav$sde@lsupoz.apana.org.au>
Source record: 185287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: I'm hoping that I will be able to work something out with ICD such that
: atari.archive will be the official ftp site for ICD software updates.

On behalf of all of us out here in the non-USA world, I wish you every
success in this long overdue endeavor!

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

4723. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 10:07:05 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun15.100705.8523@unix.brighton.ac.uk>
Source record: 185292

In article <2tkr88$bbk@mailer.fsu.edu> boyd@math.fsu.edu writes:
>H{k{ H{kkinen (hhakkine@cs.joensuu.fi) wrote:
>> This may not be the correct group ? But probably the best one :
>> Do you know any cheap pascal compiler to work in an old ST with
>> 520 K and TOS 1 ?
>> It would be used only for easy exercises and need not be anything
>> fancy. But cheap enough for that use.
>> If you know, where could I get it from ?
>
>Personal Pascal, formerly by OSS, then by ICD, now defunct, might work off
>512k. Prospero Pascal (a significantly better compiler) probably won't,
>nor would Pure Pascal (I think this was released). Those are the only
>Pascals I know of for the ST.
>
>Personal Pascal is a fairly common item on the used market here in the
>states. I don't know about Europe though. Hope that helps.
>

High Speed Pascal from HiSoft - compatable (in most ways) with Turbo
Pascal on the PC. Should work on 512K - but don't know the price I'm
afraid.
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

4724. Re: MiNT V1.10

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 10:32:55 UTC
From: michrm@central.susx.ac.uk
Message-ID: <2tmlcn$m0@infa.central.susx.ac.uk>
Source record: 185296

Rad Man Dave (dmh1@ukc.ac.uk) wrote:

: would it be possible/sensible/legal for someone to compile me a
: copy of MiNT v1.10 (is that the latest released pd version that is
: only supplied in source?) for an STE? I don't ahve a HD so I thought
: it isn't possible for me to use GCC, is this true?

It is against the regulations of the sources for MiNT to pass binaries around
but MiNT 1.11 should be out any day now as binary so your problem will be
solved. GCC would be a nightmare from floppy if at all possible! You could
always set up a cross-compiler on your host machine :)

: I've got v1.04 at the moment and running Multitos,NVDI and SeBra it is
: painfully slow, how can I speed it up? replace the AES? I'd use a
: shell instead I suppose, has anyone got any recommendations for shells
: that are useable from a floppy drive?

Gulam is good for those with floppy/not much memory. Stuff like tcsh, csh,
bash, etc are good if memory permits. Or there is the init shell
which is simple, but does everything you might really want and is written
epsecially for MiNT.

: I'm also using CoNnect and it has screen widths of 79 chars, I can't
: seem to get it up to 80 which is what my terminal is
: can anyone help?

No idea sorry :(

Michael

4725. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 10:35:21 UTC
From: rdzidlic@faui06c.informatik.uni-erlangen.de
Message-ID: <2tmlh9$dot@faui06c.informatik.uni-erlangen.de>
Source record: 185290

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

>It was none other than William Kent that wrote on 25 May 94 that ,
> WK> Does anybody out there have any hands-on experience with the new ST
> WK> OS SMS2?

>Fiddled about with it at a recent Atari show and without getting a look at the
>manual's I couldn't get it to do anything at all so 0 out of 10
>for intuative interface <Grin>

yes, the GUI needs a certein degree of knowledge of its philosophy
to be usefull. It is very fast and easy to use once you learned this
and even better when you are an expert.

>Having said that I hacked away at it in the dark and couldn't make it fall over
>either so it look's like it's pretty stable !

> WK> Indy and an AS/400, I got interested. But I find it hard to believe
> WK> what the articel said.

>From what I saw It is absolutely brimming with features and power .It was
>runing a Midinetwork from floppy/520STFM and load's of other thing's without
>any problem's except for the app's were not the best I'd ever seen.

> WK> So could anyone comment on this new OS? Wheter or not is really
> WK> does speed up the ST 8.25 times?

it may speed up certain OS function by this factor, but remember
a cprog doing a large sort can't be much faster on the same CPU.

... And what kind of software that is
> WK> available for it? Does anyone know if anything by GNU is running on
> WK> it? Or POV?

some GNU text and compiler tools, the c compiler itself is non GNU
ANSI and K&R. Porting GNU stuff is very easy.

not very much desktop publishing stuff, a nice spreadsheet, a database
engine (server) and lots of tools. No big apps.

>The software looked pretty limited ATM , My opinion is that it is a real
>amazing piece of hardware that will be of no use whatsoever to the majority of
>ST user's but the OS freak's will love it as it is VERY 'interesting' in that
>respect and sure is something to make PC user's
>go a bit green that such a humble system as a 520STFM at 8Mhz can do what it
>can do :-) I think It might find a role in Education and amongst academic
>circles but doesn't strike me as a useful platform for running
>general application's on.

it would be usefull once that application is running on it.

> WK> One other thing if those specs are correct, it would seem logical
> WK> that fitting such a unit to a TT (or even better a Medusa) would give
> WK> you a Cray at home :-)

it may take some time before it will be available on TT or medusa,
but it runs with some 68030 cards.
If it is at least as fast as QDOS (should be!!!) that would be very
fast. Remember - Sinlair QDOS used a 7.5 68008 to get real
multitasking and I can still work with it nicely (GUI ...)

Bye
Richard

4726. Re: FALCON monitors

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 10:46:04 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2tmm5c$33j@hpsystem1.informatik.tu-muenchen.de>
Source record: 185293

In article <2tk1b6$ap1@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> >You can get NI Truecolor at 640x400 and above with Blowup or any of the
|> >other such screen enhancers.
|> Really??? The highest non-interlaced mode I've heard reported was
|> around 480x480.

You can get 640*480 in case you monitor syncronizes at 23kHz line-freq.

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

4727. Re: Serial CPX

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 10:47:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2tmm7u$r46@nasim.sta.sub.org>
Source record: 185183

Raymond Collins (rcollins@magnus.acs.ohio-state.edu) wrote:

> I have a copy of the FSER96B. I would like to try this product out.
> If it works I will pay the shareware fee. I have just purchased a new
> ZyXEL, U-1496E Plus and would like to use all of its power.

FastSer is Freeware and no longer developed. But it works fine on all
known ATARIs with SCC serial port (MSTE, TT, FALCON).

> Are there are any English docs available? I if so please, Email them
> to me. If not could you have someone outline the setup for a TT030,
> with TOS 3.06, and the before mentioned modem.

I don't think there are English docs available. Just put FAST_SER into
the AUTO folder. If you use CoNnect and/or GSZRZ, you should try
FASTXSER instead.

Since FastSer is no longer developed I won't recommend the use of it,
because HSMODEM is much better now and it comes with an English
documentation. Use CoNnect 2.46U and HSMODA04 for best performance
with your ZyXEL plus. You'll need from atari.archive:

connect_2.46_english.lzh 338 v. 2.46 of this excellent comm program
connect_2.46_german.lzh 351 same with German docs/menus
connect_2.46_update.lzh 215 update to fix internal Zmodem bug
hsmoda04.lzh 89 Good serial port fix, ST's to Falcons, German/English

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4728. Re: How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 10:56:23 UTC
From: error@stack.urc.tue.nl
Message-ID: <2tmmon$mbf@tuegate.tue.nl>
Source record: 185294

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Did it not work at all, or did it have problems? If the latter, and if you
>have a printer attached to your machine, you should turn the printer on,
>and set it offline before booting Gauntlet II. This will prevent it from
>creating a third player automatically (this is due to the 4 player parallel
>port feature, which does not like printers that are connected but not on or
>on and online).

I should have been more specific. I apologize for that. It loads and displays the intro screen with the four characters and also plays the music, but then it just hangs (I think I got bombs but I am not sure). I have to move my ST to the tv and connect the external modulator, so I do not have a printer connected when I play games.

Erlend.

P.S. I do have a logitech mouse connected, does that matter?

--

4729. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 10:59:51 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.771677991@acp5>
Source record: 185295

bertil.jagard@straight.ct.se (Bertil Jagard) writes:

>But in the Mag!X World Pro package you get EASE3 i think.. And it is some
>replacement for the desktop. Anyone ho has tested this together with Mag!X?

I've been using it for several months now. It's fine.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4730. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 11:11:36 UTC
From: steve-j@teleport.com
Message-ID: <2tmnl8$1j8@kelly.teleport.com>
Source record: 185154

In article <771509829.12303@minster.york.ac.uk>,
Andrew Hague <andrew@minster.york.ac.uk> wrote:

>> >Does Elite or Elite II runon the Falcon?
>> Elite does (I can't remember if it needs Backwards or not)
>> I haven't got Elite II yet...

>Frontier does work on the Falcon but requires you to boot up a bare
>machine (no ACCESSORIES or Resident programs) and to have a disk
>in Drive A. Also, don't press TAB!!
>
>Has anyone noticed that the soundtracks play faster on a VGA monitor
>than they do on a TV.

A lot of times, music routines are tied directly to the video --
since a VGA monitor has a higher refresh rate than ST RGB/TV,
that would explain why.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4731. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 11:17:48 UTC
From: steve-j@teleport.com
Message-ID: <2tmo0s$1mo@kelly.teleport.com>
Source record: 185155

In article <2thjae$7fs@percy.cs.bham.ac.uk>,
Lea E Anthony <lea@cs.bham.ac.uk> wrote:

>>>Is ARm Ltd part of Acorn?

>>No, but the Acorn uses some of ARM's RISC processors (like the
>>Apple Newton and 3DO).

> Err.. i think you will find ARM stands for Acorn Research Machines.

Really??? I'd always heard ARM stood for Advanced RISC Machines.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4732. Re: ATARI on MAC

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 11:19:25 UTC
From: Gerry.Tomlinson@newcastle.ac.uk
Message-ID: <CrFrGD.Gxo@newcastle.ac.uk>
Source record: 185297

In article <mulders-140694142738@quadragastro.rivm.nl>, mulders@rivm.nl (Mick N. Mulders) writes:
>Who can supply me of software to enable me to format, read and write ATARI
>(ST) on an Apple Macintosh computer.
>

Apple File Exchange, which comes with System 7, can format, read and write MS-DOS disks which the ST can read,

gerry.

--
Gerry.Tomlinson@newcastle.ac.uk
Department of Computing Science, University of Newcastle, Tel: +44 91 222 8139
Newcastle upon Tyne, NE1 7RU, United Kingdom. Fax: +44 91 222 8232

4733. Re: oregon research

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 11:22:20 UTC
From: steve-j@teleport.com
Message-ID: <2tmo9c$1po@kelly.teleport.com>
Source record: 185156

In article <CrCDFu.8KE@news.cis.umn.edu>,
James A Hogan <hoga0006@gold.tc.umn.edu> wrote:
>
>Bob at oregon research,
>
>My name is Joseph Hogan, and I asked you about 3-4 weeks ago to see if you
>would be able to send me the rest of my order which included diamond back
>3. I am still waiting for it.
>
>Please mail me a resonse so we can get this straightened out.
>
>Or, if someone outthere knows bobs e-mail address, I'd take that too.

Try ora@genie.geis.com.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4734. Re: Wanted: Scott Sanders

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 11:24:26 UTC
From: steve-j@teleport.com
Message-ID: <2tmoda$1sa@kelly.teleport.com>
Source record: 185157

In article <199406131823.a43820@s3.maus.de>,
Kai Evers <Kai_Evers@s3.maus.de> wrote:
>Hi y'all.
>
>Does Scott Sanders, author of 'SAM' and 'Atari Compendium' exist on the
>net?
>His pretty old CI$-address (71760,2140) is invalid.

Try s.sanders2@genie.geis.com. It's good to hear he's off CIS,
though! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4735. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 11:27:45 UTC
From: steve-j@teleport.com
Message-ID: <2tmojh$1uh@kelly.teleport.com>
Source record: 185300

In article <94164.145437STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>Does anyone know where the source is? The author said that it
>was released into PD and that it was available on GEnie and
>Compuserve. Does anyone know if it made it onto the FTP sites?
>Thanks for any info.
>Tim, the original ST Xformer allowed one to connect an 8-bit
>disk drive to the printer port.

I tried some archie searches for the source code via FTP, but
couldn't find anything except the ST XFORMER program itself and
the file transfer utility. Maybe we'll have to get it from
darekm@microsoft.com directly???

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4736. STOS does not work! HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 11:28:11 UTC
From: bidwell@eskimo.com
Message-ID: <CrFrv3.FJs@eskimo.com>
Source record: 185148

I have STOS which I purchased a year ago. I want to use it, but it does not work. I cannot load any sprite files. It tells me "Wrong file format" when I try to use it. I really want to use this software, and I feel that I have been robbed! Anyone know of what is going on here?

Im using TOS 1.4 (Rainbow) on a 520fm w/ 2.5 megs ram.

PleasethelpasohIvcanmwritedsome nifty software with it.

4737. STOS Maestro syntax sought...

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 12:14:45 UTC
From: cf580@city.ac.uk
Message-ID: <1994Jun15.121445.18139@city.ac.uk>
Source record: 185298

Hi. I want to use STO Maestro to loop a sample (only about 128 bytes long) but since my copy is from a coverdisk I don't have the syntax.

Someone (from the STOS mailing list) sent me a description of how to do a single sample, with the looping done by just repeating it, but the timing is critical and hence I'd much rather it was looped by Maestro.

Maestro (from looking at the extender file) seems to have a command called samloop, but I don't have the syntax. Can anyone help? TIA.

--
Tim Wright - T.J.Wright@city.ac.uk

4738. HELP - HDD doesnt work any more

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 12:29:04 UTC
From: arash@track.cslab.tuwien.ac.at
Message-ID: <2tms6g$5t@email.tuwien.ac.at>
Source record: 184573

Hello,
A friend one mine,who has got ATARI MEGA ST2,complains
about his HDD,which doesnt work any more.So You cant
boot from HDD. After booting with a disk you see the
icons of the folppy drives, but there is no hard disk
icon present.
We even tried to format the hard disk,which didnt work.
The message we got was something like "no hard disk
found" or no harddisk present. So if someone knows how
to solve this problem or what to do or if you have any
idea about that,so please please let us know about it.
You can even send your email to arash@cslab.tuwien.ac.at.

Could it be a Hard disk crash?
Thanx and bye
Arash

4739. Re: pop up menus?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 12:34:30 UTC
From: alpldbia@w203zrz.zrz.tu-berlin.de
Message-ID: <2tmsgm$nh2@brachio.zrz.TU-Berlin.DE>
Source record: 185299

>There are already 2 file selectors that do that (you need MiNT, of
>course...). Well, 1 and a half: the latest version of Selectric (>
>v1.10) is not out yet, but is reputed by the beta testers to allow it.
>The other FS is called MFSFM, and is ftp-able from the usual sites.

BoxKite supports long file names, too.

Andre

4740. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 12:45:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tmt51$6hb@golem.wcc.govt.nz>
Source record: 185151

In article <2tkmql$57d@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice) writes:
>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>: In article <2tj05n$6r5@netnews.upenn.edu>, rrice@netnews.upenn.edu (Rob S. Rice)
writes:
>: >
>: > It was NOT the Serial Port buffer in my Mega 4 STE's set-up. On
>: > Dan Wilga and Rick Flashman's advice (both of them Gribnif and
>: > they and their company can use me as a reference ANY time) I
>: > altered the size of my serial buffer and ran some tests. That
>: > BackTalk script driver for STalker to do that was a nifty idea,
>: > and it made the whole thing easy. That's the first BackTalk
>: > script I, programming yutz big time, have managed to make
>: > useful. I've had no luck writing my own, but, anyway...
>
> Conceivable--I have View II installed and a pretty full auto
>folder. On the other hand, I download to the CodeHead Ram disk using my
>blitter for faster action...

There should not be the Need for a Ram disk, the other thing that is very
usefull is a Boot Util, I use Xboot3, I can then have sets of the programs that
TSR's,ACC and CPX's, I need to run that Application, then you don't overload
your system with unnecessary TSR's/ACC ..

When I have any problems with a program, I just reboot and select
the minimum option with Xboot, its that simple...

>
>: Also you could try Connect, seems faster than Stalker, Stalker is old by
>: to-days standards...
>
> Connect froze on me, kept re-setting to its defaults when I'd get
>it configured, and did not seem to offer $45 worth of improvements over
>STalker, not that STalker couldn't use a few upgrades itself.

Why not try Connect on a Simple system, with out all the TSR's ACC, etc,
just the HSmodem4....

There is a patch program for the Later version of Connect 2.46, and note:
you don't have to pay for it, you can test it for one month..

It does work, and with GSZRZ...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4741. Re: Getting online?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 12:58:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tmtu2$6hb@golem.wcc.govt.nz>
Source record: 185152

In article <771540060snz@leprosy.demon.co.uk>, sabbath@leprosy.demon.co.uk (sabbath) writes:
>In article <2tg7ad$hi@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
>
>> >Okay, CIX costs 25ukp to join and has time charges of 6p (standard) and 4p (cheap)
>> >- these are UK phone times, standard is 8am-6pm mon-fri and cheap is all other
>>
>> Tell me this Time charge, for what Times,,? Hour/Minute..
>
>Sorry 4/6p a minute.
>
>> Are there extra charges for e-mail/ftp, etc...??
>
>No.
>
>> Is there a minimum charge per month..??
>
>7.50 including VAT.

From the prices that I have seen here, its dear by NZ standards..

My GEnie costs are $16nz per month, with 4 hours connect time included, 2400 bps...

A Internet site here charges $52nz per year, and 7c per Mega Byte for e-mails FTP....

The site that I am on, is more or less free, but does not have direct FTP, has Gopher and IRC, its run by the Wellington Council on old redundent DEC equipment, only has 2400 bps, 16 lines and 3000 users..

We don't get charged for local phone calls here...

Food for thought....

There is a lot of hype about Internet in the News Papers here and TV and Radio..

> --
>|sabbath@leprosy.demon.co.uk| "You are what you drink -|
>|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
>|+44 480 213223 (voice line)| - The Macc Lads. |
>|+44 480 381275 (fax line)|--------------------------
> ---------------------------
>
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4742. Q: Best ST WWII flight sim

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 13:04:00 UTC
From: kbedford@uk03.bull.co.uk
Message-ID: <1994Jun15.130400.15843@uk03.bull.co.uk>
Source record: 185153

I'm looking for opinions on the 'best' ST WWII flight-sim.

I can get Reach for the Skies, Their Finest Hour & Dogfight locally,
any opinion on a ranking?

TIA

==========
Keith Bedford keith.bedford@uk03.bull.co.uk
England
==========

4743. Re: mac <-> ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:10:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tn258$ako@mailer.fsu.edu>
Source record: 185161

Venanzio Jelenic (venanzio.jelenic@canrem.com) wrote:
> In a message dated 06-13-94 MDEKKER@FWI.UVA.NL wrote to ALL:
>
> M> can i connect my old apple Mac via a nullmodem cable to my 1040STfm?
> M> maybe a silly question, i just want to make sure (i dont want to blow
> M> my rs232 port). -- Martijn Dekker
>
> You certainly can. Only problem is that of types of transfer you
> accomplish.
> I used interlink on ST and zterm ont he Mac for this.
> Great for text files, but a mess with others.

I have done this at 19200 solid for hours with binary files, and it worked perfectly. Zmodem is Zmodem, after all. It is certainly possible to transfer any kind of file with a proper null-modem setup. I was using Zterm on the Mac, and Uniterm (with GSZRZ) on the ST. I've also done quite a bit with PC<->ST null modem (this was in the dark ages, before I got my Syquests). Interlink is pretty old, perhaps it does not do high-speed stuff correctly? Or perhaps an RTS/CTS bug fixer was not installed on the ST?

> If you run an emulator Spectre.... etc. you can run them via the comm
> port using same zterm program and get very efficient service.

One of the irritating things about Spectre 3.0 is that the serial port stuff is buggy. This might be due to a lack of an RTS/CTS bug fixer built within Spectre (I'm just guessing). Anyway, based on the kinds of errors I see while online via Spectre, my guess is that native ST software will work better (I know it will work perfectly). That said, I've never done a null-modem with Spectre, but if it gets random errors on a modem line....

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4744. Re: How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:14:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tn2bv$ako@mailer.fsu.edu>
Source record: 185162

Erlend Nagel (error@stack.urc.tue.nl) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> I should have been more specific. I apologize for that. It loads and
> displays the intro screen with the four characters and also plays the
> music, but then it just hangs (I think I got bombs but I am not sure). I
> have to move my ST to the tv and connect the external modulator, so I do
> not have a printer connected when I play games.
>
> P.S. I do have a logitech mouse connected, does that matter?

Hmmm, unless the Logitec does not plug into the normal ST mouse port, it
should not matter. However, you might try unplugging it and giving it a
try. Other than that, I cannot think of any reason why your ST would not
like this game. It sounds like it is the correct vintage.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4745. Re: RS-Speed

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:16:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tn2gn$ako@mailer.fsu.edu>
Source record: 185163

Todd Hogarth (bign@eskimo.com) wrote:

> Does anyone know of a source for RS-SPEED by Stephen skrodzki or RSVE by
> Harun Scheutzow? It is a hardware add-on for the ST to allow faster baud
> rates by replacing some of the little used slots (60, 300, etc) with
> hi-speed routines and such. It's mentioned in the documentation for
> HSMODem3 and Connect.

You can find RSVE instructions (as well as the latest HSMODA04) on
atari.archive.umich.edu in /Utilities/Tosfixes. Also, CoNnect 2.46 and
the 2.46 update can be found in /Telecomm.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4746. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:17:06 UTC
From: nj1@ukc.ac.uk
Message-ID: <8494@merlin.ukc.ac.uk>
Source record: 185158

I've read this thread with interest, and here are my thoughts for what it's worth....

According to Bob Gleadow a few months ago, there were 80,000 Falcons in Europe (according to an ST Review interview)... Now, I know a lot of these would be in music studios and the like, but that's still quite a large amount. I know by comparison to other platforms it is still small, but it is there...

Now, Simarils have established a method of converting PC games to the Falcon - it now takes them only about one month - so that is not much of an initial outlay for an extra market, but still companies decide not to bother because they could make more money else where. That's business, but it is killing a potential market before it has opened up....

Have a look and see how many PD games have been downloaded from FTP sites, although I admit a lot of these games do tend to be a bit lacking in gameplay (an art lost a long time ago). Still, I hope a lot more Falcon owners decide to take the bull by the horns and produce some games of their own - besides, games produced by enthusiasts tend to be a lot more playable (Jeff Minters games for example)...

Come on, give the market a chance. Even Microprose were suprised with the amount of copies of Formula One Grand Prix they sold to ST owners....
And before you say 'Oh piracy is a big problem on the Atari platforms', it is a problem, but nowhere near as big a problem as it is on the PC platform, where you are more than happy to sell games with no copy-protection whatsoever....

I do have one other gripe - compainies say 'Oh no, the ST market is dead, so we won't produce this great game for it.' The next thing they do is bring out a tired old platformer - the ahem... 'latest' license - and try to sell that. When they find it doesn't sell (because its rubbish) they claim that the ST market is dead and so on..... Around we go again....

Sorry for letting off steam here..... I just had to say my peice.

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4747. Re: Q: Best ST WWII flight sim

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:21:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tn2pj$ako@mailer.fsu.edu>
Source record: 185164

Keith Bedford (kbedford@uk03.bull.co.uk) wrote:
> I'm looking for opinions on the 'best' ST WWII flight-sim.
>
> I can get Reach for the Skies, Their Finest Hour & Dogfight locally,
> any opinion on a ranking?

Their Finest Hour is a Lucasfilms game, right? If so, I believe that is the one a buddy of mine raved about for several months. He thought it was great, YMMV. I haven't heard of the other two.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4748. Re: MiNT V1.10

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:25:59 UTC
From: fiorio@lirmm.fr
Message-ID: <2tn31o$f7h@lirmm.lirmm.fr>
Source record: 185159

In article <2tmc4c$gnv@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> dmh1@ukc.ac.uk (Rad Man Dave) writes:
|> >
|> >would it be possible/sensible/legal for someone to compile me a
|> >copy of MiNT v1.10 (is that the latest released pd version that is
|> >only supplied in source?) for an STE? I don't ahve a HD so I thought
|> >it isn't possible for me to use GCC, is this true?
|>
|> Yes/yes/no. :-) For better or worse (I think for the better) Atari/ers
|> have restricted MiNT to being available in source only.
|>
|> You may be able to use gcc if you mess around with a big ramdisk. You
|> could also use Lattice C or Pure C to build MiNT.
|>
|> --
|> --Chris
|>
|> X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
|> Cix: chrisridd@cix

Ok, but where upload sources of MiNT v1.10 and gcc for the falcon ?

--

==
Christophe FIORIO
email : fiorio@lirmm.fr
==
LIRMM, 161, rue ADA, 34392 Montpellier Cedex 5, France

Tel (33) 67 41 85 78 | Fax (33) 67 41 85 00
==

4749. ST Educational software

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:31:20 UTC
From: nmb@oasis.icl.co.uk
Message-ID: <CrG0C9.HKv@oasis.icl.co.uk>
Source record: 185170

I would be most grateful for any recommendations for Atari ST
educational software. I am particularly interested in Maths
and English for the age range of 6 to 12 years.

Alternatively, does anyone know of a supplier for the ADI(?)
range of goodies?

Any feedback is much appreciated,

Nige
------------------8<------------------------------

4750. small 68k Lisp?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:33:36 UTC
From: rdzidlic@faui08a.informatik.uni-erlangen.de
Message-ID: <2tn3g0$1lt@faui08a.informatik.uni-erlangen.de>
Source record: 185160
Cross-posted to: comp.lang.scheme,comp.lang.lisp,comp.sys.m68k,comp.os.os9,comp.sys.atari.st,comp.sys.amiga.misc

Hello,

I am looking for a small lisp/scheme interpreter or bytecode
compiler/interpreter written in 68k assembler - it should be
small and fast.

Please reply via email if you know such a beast.

Thanks
Richard

4751. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:45:00 UTC
From: venanzio.jelenic@canrem.com
Message-ID: <60.48572.4514.0N1A2665@canrem.com>
Source record: 185171

Atari 1040 ST w/4MB ram
Megafile 44 (removable Syquest, have 2 carts available)
Color & Mono Monitor (high resolution)

Software includes:
DTP, Paint, Games (tons of Sierra etc, and tons of shareware/freeware
disks)

PC Ditto IBM emulator (Dos 3.3 and some progs available)

Spectre Mac emulator (Mac programs available)
plus more games and other stuff than I can shake a stick at.

Asking $500 o.b.o.

Call Vince at (519) 623-4050 if interested
or send email here or
venanzio@hookup.net or venanzio@canrem.com
-> Alice4Mac 2.4b2 E QWK Eval:25Apr94
* Origin: Alice strikes back @

4752. DAVEKTOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 14:51:18 UTC
From: s9205525@otto.bf.rmit.oz.au
Message-ID: <s9205525.771691878@otto>
Source record: 185109

Thank you for your reply, i have figured out that by saving a file as
a .TIF and then reconverting it to a .GIF will enable me to load
into CALAMUS SL ok, even tho' it is a long and boring process.
It is only when any vector image has a "fill" pattern that causes this
it is annoying when the manual dosn't explain this. Obviously if one
has DA's Layout, then everything is ok. Thanks for your help...John Moon

4753. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 15:07:10 UTC
From: vicb@clark.edu
Message-ID: <2tn5eu$nvf@clark.edu>
Source record: 185165

In article <8494@merlin.ukc.ac.uk>, N.Jones-Rodway <nj1@ukc.ac.uk> wrote:
>
>According to Bob Gleadow a few months ago, there were 80,000 Falcons in Europe
>
>Have a look and see how many PD games have been downloaded from FTP sites,
>although I admit a lot of these games do tend to be a bit lacking in gameplay
>(an art lost a long time ago). Still, I hope a lot more Falcon owners decide
>to take the bull by the horns and produce some games of their own - besides,
>games produced by enthusiasts tend to be a lot more playable (Jeff Minters

Although I don't have a F030 myself, I tend to think their owners are more
appreciative of stuff that works on their platform. I say this because more
than half of the registrations I received for my game, Winglord, were from
Falcon owners...Obviously I couldn't program it specifically for it, but it
was certainly in my best interest to make it compatible, and it wasn't even
all that difficult. Huge scale programs like F1 would obviously take more
effort, but I think that it would be worth it for those people that took
the risk. The individual attention that would have to be given to the program
could also allow gameplay to improve, which can only be good; it is lacking
in a lot of programs.

Victor Bruhn
vicb@clark.edu

4754. 8 MEGS on a FALCON???

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 15:09:33 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2tn5jd$2ov@darkstar.UCSC.EDU>
Source record: 185166

I remember mention of some sort of funky 8-meg upgrade for the FALCON a while back. Does anyone have any clues so I can track down this beast?

4755. Email to compuserve?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 15:11:47 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2tn5nj$2q6@darkstar.UCSC.EDU>
Source record: 185167

Another question ?-)....okay, I have a guys compuserve address. How do I
send email to him through the internet.
Is compuserve address is: John Swenson CompuServe 75300, 2136
What's his internet address?
TIA!
cya

4756. Re: oregon research

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 15:14:17 UTC
From: orres@teleport.com
Message-ID: <2tn5s9$otq@elaine.teleport.com>
Source record: 185168

```
>if someone outthere knows bobs e-mail address, I'd take that too.
>
>Try ora@genie.geis.com.
>

Or try orres@teleport.com

Best regards,
Bob@ORA
```

4757. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 15:22:42 UTC
From: Steve.Barnes@lchurch.mcd.on.ca
Message-ID: <771695670.0@lchurch.mcd.on>
Source record: 185197

> RTS/CTS problem. You can also try to change the buffer size in RBUF and
> TBUF in MFP.PRG in the HSMODEM package.. Then you use SETTER.TTP in the
> same folder as MFP.PRG and click on SETTER.TTP write MFP.PRG on the
> commandline and then you can change the settings.. You can also check so
> you have first DRVIN.PRG last in your auto folder and then MFP.PRG last..
> I'm using HSMODEM04 on my board here with a DTE speed at 38400 with my
> V.Fast Class 28800 Bps modem with no problems at all..

G'day Bertil.

Am I too understand that your running these baud rates without and RSVE mod? Please tell me it so! :-)

I guess I could always try it and watch the sparks fly on 'Frankenputer' :-)

-Steve, steve.barnes@lchurch.mcd.on.ca

* Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

4758. Re: How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 15:27:37 UTC
From: lambert@cse.unsw.edu.au
Message-ID: <940615152731.14119@cse.unsw.edu.au>
Source record: 185169

In article <2tkafg$s7q@tuegate.tue.nl> error@stack.urc.tue.nl (Erlend Nagel) writes:

> lambert@cse.unsw.edu.au (Tim Lambert) writes:
>
> >It appears to be possible to play Gauntlet 2 with four players if you
> >have an adaptor to connect two joysticks to the parallel port. Can
> >anyone tell me how to connect up the pins?
>
> Could you tell me what you did to get Gauntlet II to run at all with two
> players?

Put the disk in, turn computer on, wrestle with joystick ports. Now
if only Lemmings 2 would work...

> I have Gauntlet II, but it does not work on my 2.5 meg TOS 1.4
> UK 1040STf.

I have a TOS 1.0 German 1040STf (that somehow found its way to Australia).

Tim

Thanks to Mickey Boyd for answering my question.

4759. Atari UUCP

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 15:28:36 UTC
From: Steve.Barnes@lchurch.mcd.on.ca
Message-ID: <771695670.1@lchurch.mcd.on>
Source record: 185198

Thanks to everybody who made suggestions and pointed me in the right directions in search of Upoint and newer version of UUCICO. I finally managed to ftp them via tu-clausthal last night. (Note, in the FAQ, it mentions the site name as 'clausthal' only.. you really should add the 'tu-'! :)

-Steve, steve.barnes@lchurch.mcd.on.ca

* Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

4760. A few quick Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 16:03:44 UTC
From: nj1@ukc.ac.uk
Message-ID: <8500@merlin.ukc.ac.uk>
Source record: 185173

Okay, a few quickies.....

1. What is the difference between the DESKICON.RSC and DESKCICN.RSC files in my root dir.?

2. Why does the internal speaker crackle like crazy when I boot up until the XControl settings are loaded?? Incidentally, no sound comes from my external speakers whilst this is happening....

3. Why does the fan occasionally slow right down and start making a horrid grinding noise???

Any help would be appreciated...

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4761. C++

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 16:18:20 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tn9kc$lto@mother.usf.edu>
Source record: 185174
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The first C++ "compilers" were actually converter programmers that translated C++ code into obfuscated C code that would then be fed into a regular C compiler. I need such a beast for my Atari. I need something that will only do the translation but will not turn regular code compatible with my compiler into something incompatible.

I know there are such programs, because they were the first of their kind and I've seen people discussing them before. Where can I get one of these converters? Doesn't one of the Gnu programs do just what I'm asking for? I'd prefer C source to the converter so I can turn it into a resident program I can use with Lattice C.

Thanks.

4762. ST/Falcon software market (Was: GOAL! - buy this game)

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 16:19:48 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406152258.AA00047@montp.cirad.fr>
Source record: 185172
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

CEO file contents:
Hi Dino,

Perhaps 50000 Falcons doesn't make a _large_ market, but there must be
a few million STs out there. Not all users have switched to another platform.
And if the Falcon was correctly software supported most of these users would
upgrade to Atari's Big Bird.

Now, my point is that it can't be _that_ difficult to make your
software ST/STE/Falcon compatible. Now, is it really _much_ more work to just
add to this Falcon sounds/graphics ? DSP stuff and Falcon-only could come a bit
later.

Now look at whats happening on the Amiga. LOTS of people are stuck with
A500s or even A1000s, and there are the new 600s and 1200s with new chipsets.
Do you think developpers are considering 1200s as one single market ? They
just make there software range-wide compatible, and sometimes AGA enhanced.

Can't we just do this. The Falcon is not a market YET. The Atari range
IS a quite big one. Go and ask Konami/GameTek how many Frontier copies they
have sold in the "dead" ST market. Same for Civilisation, and probably soon for
Cannon Fodder.

Put out good ST/Falcon compatible games and they WILL sell for more
than 6% on this software starved market. This figure is for the Mac/PC flooded
market. It just CANNOT apply to a market where user are enthusiasts.

Come on, keep supporting the Atari !

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

4763. Books for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 16:37:41 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CrG6C7.CpB@news.cis.umn.edu>
Source record: 185175

Hello,

I have some ST books that some one might want to pick up. If interested,
just drop me a line.

Abacus: GEM Programmers Reference Guide
Peeks & Pokes
ST Disk Drives Inside and Out

Sybex: Programming the 68000

Haydn: Programming in C

Datatech: Atari ST Application Programming

If interested, send name of book and price you'd offer. Buyer will pay
shipping, what ever type they want(ground, book, etc...).

Thanks,

Joseph

4764. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 16:38:38 UTC
From: c3028@rsls4.sprachlit.uni-regensburg.de
Message-ID: <C3028.94Jun15183838@rsls4.sprachlit.uni-regensburg.de>
Source record: 185176

Hi!!

I have got Elite II running on my Falcon. It is installed on my internal
HD but I am booting my System from Drive A. Auto-Folder is: fpatch2, ahdi
Accs: just xcontrol because I want to turn off the internal speaker.
(Yes I know, I should kill this beast.)
My problems are:
1. E II doesn not know of Drive F, where it is installed (because D and E are
Minix Partitions?).
2. E II looses Systems. After some mission I go back to map F2 and there are
substantially less star systems. Somtimes I lose the system where I am.
When I try to get a mission for a lost system from bulletin board, there
is only the button "Hang Up".
3. Also the Galactic View (F10 in Galactic Map) is always corrupted.

Any remedies? :-(
Thanks
Sascha Djuric
Regensburg, Germany

4765. Upgrade options for mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 17:01:08 UTC
From: pietrzak@sparc7.cs.uiuc.edu
Message-ID: <2tnc4k$83c@vixen.cso.uiuc.edu>
Source record: 185177

Well, now that I know how much I'd get for an ST in today's market, I have a bit more interest in finding other uses for it (1/2 :)). So, I have another question for the Atari gurus out there: what upgrade options are there for the (non-e) mega? I never did fill the slot, and I can remember talk about boards to speed up the machine (the SST, the T16/T32, etc). Do these things (or other upgrades) still exist?

Thanks

John

4766. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 17:03:30 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun15.170330.434@boojum.lanl.gov>
Source record: 185178

In article 18349@abo.fi, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>
> I really doubt many games makers lose money with ST games (especially: good
>ones, like Civilization, KickOff, etc.). In reality, a well money-making ST
>game has been kicked off by e.g. more money making Amiga version. [...]

A common misconception, Tommi. Just because a company develops a successful
game on a more popular platform does not mean it is cheap or even economically
viable for them to develop, test, package, advertise, market and support the
same product on the Atari.

>2) I feel most of you in the business hardly know what the Falcon is - and fail
>to see its value as a "Atari of tomorrow". [...]

Unfortunately, the "Atari of tomorrow" (Falcon 030) is still far behind the
technology currently offered by other brands of machines and offers little
advantage in the way of price, software availability and support.

> [...] I fail to understand why you (business) support the old, disappearing
>machine - when there is a steadily growing new market already existing..?

Simple economics... there are a LOT more ST owners than Falcon owners out there.

>3) This is very strange, I think: as there are well over 50.000 Falcons sold,
>and the direction on sales is increasing -

Oh, please! WHERE do you get your information from? This is rose-colored hogwash.
Eiuwww. Not a very pretty sight, come to think of it. :) Some UK magazines have
been promoting this deception for some time now and it's ludicrous. Actual
production figures are far below this (no, I won't divulge it) and further manufacture of
the product is not currently scheduled. Does that give you a hint?
Just get a copy of Atari's last stockholder's report for a real eyeopener!

> [...] - people WANT games, but don't get them - that ANY games
>maker, offering a good (even relatively cheap PC/Amiga-conversion) new game,
>will (!) sell a lot!

And what constitutes "a lot" in your opinion? Enough to be profitable?

>4) It would be much simpler for programmers to make Falcon conversions from
>e.g. PC games, than ST-conversions.

Sorry to burst your bubble, Tommi, but it just doesn't work that way. I'm afraid
there are considerably more complex problems to overcome in converting a game
from an Intel processor to a Motorola one, let alone the operating system. Sure,
it _can_ be done, but is it worthwhile? Most likely not. Full time professional
game programmers such as Dino Dini could elaborate but you get the idea.

Please... do NOT condemn developers for not supporting the Falcon (or any Atari) to the extent YOU think they should. Unless you actually have experience trying to develop and market an Atari software product, you quite simply will have no comprehension of the problems and costs involved, let alone a real-world idea of just how DEAD the market has become. If the market was as ripe as you claim, we would be swamped with new software titles everyday, there would be an Atari dealer in every town, and Atari would be a Fortune 500 company. But as we all are painfully aware, that's simply not the case nor is it likely ever to be.

I don't mean to be full of doom-and-gloom, here; that's not my intent. Atari computers are still wonderful machines and there is absolutely no reason why we can't enjoy them for many years to come. But as long as hardware sales are depressed, the software market will continue to decline, leaving only those who program for the Atari out of love for the platform, not a profit motive.

And what's wrong with that? ;-)

-Hutch- @ Fair Dinkum Tech

4767. Re: Look for Internet Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 17:04:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EFPRFDUT@dksoft.ping.dk>
Source record: 185188

In <2tigbn$p9u@cstatd.cstat.co.za> Thorsten Kohlhage wrote :

>I hope Sambady can Help my
>I Look for a offline mailer for Internet
>I hobr sambady can Help me
>
>

Get Upoint

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4768. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 17:14:25 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2tncth$glp@netnews.upenn.edu>
Source record: 185179

Wolfgang Wander (wwc@dxhrb3.desy.de) wrote:
: In article <2tkmql$57d@netnews.upenn.edu> rrice@netnews.upenn.edu (Rob S. Rice) writes:

: Connect froze on me, kept re-setting to its defaults when I'd get
: it configured, and did not seem to offer $45 worth of improvements over
: STalker, not that STalker couldn't use a few upgrades itself.

: CoNnect does exactly this if you use it longer than the allowed testing
: period. I think, this is a legal limitation for a user who tries to use
: the program illegally.

In my case, then, the trial period expired in 30 seconds!

: If you think the price difference to stalker is $45 you should check the
: different prices once again.
I own STalker already, you see, so I couldn't see the point of
upgrading. I'm very happy with STalker/STeno, but I had hoped, in vain,
that Connect would solve my Z-Modem problem. I can't really say that
Connect ever gave me a chance for a fair evaluation of itself.

: Wolfgang
Rob

4769. Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 17:27:35 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jun15.172735.20810@bradford.ac.uk>
Source record: 185180

Does anyone know of a Random Dot Stereogram picture creator for the Falcon
or the ST. (the pictures that look 3D after staring at them for a long
time). If you know of one, and know from which FTP site I can get it from
(and the name of the file please) could you please E-mail me NOW. Thanks

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

4770. Re: A few quick Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 17:53:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2tnf5s$gd5@lyra.csx.cam.ac.uk>
Source record: 185181

nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>Okay, a few quickies.....

>3. Why does the fan occasionally slow right down and start making a horrid
> grinding noise???

Because it's knackered? :) :) :)

>Any help would be appreciated...
>Neil.
>--
>Neil Jones-Rodway UNIVERSITY OF KENT
>Computer Science Student At Canterbury ####

Sorry about that,
Seriously, the speaker noises are probably due to it being set to full
volume until the control panel loads and sets it right.

It probably doesn't help much, and it may be completely wrong, who knows? :)
Phil
[E-mail pd@mole.bio.cam.ac.uk]

4771. Re: Email to compuserve?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 18:23:32 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <CrGB38.L6I@freenet.carleton.ca>
Source record: 185182

In a previous article, sccoe@ucscb.UCSC.EDU (Rowland Baker) says:

>
>Another question ?-)....okay, I have a guys compuserve address. How do I
>send email to him through the internet.
>Is compuserve address is: John Swenson CompuServe 75300, 2136
>What's his internet address?
>TIA!
>cya
>
>
The address will be 75300.2136@compuserve.com

Mark montreuil

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Mark.Montreuil@banyan.dgim.doc.ca

4772. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 19:10:21 UTC
From: dmu@dcs.ed.ac.uk
Message-ID: <CrGD9A.JGJ@dcs.ed.ac.uk>
Source record: 185186
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

In article <2tkelv$b40@rockall.cc.strath.ac.uk>, cadp95@ccsun.strath.ac.uk ("B.A.Baird") writes:
> In article <771308663snz@bgserv.demon.co.uk> briang@bgserv.demon.co.uk writes:
> >In article <witchdoc.771252674@toby.ludd.luth.se>
> > witchdoc@ludd.luth.se "Roffe Larsson" writes:
> >>
> >> Does anybody know what happened to Jeff Minter and/or his company,
> >> LlamaSoft? I read an old interview from 1987 the other day and just
> >> got a little curious on this hippie-programmer.
> >>
> >> Plese respond by mail since I don't read this newsgroup on a regular
> >> basis.
> >> --
> >I think Yak the Hairy was last seen involved with the Konix
> >system that never made it to the market. You might try in the
> >emulators group. More Atari/CBM users hang out there.
>
> Totally out of date. Jeff did a couple of very successful shareware games on
> the Atari ST, started work on a game for the Panther console when Atari
> stopped development of it. He then wrote Llamazap for the Falcon, and has
> recently finished the awesome Tempest2000 for the Jaguar. He is working on a
> new lightsynth, as well as doing something secret with the man who used to
> be known as Prince.....

Not so secret- I imagine this project to be the 0{+> (That's how you write `Prince' now apparently) interactive CD , which is supposedly out soon- or yesterday, according to where you get your information from. Apparently you get to visit Prince's love suite, etc. No llamas...

--

|David Muir CS4|
|Edinburgh Uni|
|dmu@dcs.ed.ac.uk|

4773. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 19:47:31 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jun15214731@dxhrb3.desy.de>
Source record: 185187

In article <2tncth$glp@netnews.upenn.edu> rrice@netnews.upenn.edu (Rob S. Rice) writes:

: CoNnect does exactly this if you use it longer than the allowed testing
: period. I think, this is a legal limitation for a user who tries to use
: the program illegally.

In my case, then, the trial period expired in 30 seconds!

In this case you certainly did something wrong. How to save
your .set and your .opt file is for the beginner not always obvious
but explained in the online help (just press HELP anywhere in connect
you want). Probably you just aved the options and wondered why
the terminal settings were always reset? Changes, made using the window
menu are saved in the .set file, overall changes valid for the whole
program in the .opt file. Connect certainly gives you more than 30 seconds ;-)
Wolfgang

4774. GEM programming tools

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 21:17:24 UTC
From: sforseil@vub.ac.be
Message-ID: <2tnr54$kpn@rc1.vub.ac.be>
Source record: 185193

Are they any programming tools (C libraries and so on) to program
GEM faster (dialog boxes and menus)?

Thanks.

++===++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		----------------------------	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 675-61-09	

	Anarchy is not disorder. Anarchy is the absence of orders.	
++===++

4775. Re: ST Educational software

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 22:00:58 UTC
From: davidba@umich.edu
Message-ID: <2tnjr1$cp0@lastactionhero.rs.itd.umich.edu>
Source record: 185184

In article <CrG0C9.HKv@oasis.icl.co.uk>, <nmb@oasis.icl.co.uk> writes:
> Newsgroups: comp.sys.atari.st
> Path:
> I would be most grateful for any recommendations for Atari ST
> educational software. I am particularly interested in Maths
> and English for the age range of 6 to 12 years.
>
> Alternatively, does anyone know of a supplier for the ADI(?)
> range of goodies?
>
> Any feedback is much appreciated,
>
>
> Nige
> ------------------8<------------------------------

There are two excellent programs for math and english that go by the names of Bentley Bear Math and Bentley Bear Word (not sure about the word and math part of the name...but if you can't find them, post again and I'll look them up)

The word game gives you various levels of difficulty by limiting the length of each word.
As you guess the letters, they either appear in the appropriate place in the word or when wrong a crow moves closer to Bentley's pool-side glass of lemonade. Guess wrong once too many times and the crow drinks his lemonade.

My six-year old loves it!

The math program gives you the choice of multiplication or addition/subtraction and also has some good graphics to make it fun.

Good luck in your search...my E-mail routing hasn't been set-up right yet, so I can only see a reply if you post to the news group.

David's my name... sailing is my bane.

4776. Re: A few quick Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 22:06:32 UTC
From: azog@world.std.com
Message-ID: <CrGLEx.8xy@world.std.com>
Source record: 185191

nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>Okay, a few quickies.....

>1. What is the difference between the DESKICON.RSC and DESKCICN.RSC files in my
> root dir.?

The DESKICON is monochrome icons, and DESKCICN is the colour icons.
Supposedly. Dont recall where I read this, and havent come across anything
to verify this.

>2. Why does the internal speaker crackle like crazy when I boot up until the
> XControl settings are loaded?? Incidentally, no sound comes from my external
> speakers whilst this is happening....

>3. Why does the fan occasionally slow right down and start making a horrid
> grinding noise???

These last two sound funky to me, since neither of them happen on
my system. #3, perhaps something is getting caught in the blades?

--
Billy D'Augustine azog@world.std.com

Jesus Christ looks like me. (TO-)

4777. RE: Is ICD dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 22:07:09 UTC
From: dunham@src.honeywell.com
Message-ID: <2tnu2d$12t@moon.src.honeywell.com>
Source record: 185192

No, their just very s-l-o-w!
I am curious if anyone else has had a similar experience:

Last summer, I received a mailer from ICD regarding a "sale" of discontinued items, like the AdSpeed STE 16 MHz accelerator, ao I purchased one. As time went by with no delivery, I realized that ICD did not actually have these in stock, and in fact were waiting for certain components to fullfill the purchase orders. During the two months I waited, ICD kept saying that they will ship in "two weeks". Each time I heard this it was less funny. Finally, I faxed their president, Thomas Harker, and cancelled the order.

Now it gets interesting! This year, 8 months after the order, and 6 months after I cancelled, a AdSpeed STE accelerator shows up mysteriously, and I am billed. What's wrong with this picture, you might ask! :-)
1. I cancelled the order.
2. There was no communication from ICD about the delivery or billing.
3. I almost sold the STE the month before!
4. The unit performs marginal at 8 MHz (No Photochrome possible; then even Spectrum 512 pics had trouble)

Checking with local government revealed that this type of mailorder practise is not only poor business, it's illegal. I shared this with Mr. Harker who told me that 'everyone else is happy that they received their orders' [finally] I responded that an 8 month delay without prior consent is inexcusable. ICD at least offered a full refund if I wished to return the unit. I decided to keep it, but did have to get an exchange because it began to fail to display Spectrum 512 pics. I just received the replacement unit today.

Here's the big yuk: Inside, printed on the invoice, it said:

"Unauthorized Return of AdSpeed STE accelerator"

Ooooooooo! Scary! (Even though I have a fax from Mr. Harker stating that I may return it). So, in answer to the query: "Is ICD dead?" the answer is "No - they are still doing business as usual!" Hmmm, now all I have to do is see if they actually fixed the unit... (to be continued?)

At the helm of the U.S.S. AdSpeed,
Scott

4778. Re: ST Educational software

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 22:26:01 UTC
From: davidba@umich.edu
Message-ID: <2tnkq3$di2@lastactionhero.rs.itd.umich.edu>
Source record: 185185

>
> lemonade. Guess wrong xxxx too many times and the crow drinks his

english error...sorry...brain fart

4779. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 22:32:52 UTC
From: martin@kitome.demon.co.uk
Message-ID: <771719572snz@kitome.demon.co.uk>
Source record: 185101

In article <2thkab$4qi@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

> In article <2thdag$9n5@elaine.teleport.com>, steve-j@teleport.com (Steve
> Johnson) writes:
> |> In article <2ta8ik$750@dux.dundee.ac.uk>,
> |> Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
> |> >
> |> >Is ARm Ltd part of Acorn?
> |>
> |>
> |> No, but the Acorn uses some of ARM's RISC processors (like the
> Bing! wrong. Acorn designed and build the ARM. UK processor designs - yummee!
^^^^^^^^^^^
Well, sort of. ARM used to stand for Acorn RISC Machine while the architecture was developed - don't think many were made then though. A seperate company, ARM Ltd. was then formed, ARM here being Advanced RISC Machines. They have then licensed the technology for other firms to make as they are a design only house - no manufacturing. Acorn still have a holding in ARM though.

Anyway, what's wrong with a UK designed small, low power RISC CPU ? The Archimedes are a damn sight more powerful than your standard ST wouldn't you say ? And as for the RISC PC ... (OK shame about the price)

Martin
--

Martin Kite
At home on: martin@kitome.demon.co.uk

4780. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 23:21:24 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CrGovo.3rx@oucsace.cs.ohiou.edu>
Source record: 185105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2tio7t$iof@mailer.fsu.edu> boyd@math.fsu.edu writes:
>I just had a friend download the latest greatest ICD software from Genie.
>It is version 6.4.3. This is the non-Pro level stuff. I mention this
>because it is often unclear what the latest version is.

I just received version 6.5.5 of ICDBOOT, along with the other
non-pro utilities, direct from ICD via the post office. It
would appear ICD is a bit slow in sending updates to Genie.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4781. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 23:52:12 UTC
From: bammbamm@dswhq.omahug.org
Message-ID: <f46_9406161603@dswhq.omahug.org>
Source record: 185220

```
In a message of <14 Jun 94 23:00:25>, Joan O'Bryan (1:286/2) writes:

JO> Lastly, there's Gnu Pascal, which is way too big (and possibly
JO> incomplete), but it is free, which certainly meets your 'cheap'
JO> criterion! :^)

Where can someone find GNU Pascal????

~
```

4782. Re: Q: Best ST WWII flight sim

Newsgroup: comp.sys.atari.st
Date: 1994-06-15 23:54:58 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CrGqFM.6rH@oucsace.cs.ohiou.edu>
Source record: 185106

In article <2tn2pj$ako@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Keith Bedford (kbedford@uk03.bull.co.uk) wrote:
>> I'm looking for opinions on the 'best' ST WWII flight-sim.
>>
>> I can get Reach for the Skies, Their Finest Hour & Dogfight locally,
>> any opinion on a ranking?
>
>Their Finest Hour is a Lucasfilms game, right? If so, I believe that is the
>one a buddy of mine raved about for several months. He thought it was
>great, YMMV. I haven't heard of the other two.

I have "Their Finest Hour" (Yes, it is a Lucasfilm game), and I play
it quite a bit. To nitpick, I'd call it a combat game, not a true
flight-sim. Flying basically consists of cranking the throttle
up to full and just using the joystick from then on.

The game is a lot of fun, but you have to be resigned to getting
shot down more often than not. This is not a turkey shoot; the
enemies are just as tough as you are, and you're always outnumbered.
Even a single kill becomes cause for celebration.

The gripes I have with this game have mainly to do with some of the
artificial intelligence decisions. I usually play the British, and
I've had Messerschmitts chase my wounded Spitfire far into the north
of Britain, even though fuel considerations should make this
impossible. Any wingmen you start a scenario with are usually
inept enough to get shot down immediately, leaving you in a one-on-
six situation or worse.

On the plus side, the graphics are pretty cool, and the gameplay
is intense. If you're not a flight sim purist and just want combat,
then this is a good choice.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4783. Re: ATARI on MAC

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 01:21:25 UTC
From: howard@harry.lloyd.com
Message-ID: <2to9el$p3p@harry.lloyd.com>
Source record: 185195

In article <2tksde$bbk@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
%Mick N. Mulders (mulders@rivm.nl) wrote:
%> Who can supply me of software to enable me to format, read and write ATARI
%> (ST) on an Apple Macintosh computer.

%Simply get some utilities that allow you to work with 720k IBM PC formatted
%disks on the Mac, and you will be in business. You need to have a Superdrive
%on the Mac, I believe (any 1.44mb drive is a Superdrive). Depending on
%the version of System you are using, you might already have what you want.
%For example, Apple File Exchange can read/write to PC disks in 6.0.x, and
%I think with System 7.x you just stick the disk in and it works.
%
%Formatting the disks on the Mac may be a bit more difficult, but I'm sure
%there are small DAs or utility programs that can do this. My suggestion

Apple File Exchange will also format the floppies. The 1.44 MB disks work
fine; it can probably handle 720K as well.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

4784. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 03:58:14 UTC
From: da-cun_e@proton.epita.fr
Message-ID: <2toikm$ce3@boson.epita.fr>
Source record: 185196

In article <8494@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
|> Now, Simarils have established a method of converting PC games to the Falcon -
|> it now takes them only about one month - so that is not much of an initial
|> outlay for an extra market, but still companies decide not to bother because
|> they could make more money else where. That's business, but it is killing
|> a potential market before it has opened up....

Just a few additions to this, I've had the opportunity to speak
with an amiga programmer from this company: despite the fact the Pc Boxes
are sold at a much larger scale, the ATARI FALCON sales+COMMODORE 1200
sales=1.1 PC sales for Ishar. To emphasize the point, PC are everywhere but
offices don't buy games :-) and the illegal swapping is far worst there than on
any previous computer. They just don't understand why they should avoid
27% of their total sales and abandon Falcon..

About the cost of a conversion PC -> FALCON, don't try to explain me
it would require several month-man to do. Graphics are the same, Music is the
same, the code itself is 99% in portable C (you just have to recompile the
whole project on the destination machine), the only difference would be in
activating the same graphic mode or playing this common sound but all the
machine-dependent stuff can be encapsulated by meta-commandes which would only
imply to develop the machine-specific library once !!!! And use it again and
again with no extra cost !

That's all !


```
==============================================================================
.---. .-----------
/ \ __ / ------
/ / \( )/ -----
////// ' \/ ` --- Da Cunha Eric
//// / // : : --- Computer Science Student
// / / /` '--
// //..\\ E-mail: da-cun_e@epita.fr
====UU====UU====
'//||\\`
''`` King Kond died for our sins !
==============================================================================
```

4785. slow boot up without IDE?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 04:42:08 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <013801HMGRVFTCBAVHXN@ars.ath.forthnet.gr>
Source record: 185190

> AHDI seems to spend ages trying to talk to the IDE which isn't there.
> Is this normal? I have tried turning off the IDE checking with

This is normal... The Falcon first tries to load AHDI from IDE. Then
AHDI searches for drives in sequencial order starting from the IDE and
stops to the first SCSI device which isn't connected.

> Is there anything I can do to speed things up?

Yes... Get XHDI. It comes with a config program so you can turn the IDE
searching off.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4786. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 05:19:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tondc$f3u@golem.wcc.govt.nz>
Source record: 185104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
] : I'm hoping that I will be able to work something out with ICD such that
] : atari.archive will be the official ftp site for ICD software updates.
]
] On behalf of all of us out here in the non-USA world, I wish you every
] success in this long overdue endeavor!

Hear Hear! It's not very great customer "Support" as-is, FTP access would certainly make things easier!

4787. Re: A few quick Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 05:23:18 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2tonk6$gcf@cxc1.cl.msu.edu>
Source record: 185103

nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>1. What is the difference between the DESKICON.RSC and DESKCICN.RSC files in my
> root dir.?

I'm not exactly certain about this, but I'm under the impression that one
(DEISCICN.RSC) is simply a backup for the working file (DESKICON.RSC)
If this is true, then Atari actually did something right...

>2. Why does the internal speaker crackle like crazy when I boot up until the
> XControl settings are loaded?? Incidentally, no sound comes from my external
> speakers whilst this is happening....

My speakers, internal AND external, pop quite loudly when FPATCH2 runs...

>3. Why does the fan occasionally slow right down and start making a horrid
> grinding noise???

We've found SEVERAL Falcons have arrived from Atari with the fan-mounting
screws loose, which caused unusual noises. You may want to tighten them
down and see if this is the source of your problem.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4788. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 07:16:06 UTC
From: s.berndtsson@ped.gu.se
Message-ID: <s.berndtsson-160694162139@gubmac05.gu.se>
Source record: 185128

In article <C3028.94Jun15183838@rsls4.sprachlit.uni-regensburg.de>,
c3028@rsls4.sprachlit.uni-regensburg.de (Sascha Djuric) wrote:

> Hi!!
>
> I have got Elite II running on my Falcon. It is installed on my internal
> HD but I am booting my System from Drive A. Auto-Folder is: fpatch2, ahdi
> Accs: just xcontrol because I want to turn off the internal speaker.
> (Yes I know, I should kill this beast.)
> My problems are:
> 1. E II doesn not know of Drive F, where it is installed (because D and E are
> Minix Partitions?).
> 2. E II looses Systems. After some mission I go back to map F2 and there are
> substantially less star systems. Somtimes I lose the system where I am.
> When I try to get a mission for a lost system from bulletin board, there
> is only the button "Hang Up".
> 3. Also the Galactic View (F10 in Galactic Map) is always corrupted.
>
> Any remedies? :-(

I used to have this same problem until I booted my Falcon clean, with only
the HD-driver loaded. (Read: Press Control while booting!!)
Of course this won't kill the f**king speaker, but since I got rid of it
when I got my computer my pain isn't to unbearable.
I seem to remember curing the Galactic View in the same way!!
I did have my game stored on Drive F too, and it worked without problems
for me!!

--
Stefan Berndtsson
NoName of NoCREW!!
Falcon Coder, and Netter!!
Email: s.berndtsson@ped.gu.se
pedstef@hands.ped.gu.se
pedstef@jej.ped.gu.se
stefan.berndtsson@ub.gu.se
gubsb@servux.ub.gu.se
stefan.berndtsson@straight.ct.se (Don't use this one!)
stefan_berndtsson@straight.ct.se (Don't use this either!)

Sorry haven't got any more (yet!!)
Since this .sig is starting to get big i better finish!!!

Bye!!

4789. Re: ST Xformer for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 09:12:03 UTC
From: steve-j@teleport.com
Message-ID: <2tp513$rcb@kelly.teleport.com>
Source record: 185107

In article <1854@usdtsg.DaytonOH.NCR.COM>,
Robert Anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <Cr6A0z.4En@cix.compulink.co.uk> dcoull@cix.compulink.co.uk ("Darren Coull")
writes:
>>
>>Falcon emulating 8-bit Atari - hmmmm now where are all the old games for
>>downloading?
>
> Dunno 'bout commercial stuff (which shouldn't be downloadable anyways,
>but I digress) a lot of shareware/pd stuff is sitting in the
>atari/8bit directory on atari.archive.umich.edu...
>
>
>>I did try E-Mailing a suggested address for the Author of XFormer, but
>>was not successful. Has Derek got an E-mail address? Could be useful
>>for advice etc.
>
> "darekm@microsoft.com" should be the address, if me memory
>serves correct...

Darek specified in the ST XFORMER V2.55 source README.DOC file that
the source would only be available on GEnie and CompuServe, so that's
probably why it isn't FTP'able or otherwise widely available.

Anyway, I have the source LZH'ed and uuencoded. Those who were
looking for it, Email me and I'll Email the archive to you. It's
about 138K uuencoded.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4790. HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 09:19:30 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406161608.AA00087@montp.cirad.fr>
Source record: 185108
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

CEO file contents:
Hi,

Is this game _hard_ or what ? The Intro is great, sounds are great, the 3D graphics are great, but I just can't make it through the third screen.

How the hell do you get past this black red-eyed feline monster thing that jumps straight at you ??? It sure was a shock the first time but after two hours, it's getting a little bit boring...

Is all the game like this, or am I plain stupid ?

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

4791. Re: Email to compuserve?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 10:19:42 UTC
From: djs@jet.uk
Message-ID: <1994Jun16.101942.23629@jet.uk>
Source record: 185110

In <2tn5nj$2q6@darkstar.UCSC.EDU> sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:

>Another question ?-)....okay, I have a guys compuserve address. How do I
>send email to him through the internet.
>Is compuserve address is: John Swenson CompuServe 75300, 2136
>What's his internet address?
75300.2136@compuserve.com

Yes, that is a dot, not a comma, between the numbers.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4792. [Vector Drawing] MyDraw Update

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 10:22:34 UTC
From: friedri@lindau.inf-wiss.ivp.uni-konstanz.de
Message-ID: <2tp95a$cid@hermes.uni-konstanz.de>
Source record: 185127
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st

I am posting this (update) for a friend. I do not know anything about
this program. So please do not reply to my adress.

Norbert

Mydraw is a powerful vector drawing program for the Atari ST and TT,
b/w and color.

Version 1.10' , date 12.11.93 . Shareware, no restrictions.

Features:
- supports SpeedoGDOS, Speedo Fonts can be rotated freely.
- Textfile-Import. Textformatting with justification.
- Businessgrafic module with Data-Import: Line plot, pie chart, map from
"The world digizized" data.
- Smoothing and editing of polylines.

Author:
Helmut Neumann
Im Appensee 4
64287 Darmstadt
Germany RFA

Please distribute the archive to other FTP servers!

---

mydrw110 has been uploaded to:

ftp.uni-stuttgart.de
atari.archive.umich.edu

4793. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 10:40:19 UTC
From: wagnere@Informatik.TU-Muenchen.DE
Message-ID: <2tpa6j$162@hpsystem1.informatik.tu-muenchen.de>
Source record: 185111
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

In article <9406161608.AA00087@montp.cirad.fr>, Bales_N@CIRAD.fr writes:

|> How the hell do you get past this black red-eyed feline monster thing that
|> jumps straight at you ??? It sure was a shock the first time but after two
|> hours, it's getting a little bit boring...

As far as I can remember, you have to run left, jump to the rope, swing a
little bit. Then try to run back to the right. If you can run fast enough,
...

Perhaps this can help you. But don't give up, it's a great game and you'll
have to go a long, long way before you can come to the end.

Bye,
Erwin
--

Erwin Wagner wagnere@informatik.tu-muenchen.de
wagnere@mathematik.tu-muenchen.de

4794. Vector Drawing Program (update)

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 10:41:47 UTC
From: friedri@lindau.inf-wiss.ivp.uni-konstanz.de
Message-ID: <2tpa9b$b4p@hermes.uni-konstanz.de>
Source record: 185112

I am posting this for a friend. I do not know anything about
this program. So please do not reply to my adress.

Norbert

Mydraw is a powerful vector drawing program for the Atari ST and TT,
b/w and color.

Version 1.10' , date 12.11.93 . Shareware, no restrictions.

Features:
- supports SpeedoGDOS, Speedo Fonts can be rotated freely.
- Textfile-Import. Textformatting with justification..
- Businessgrafic module with Data-Import: Line plot, pie chart, map from
"The world digizized" data.
- Smoothing and editing of polylines.

Author:
Helmut Neumann
Im Appensee 4
64287 Darmstadt
Germany RFA

Please distribute the archive to other FTP servers!
mydrw110 has already been uploaded to:

ftp.uni-stuttgart.de
atari.archive.umich.edu

4795. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 11:00:46 UTC
From: apwouwe@cs.vu.nl
Message-ID: <CrHL9B.Ku@cs.vu.nl>
Source record: 185113
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

I finished it that way.. just RUN as soon as you can, go all the way to the
left, and jump. Then when you come back, run again...
cya,

-Arno

--
_/_/_/

4796. WANTED: ICD Host Adapter Software!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 11:08:47 UTC
From: bensmith@teleport.com
Message-ID: <2tpbrv$1p8@elaine.teleport.com>
Source record: 185114

I'm looking for the ST's ICD Host Adapter Software. The version just before the LYNX version. I don't have the LYNX and I don't want that version. I ordered from ICD and received squat. Best Electronics told me they won't carry ICD til they clean up their act. They told me people ordering from ICD are waiting, some for months. I also set my MoDeM to AutoDial ICD BBS and haven't got through for days. Can someone !?!HELP!?! Can someone send me the software?

Please Reply in E-Mail

Ben

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4797. Re: A few quick Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 11:45:30 UTC
From: ETA001@EMAIL.MOT.COM
Message-ID: <ETA001-160694074147@145.2.36.67>
Source record: 185147

In article <8500@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) wrote:

> Okay, a few quickies.....
>
> 1. What is the difference between the DESKICON.RSC and DESKCICN.RSC files in my
> root dir.?

My belief was that DESKICON.RSC contains icon info for TOS and that
DESKCICN.RSC is an identical file, but it is used for MULTITOS.

>
> 2. Why does the internal speaker crackle like crazy when I boot up until the
> XControl settings are loaded?? Incidentally, no sound comes from my external
> speakers whilst this is happening....
>
> 3. Why does the fan occasionally slow right down and start making a horrid
> grinding noise???
>
> Any help would be appreciated...
>
> Neil.
> --
> Neil Jones-Rodway UNIVERSITY OF KENT
> Computer Science Student At Canterbury ####

4798. Re: Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:07:43 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2tpfag$6ri@dunlop.cs.strath.ac.uk>
Source record: 185115

In article <1994Jun15.172735.20810@bradford.ac.uk>,
S.P.Taylor@bradford.ac.uk (Steve Taylor) writes

>Does anyone know of a Random Dot Stereogram picture creator for the Falcon
>or the ST. (the pictures that look 3D after staring at them for a long
>time). If you know of one, and know from which FTP site I can get it from
>(and the name of the file please) could you please E-mail me NOW. Thanks

Could anyone replying to this please post it here as well - I think there
are a few people (including myself) who would like this info.

Thanks

Ronnie
---
rgibson@cs.strath.ac.uk

4799. Re: MiNT V1.10

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:19:33 UTC
From: michrm@central.susx.ac.uk
Message-ID: <2tpg0l$dk0@infa.central.susx.ac.uk>
Source record: 185116

Christophe FIORIO (fiorio@lirmm.fr) wrote:
: In article <2tmc4c$gnv@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
: |> dmh1@ukc.ac.uk (Rad Man Dave) writes:
: |> >
: |> >would it be possible/sensible/legal for someone to compile me a
: |> >copy of MiNT v1.10 (is that the latest released pd version that is
: |> >only supplied in source?) for an STE? I don't ahve a HD so I thought
: |> >it isn't possible for me to use GCC, is this true?
: |>
: |> Yes/yes/no. :-) For better or worse (I think for the better) Atari/ers
: |> have restricted MiNT to being available in source only.
: |>
: |> You may be able to use gcc if you mess around with a big ramdisk. You
: |> could also use Lattice C or Pure C to build MiNT.
: |>
: |> --
: |> --Chris
: |>
: |> X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
: |> Cix: chrisridd@cix

: Ok, but where upload sources of MiNT v1.10 and gcc for the falcon ?

Sources for MiNT 1.10 and gcc can be found at a.a.u.e or mirrors and at
many other popular ftp sites.

: --
: ==
: Christophe FIORIO
: email : fiorio@lirmm.fr
: ==
: LIRMM, 161, rue ADA, 34392 Montpellier Cedex 5, France
: --
: Tel (33) 67 41 85 78 | Fax (33) 67 41 85 00
: ==

4800. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:25:54 UTC
From: julianr@aifh.ed.ac.uk
Message-ID: <CrHp77.B0p@aisb.ed.ac.uk>
Source record: 185117
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

In article <9406161608.AA00087@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
Is this game _hard_ or what ? The Intro is great, sounds are great, the 3D
graphics are great, but I just can't make it through the third screen.
It's "what". The first level of the game is one of the hardest. And I was
a bit shocked by the ending: I expected there to be about 50 more levels!

Now, Flashback, that's a much better game. Anyone know if there are any
more Delphine games in the same vein in the pipeline?

#
How the hell do you get past this black red-eyed feline monster thing that
jumps straight at you ??? It sure was a shock the first time but after two
hours, it's getting a little bit boring...
#
Well.... have you tried going LEFT when you come out of the pool. This might
give you some ideas.....

Julian

--

Julian Richardson: 5 kyu at go, 500 kyu at karate. julianr@aisb.ed.ac.uk
--- So is he, or should i say it, physical or structured charge? ---
O-) Dept. A.I., 80 South Bridge, Edinburgh, Scotland

4801. Re: Faster-Than POV for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:26:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.gXm93&OVAKo@semprini.waterloo-rdp.on.ca>
Source record: 185138

In <2thjae$7fs@percy.cs.bham.ac.uk>, Lea E Anthony writes:
> In article 9n5@elaine.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
> >In article <2ta8ik$750@dux.dundee.ac.uk>,
> >Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
> >>
> >>Is ARm Ltd part of Acorn?
> >
> >No, but the Acorn uses some of ARM's RISC processors (like the
> >Apple Newton and 3DO).
>
> Err.. i think you will find ARM stands for Acorn Research Machines.

I thought it was "Advanced RISC Machines"...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4802. Re: IMG -> PCX

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:30:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.g5oC3GSkqG2@semprini.waterloo-rdp.on.ca>
Source record: 185139

In <199406110008.UAA04578@bottom.magnus.acs.ohio-state.edu>, Jeff Poling writes:
> Is there an ST program that will convert IMG files to PCX? Or,
> alternatively, an Intel-clone program that will read IMG files and save in PCX?

Under Windoze, a shareware program called Paint Shop will load IMG and
save PCX (along with several other common formats for load/save).
Presumbably Paint Shop Pro would be able to do it, too.

Check your favourite Windoze FTP sites for ps*.zip in a graphics
directory; that should be Paint Shop.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4803. Disassemblers

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:31:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tpgmk$id2@golem.wcc.govt.nz>
Source record: 185118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, !

HELP !!!!!

I have not had any feed back about Disassemlers, are there any out
there that sort of work..??

I have had a look at about 3 from the net, one crashed, the other did not work
to well, in fact it was rubish, and another that looks like
a Mercedes Benz, is all in German...

< Desert Drain 1.41 68000 Disassembler >

Come on you chaps, I think most of the world speeks English...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4804. Re: mint net

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:42:52 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CrHpzH.70B@hermes.hrz.uni-bielefeld.de>
Source record: 185121

In article <...>, llunch@knuth.cba.csuohio.edu (Jason Baker) writes:

|> I just started using mint-net, and am having afew problems.
|> rlogin mentions that is requires mintnet .43, but I can only find

Can't believe that. Mine works fine with 0.4 PL2.

|> version .42. Does .43 include the Pseteuid and Fselect patches? If
|> not, how do I get the Pseteuid patch?

The Pseteuid patch was published on the mint mailing list some weeks
ago. The Fselect for exceptional conditions would probably need greater
changes in the kernel, and will therefore probably take a bit time...

|> Does rsh work with a bsd host,
|> and if not, how can I log on to my 386 from my st?

It _should_ work with rlogin and your Linux (?) box. Which versions
of rlogin/rlogind are you using?

|> Also, I can't ping the st. ftp, finger and rlogin cause a
|> crash (presumeably when they try to call p_seteuid), but ping gets no

None of these calls Pseteuid. Only the ftpd needs it, but even this
shouldn't result in a crash if you haven't got it.

|> responce at all. Has anyone encountered this problem?

The ICMP message required for ping is not yet implemented.

ciao,
TeSche
--
Torsten Scherer (Schiller, TeSche...)
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131 |
| Last updated: 14. April 1994 |

4805. Re: ST/Falcon software market (Was: GOAL! - buy this game)

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 12:49:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tphoa$ieq@golem.wcc.govt.nz>
Source record: 185119
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <9406152258.AA00047@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi Dino,
>
> Perhaps 50000 Falcons doesn't make a _large_ market, but there must be
>a few million STs out there. Not all users have switched to another platform.
>And if the Falcon was correctly software supported most of these users would
>upgrade to Atari's Big Bird.

What you don't realise is that this is only a quoted figure with no real facts,
I have 3 machines, does that meen I buy 3 copies..??

I think most of these Ataries are in the basement..

The other Real problems is there are no Shops left to sell these games..??

Also here Amigans are getting rid of there machines very fast, some are looking
at the New Acorn PC610 or what ever
its called, leaves a PC clone for Dead..!!

> Nick.
>

> .o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr

P.S. not every one is a Football addict, so may be Football games don't sell
that well, were those other great games did....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4806. Re: Is ICD dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 13:17:15 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771772635@Paddington>
Source record: 185122

Well, it just took me 10 weeks to get an ICD Link from them through
System Solutions, and ICD didn't even know where the shipment had gone!

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4807. STacy, 1040 STf and STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 13:25:06 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2tpjri$k7k@charm.magnus.acs.ohio-state.edu>
Source record: 185120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari STacy $1,750.00
4 Meg memory (SIMMs)
130 Meg Maxtor HD
16 MHz AdSpeed ST
Switchable Mega ST
external keyboard
hookup
DragonWare batteries
old, good for only 27
minutes of power, but
they function great as
a power backup as they
kick in immediately if
the AC goes off.
Padded carry case

Atari Mega STe external $120.00
keyboard

Atari 1040 STf $125.00
New World II SIMM
memory upgrade board
2.5 or 4 Meg (SIMMS
not included, works
with original memory)
Parallel printer cable

5 bay tower case $155.00
200W power supply
20 Meg Conner HD
AdSCSI Plus ST

Atari PS3000 monitor $260.00
12" color
Built in DS/DD floppy
Only ~1000 built

Atari SF354 floppy drive $12.00
External, SS/DD
Lacks circuit board

ZOOM VFX V.32bis modem $145.00
External
14.4k baud data/fax
RS232-C cable
```

Software:
Word Writer ST $5.00
Black Lamp $5.00
Vindicators $5.00
GFA BASIC 3.5E $50.00

TOTAL: $2,632.00

Buy it all: $2,400.00 (Toad price for all: $3,075.00)

Feel free to negotiate.

Prices do NOT include shipping (U.S. only, please). The modem,
monitor and keyboard will not be shipped until after the STacy has been
purchased. If you are interested in those items, get a friend to buy
the STacy for you. Tell them it's an advance on the Christmas presents
they'll be getting you over the next several years.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4808. Looking for representives

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 13:51:55 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-160694155042@bransen.mac.phil.ruu.nl>
Source record: 185123

We've just finished a simple game and released it as shareware. It's UFO WAR for the Falcon 030. We're looking for people, org. etc. who would like to represent us abroad to make registering easy. Please contact us. We allready have rep. in Sweden.

Joost.

Computers: Atari 2600, 800 XL, Mega STE, Falcon, Lynx and Jaguar.

Mail to: Joost.vanderleij@phil.ruu.nl

4809. MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 14:04:37 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-1606941603 51@bransen.mac.phil.ruu.nl>
Source record: 185125

So I downloaded the great MPEG viewer, but ehhh no MPEG's to view. Does anybody know if there's a site for them?

Joost.

Computers: Atari 2600, 800 XL, Mega STE, Falcon, Lynx and Jaguar.

Mail to: Joost.vanderleij@phil.ruu.nl

4810. Any new Demo's coming around?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 14:07:45 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-160694160706@bransen.mac.phil.ruu.nl>
Source record: 185124

I really enjoy showing the Falcon of to friends with the great demo's that have been released. Are there any new demo's under construction right now?

Joost.

Computers: Atari 2600, 800 XL, Mega STE, Falcon, Lynx and Jaguar.

Mail to: Joost.vanderleij@phil.ruu.nl

4811. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 14:28:19 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun16.142819.26518@boojum.lanl.gov>
Source record: 185126

In article 8494@merlin.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>
>According to Bob Gleadow a few months ago, there were 80,000 Falcons in Europe
>(according to an ST Review interview)... [...]

This unsubstantiated comment is _exactly_ the kind of 'rose-colored hogwash'
I posted about yesterday. 80,000 Falcons in Europe??? Good grief, people, get
a grip! That is far, FAR higher than the total number of Falcons _manufactured_
to date. The actual number of INSTALLED Falcons worldwide is much, much lower
than what anyone has estimated here so far. Now figure 3-6% of whatever the
installed base is will purchase a decent software title if it is marketed well
(how you do that for the Atari is a tough one). Now figure 10-20% of the retail
price of the product is returned to the publisher as profit after expenses.
There just isn't much left over, folks.

>Now, Simarils have established a method of converting PC games to the Falcon -
>it now takes them only about one month - so that is not much of an initial
>outlay for an extra market, but still companies decide not to bother [...]

Oh, I think you would find it to be considerably more expensive than you think
to convert PC games to the Falcon. Don't forget marketing and support costs?
Their decision about not supporting the Falcon is not about making MORE money
elsewhere, it's about not LOSING money on Atari versions!

>Come on, give the market a chance. Even Microprose were suprised with the
>amount of copies of Formula One Grand Prix they sold to ST owners....
>And before you say 'Oh piracy is a big problem on the Atari platforms', it is
>a problem, but nowhere near as big a problem as it is on the PC platform, [...]

And what do you base this on? Sure, there are a LOT more pirated PC programs
because there are a LOT more PC's out there (an understatement if there ever was
one!). But it's the PERCENTAGE you have to watch out for. In a small market like
Atari's, every pirated program costs the developer/publisher/retailer a lot MORE
than one stolen program out of the huge PC market. Piracy is not the reason the
Atari market is so poor, but it DOES bear more importance than in the PC world.

-Hutch- @ Fair Dinkum Tech

4812. Re: Volume in Falcon-Demos

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 14:30:01 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.771777001@cent.gla.ac.uk>
Source record: 185054

In <2ti5er$7il@mother.usf.edu> millert@undergrad.csee.usf.edu (Timothy Miller) writes:

>Michael James (gaps14@udcf.gla.ac.uk) wrote:
>: In <2t94rh$mm4@rs18.hrz.th-darmstadt.de> binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:

>: > [...] why so many demo-programmers on Falcon
>: >(and not only these) change the volume settings of the Falcon when the program
>: >starts [...]

>: > [...] It's not a programming problem for sure, because
>: >you don't have to affect the volume settings when you init the sound-subsystem
>: >to your needs. [...]

>: Well, there is a bit of a programming problem. Many of the demo programmers
>: use someone else's module-playing routine which sets the volume beforehand!
>: :-)

>: Anyway, the latest Lazer demo allows you to change the volume beforehand.

>Does the latest Lazer demo support NTSC yet?

Dunno, I think it's the original version, but you can get the volume
control option by holding down ALT whilst double-clicking it.

>Oh, and I finally got a chance to look at it on an ST monitor.... what a
>pointless demo.

I suppose it depends on what you mean by a pointless demo. :) I quite liked
it myself, apart from the bug in the 3D world bit.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4813. Re: Volume in Falcon-Demos

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 14:36:42 UTC
From: gaps14@udcf.gla.ac.uk
Message-ID: <gaps14.771777402@cent.gla.ac.uk>
Source record: 185055

In <SEILER.94Jun14101551@eueh50.tuwien.ac.at> seiler@eueh50.tuwien.ac.at (Gerhard Seiler) writes:

>Timothy Miller (millert@undergrad.csee.usf.edu) wrote:

>>Oh, and I finally got a chance to look at it on an ST monitor.... what a
>>pointless demo.

>I'm sorry you didn't like it, but it won the demo competition in Bremen,
>so it can't be soooooo bad... :-)

>If you have suggestions, how to make it better, please mail them to me...

Hi Gerhard! Well, I think it's a nice demo anyway. :)

I expect you've already heard about this bug, but there's always a tendancy for the demo to crash in the two 3D-world sections. (Well, I assume there's two, since I haven't got past the second one yet!) This bug crops up on my friends Falcon as well. (Which is a different TOS version.)

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4814. Mag!x & MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 15:33:50 UTC
From: v892127@si.hhs.nl
Message-ID: <CrHxwF.EEy@si.hhs.nl>
Source record: 185131

Hi,

Is it possible to use Mag!x with MiNT ?
If so, how ?

The reason is that I like MiNT, but I need the speed of Mag!x,
when I use GEM.

CW

4815. 520STFM FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 15:44:50 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2tps1i$g78@ucsbuxa.ucsb.edu>
Source record: 185130

I have a 520STFM I wouild like to sell.
It has an internal single sided disk drive and is in
excellent shape (looks new!). The mouse is included.

$55 + shipping....

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

4816. Re: C & PROLOG for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 15:57:57 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <CrHz0L.Aqp@watserv2.uwaterloo.ca>
Source record: 185134

In article <2ta899$750@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Can someone direct me to the best C/C++ and PROLOG compilers for the
>FALCON. My config is TOs 4.01, MiNT 1.11, 4mb RAM and 65mb HD.

C/C++, you're probably looking at GCC/G++, available at aaue, as far
as I know, G++ is the only C++ implementation available for Atari.

Prolog, I am using a Prolog68 interpreter, it is almost a full
implementation. Just run archie -s prolog68, it should give you a list
of hosts.

Art

--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

4817. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 16:12:06 UTC
From: <>
Message-ID: <1994Jun16.161212.23759@oxvaxd>
Source record: 185129
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

When the monster appears run left as fast as you can. The monster will catch you but stumble at the last moment and give you more time to escape. When you get to the left-most screen (one to the left of the pool where you come in) jump and you will catch the vine in the background. Wait until you swing back to the right and jump off. Run like hell to the right where, after about 4 screens, you will receive some assistance in getting rid of the monster.

You troubles have only just begun!!

4818. Re: ANNOUNCING FALCON SAMPLE EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 16:20:32 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EFQRBJUQ@dksoft.ping.dk>
Source record: 185059

```
> * Handles 6 sample file formats
> * Handles 8 bit mono, 8 bit stereo and 16 bit stereo samples
> * Clipboard cut, copy, load, paste, replace, overlay
> * Ability to import/export from the GEM clipboard
> * Ability to sign and unsign samples
> * Ability to fade in/ fade out samples
> * Ability to boost volume by 25% or to the max possible
> * Ability to reduce volume by 25% or to zero
> * Ability to zoom in for finer editing
> * Flexible deleting
> * Ability to swap the channels on a stereo sample
> * Ability to pan the stereo image left to right or vice versa
> * Ability to edit only the left or right stereo channel
> * Ability to shift sample playback frequency
> * Ability to create samples from the MIC input
> * Supports all Falcon playback frequencies
> * Customisable
> * Can be installed as an application to play samples when they
> are double clicked
> * Will play or load a sample dropped on its desktop icon
> * Online HELP system
> * Batch conversion between file formats
> * Jukebox mode to play all samples in a folder
> * Fully GEM legal programming
> * MultiTOS compatible
> * Dynamic Memory Allocation
>
>

Will there be DSP effect available Dan ?

Greets
Kim

--

-- --
UPoint News-Signature
-- --
```

4819. UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 16:22:08 UTC
From: kevinb@central.susx.ac.uk
Message-ID: <2tpu7g$hjm@infa.central.susx.ac.uk>
Source record: 185132

My current hard disk drive (a Power model with a fast but noisy Quantam drive) is having increasing difficulties starting up and it looks as though I'll have to replace it. I use an ST Mega 1 (4Mb).

My main requirement is that the drive should be very quiet but speed is also quite an important point. Of the drives advertised in ST Review, the following interested me:-

Systems Solutions MiniHS 170 Mb Price: 319 + ICD Link @ 20 = 339
or maybe even 270 Mb Price: 399 + ICD Link @ 20 = 419
Comments: *plastic* case! "Quiet fan"

Ladbroke Computing
Data Pulse+ 170 Mb Price: 270 + ICD Link @ 80 = 350
or maybe even 270 Mb Price: 360 + ICD Link @ 80 = 440
Comments: "Very quiet, no fan necessary"

I should be very grateful for comments on either of these makes, or for recommendations of any other drives you think I should consider. I'll summarise any email replies I receive.

Many thanks in advance,

Kevin

4820. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 16:39:21 UTC
From: marjola@cc.Helsinki.FI
Message-ID: <2tpv7p$or9@kantti.Helsinki.FI>
Source record: 185133
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

Kevin Clark (kclark@immsvr.jr2.ox.ac.uk.) wrote:
* When the monster appears run left as fast as you can. The monster will
* catch you but stumble at the last moment and give you more time to
* escape. When you get to the left-most screen (one to the left of the
* pool where you come in) jump and you will catch the vine in the
* background. Wait until you swing back to the right and jump off. Run
* like hell to the right where, after about 4 screens, you will receive
* some assistance in getting rid of the monster.

It is said that jumping while running makes the man to move faster (have
not tested, it completed it in the same evening I encountered it..)

And smash all worms in the way or it becomes quite hard to run... ;)

* You troubles have only just begun!!

--
Kalle 'Reaper' Marjola //
\X/ Helsingin Yliopisto / TKT

-There Can Be Only One!--

4821. ICD not so bad.

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 18:05:02 UTC
From: daveh@netcom.com
Message-ID: <davehCrI4wE.CDq@netcom.com>
Source record: 185135

Well I recently purchased an AdScsi micro from ICD. I mailed the order off and the adapter was with me in about a week. I then had trouble getting the adapter to work, phoned their support line at the allotted time and spoke to Howard who gave me a return code to return the adapter. About 4 days later Dan phoned me to say he could find nothing wrong with the adapter and we talked through my setup and some more tests I could do at my end. As it turned out the problem was my Quantum 105S was not supplying TERMPWR as the fuse had never been installed, this was very unusual. The adapter arrived back today and on the whole I am very happy with their service.

Dave Halliday
(daveh@silvaco.com)

4822. atari 520 ST/monitor/software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 18:27:50 UTC
From: tmunk@qing.igpp.ucsd.edu
Message-ID: <2tq5j6$5qq@network.ucsd.edu>
Source record: 185136

I have an Atari 520 ST with 512K, double sided disk drive, monitor
and lots of software (mostly games) for sale. $150.00US. E-mail
if interested. (All cables,joysticks,etc. included of course).

4823. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 18:43:05 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.771792185@hosta>
Source record: 185137

In <1994Jun15.170330.434@boojum.lanl.gov> hutch@ilmen.a5-ilmen (John Hutchinson) writes:
>>e.g. PC games, than ST-conversions.

[...]

>Sorry to burst your bubble, Tommi, but it just doesn't work that way. I'm afraid
>there are considerably more complex problems to overcome in converting a game
>from an Intel processor to a Motorola one, let alone the operating system. Sure,
>it _can_ be done, but is it worthwhile? Most likely not. Full time professional
>game programmers such as Dino Dini could elaborate but you get the idea.

[...]

Well, the ST version of GOAL! had problems, because GOAL! is much more advanced
than Kick-Off 1 and 2. I coded the original KO on ST first, then ported it
over to Amiga. This is of course 5 years ago now.... at that time the ST market
was good. But when it came to do it the other way around, I had problems, because
I was moving to a less powerful machine (Amiga -> ST). I shall qualilfy that...
less powerful for coding my football games.

After it was finished, there were some new problems which took a few weeks to sort
out (hence the updated release). This put me behind on my other projects.

I let you draw your own conclusions from there.

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

4824. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 20:13:01 UTC
From: kenney@kits.sfu.ca
Message-ID: <CrIAtp.6sv@sfu.ca>
Source record: 185140
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

In article <9406161608.AA00087@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi,
>
>Is this game _hard_ or what ? The Intro is great, sounds are great, the 3D
>graphics are great, but I just can't make it through the third screen.
>
>How the hell do you get past this black red-eyed feline monster thing that
>jumps straight at you ??? It sure was a shock the first time but after two
>hours, it's getting a little bit boring...

As soon as you see it, start running in the opposite direction and DON'T
STOP!

Ken Wong.

4825. Re: STOS Maestro syntax sought...

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 20:23:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tqcb5$mgr@golem.wcc.govt.nz>
Source record: 185142

] Hi. I want to use STO Maestro to loop a sample (only about 128 bytes long)
] but since my copy is from a coverdisk I don't have the syntax.

Looking in the official manual......

SAMLOOP ON

enables sample looping. From there-on, any sample played in the usual
method (SAMPLAY, SAMMUSIC, SAMRAW), will loop.

SAMLOOP OFF

will revert to normal playback for all samples played after the command
is entered.

4826. Re: Q: Best ST WWII flight sim

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 20:24:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tqcen$mgr@golem.wcc.govt.nz>
Source record: 185143

] I'm looking for opinions on the 'best' ST WWII flight-sim.
]
] I can get Reach for the Skies, Their Finest Hour & Dogfight locally,
] any opinion on a ranking?

Reach for the Skies is quite well done. Snatches of sampled speech,
realistic controls, hard-drive installable. Nothing all that flashy, but
a pretty good sim'!

4827. Cubase Audio Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 21:46:42 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <friedric-160694134642@appletalk-72.mdd.comm.mot.com>
Source record: 185141

To any of you out there using Cubase Audio for the Atari Falcon--

What are you using to input audio into your Falcon? Are you using microphones directly plugged into the Falcon's sound inputs, or are you using Steinberg's special unit that allows direct connection to the DSP? or what? How are you converting analog sounds to digital (if you are) ?

I've got a Falcon, and am considering upgradio to Cubase Audio. I've got a small home recording studio, including an Alesis ADAT, but no DAT machine that has A/D converters.

What are my options in getting sound into the Falcon to be recorded by Cubaase Audio?

Thanks in advance,
Bernd

--
Bernd Friedrich
Quality
Motorola - Wireless Data Group
Quality Means The World To Us (tm)

4828. GERMAN Triple Yahoo 1.0 yahtzee game

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 22:07:59 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jun16.220759.17454@beaver.cs.washington.edu>
Source record: 185144

I do not have access to German newsgroups, so perhaps someone can post this message on the German Atari group? Thanks!

A German Language version of Triple Yahoo 1.0 has been uploaded to the following ftp sites:

ftp.uni-kl.de.............(131.246.9.95)
ftp.germany.eu.net........(192.76.144.75)
ftp.uni-stuttgart.de......(129.69.8.13)
ftp.informatik.tu-muenchen.de......(131.159.0.198)
athene.uni-paderborn.de...(131.234.2.32)

Triple Yahoo is a one to four player Yahtzee game that works on ALL Atari computers. It runs under GEM and supports DMA digitized sounds, Speedo GDOS fonts, and color icons. It runs under MultiTOS, Geneva, and Magix2. Complete German documentation is included with the game.

This game is Shareware, so please make a donation to the author. German marks are accepted if paid in cash.

sdenman@cs.washington.edu

4829. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 22:21:38 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun16.222138.1067@abo.fi>
Source record: 185145

In <1994Jun16.142819.26518@boojum.lanl.gov> hutch@ilmen.a5-ilmen writes:

> This unsubstantiated comment is _exactly_ the kind of 'rose-colored hogwash'
> I posted about yesterday. 80,000 Falcons in Europe??? Good grief, people, get
> a grip! That is far, FAR higher than the total number of Falcons _manufactured_
> to date. The actual number of INSTALLED Falcons worldwide is much, much lower
> than what anyone has estimated here so far. Now figure 3-6% of whatever the
> installed base is will purchase a decent software title if it is marketed well
> (how you do that for the Atari is a tough one). Now figure 10-20% of the retail
> price of the product is returned to the publisher as profit after expenses.
> There just isn't much left over, folks.

Do you own an Atari - or not..? This kind of speech is far too common here; in
a place that is supposed to be an Atari _support_ area..! Why on Earth do so
many of us want to shoot down all a little more optimistic opinions ?

Atari funeral..?

> >Now, Simarils have established a method of converting PC games to the Falcon -
> >it now takes them only about one month - so that is not much of an initial
> >outlay for an extra market, but still companies decide not to bother [...]
>
> Oh, I think you would find it to be considerably more expensive than you think
> to convert PC games to the Falcon. Don't forget marketing and support costs?
> Their decision about not supporting the Falcon is not about making MORE money
> elsewhere, it's about not LOSING money on Atari versions!

So we have a loser computer in our hands?

> >Come on, give the market a chance. Even Microprose were suprised with the
> >amount of copies of Formula One Grand Prix they sold to ST owners....
> >And before you say 'Oh piracy is a big problem on the Atari platforms', it is
> >a problem, but nowhere near as big a problem as it is on the PC platform, [...]
>
> And what do you base this on? Sure, there are a LOT more pirated PC programs
> because there are a LOT more PC's out there (an understatement if there ever was
> one!). But it's the PERCENTAGE you have to watch out for. In a small market like
> Atari's, every pirated program costs the developer/publisher/retailer a lot MORE
> than one stolen program out of the huge PC market. Piracy is not the reason the
> Atari market is so poor, but it DOES bear more importance than in the PC world.

Don't take this too personally - but I think that if people don't have anything
but bad news to tell about their computers - and like to keep on telling, how
miserable a firm Atari Corp. is, etc... Isn't it time then to change a machine
- or at least the subject? We could talk about nicer things too, you know ;-)

Like:
New programs, HOW to get new programs (instead of explaining why there won't be any..), happy things. What do you think..? Or this area must be renamed: comp.sys.atari.complaining ;-) ?

4830. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 23:01:37 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun16.230137.1398@abo.fi>
Source record: 185146

In <amiga.771792185@hosta> amiga@hosta.dircon.co.uk writes:

> Well, the ST version of GOAL! had problems, because GOAL! is much more advanced
> than Kick-Off 1 and 2. I coded the original KO on ST first, then ported it
> over to Amiga. This is of course 5 years ago now.... at that time the ST market
> was good. But when it came to do it the other way around, I had problems, because
> I was moving to a less powerful machine (Amiga -> ST). I shall qualilfy that...
> less powerful for coding my football games.
>
> After it was finished, there were some new problems which took a few weeks to sort
> out (hence the updated release). This put me behind on my other projects.
>
> I let you draw your own conclusions from there.
>

That's exactly why I wonder that you're not interested in moving to a much more
powerful Atari than Amiga is... It's strange: when game makers stop supporting
ST - they stop supporting Atari. They don't even think about ST's possible big
sisters, like Falcon. After ST: nothing?

I may be dumb - but could you tell me, why people started making 386-only
games, when there only were a handful of terribly expensive 386:s in market. It
was natural that when PC-technology goes forward, the games will follow?
With Amiga situation seems to be the same - as with Macintosh. New machines
very seldom bring immediately money (speaking of games), I believe? But those
new games help to make the new hardware more popular - so after a while, the
whole system works.

Why it is that you don't believe in "life after ST"..? Do you think that old
ST-users stop computing, or move to other computer platforms?
That's THE question. You said that ST games "sold well years ago". Why do you
think that Atari computer games would never again sell well - or be popular?
It's not so much up to us - but up to you, who make software.

I'd respect a software house that'd make at least ONE Falcon game (a good one,
preferably) - to see what happens. Instead of saying: "No, it won't work - we
won't even try..". The risk really cannot be that big - in most cases, at
least. By doing that you just MIGHT give that new machine the push needed to
make it popular - and after that... More money for you, too.

I hope to believe that you can agree with me on that. We can't force anyone to
do anything - nor we want to. But simply: it would be great, if e.g. you could
give Falcon a try. If it failed... Then you'd know. If it succeeded... Well,
time would tell what then. But if you're honest to yourself: was it really so
certain that Amiga 1200 will succeed? Atari has a very strong music market
behind Falcon-030 - and musicians want to play, too.. (I should know that -

thinking about all my friends with Falcons, synthesizers, and - their curses about the lack of games..!).

Falcon isn't a "big" ST. It's a very different - very much more powerful computer. It might be much easier for you to program than ST - or even Amiga. Built-in hard disk, 1.44 MB disk drive, 16 MHz Blitter, support for Atari Jaguar's new joypads and analogical joysticks, a palette of 262.000 colours, etc - they should make life a bit easier, if a programmer wants to make something a 520 ST isn't capable of.

Finally: if you don't want to consider giving Falcon-game a try, then I don't want to test your nerves much longer.. =-) But now you know something about the ST's follower - and may make your own decisions, if you want to.
Hope you'll do.

Best wishes, Tommi.

4831. Atari ST System For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-16 23:23:00 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <CrIJMC.6Iu@freenet.carleton.ca>
Source record: 185149

ATARI ST Computer System For Sale

Atari 1040 STf Computer System with the following features:

- 1040 STf with 4 MB Memory, TOS 1.4

- Color and Monochrome Monitors (New Style Mono Monitor)

- ICD Fast 50 Hard Drive with Second Drive (Quantum ELS85)

- Spectre GCR Mac Emulator with Mac ROMS

- Supra 2400 Modem

- Mouse Master

- 2 Joysticks - EPYX and KRAFT StarMaster

- Software:

- Laser C with Laser DB

- Assempro ST

- NeoDesk

- Sozobon C (incl Source Code)

- TOS 1.0 and 1.4 on Disk

- ST Talk

- PaintPro

- TextPro with ElectraSpell ST

- EPYX Winter Games

- Books:

- All original Atari Manuals

- Atari ST Internals

- Atari ST GEM Programmers Reference

- Atari ST Machine Language

- Atari ST Peeks and Pokes

- ST Disk Drives: Inside and Out

- START Magazine: Mar 90-May 91

- MacUser Magazine: Jul 91-Apr 93

Asking $1150. Respond via email (russm@bnr.ca) or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

4832. ATARI ST FTP SITES LIST

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 00:38:17 UTC
From: hallvart@ifi.uio.no
Message-ID: <2tqr9p$ns0@dyggve.ifi.uio.no>
Source record: 185150

```
This is an update of my FTP list for the Atari ST series computers, if you
know of any other sites that aren't on the list, or you have suggestions for
improvement etc. contact me on: hallvart@ifi.uio.no
** I'm including email server addresses from now on- can you Atarians out there help
** me with the rest? *****

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

------------------------------ cut
------------------------------------------------------------
Last edit: 17-June-1994
Additions/changes since last list: 8
- email server addresses

Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs.bu.edu................(128.197.2.1)......./PC/ATARI-ST/
world.std.com............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com..............(192.74.137.7)....../pub/atari/
f.ms.uky.edu.............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
---------------
```

ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
email server.......mail-server@cs.ruu.nl
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email servere..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after

uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 17-June-1994

This file may by all means be reproduced and distributed freely, but only
with all data intact.

4833. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 00:47:10 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <771887420.0@mettav.royle>
Source record: 185206

D> F1GP runs on a Falcon with Backwards only requiring sound to be set to
D> correct
D> mode and the caches off. It takes advantage of the extra CPU power to
D> produce
D> a higher frame rate.
Leave the caches on for faster screen update but remember to hit the retry
button almost immeadiatly upon a disk failure msg. Once the disk is spinning it
reads the data fine (it only fails if the disk has stopped spinning!)

Spencer

4834. Calamus SL for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 00:58:02 UTC
From: dhohenst@gpu.srv.ualberta.ca
Message-ID: <2tqseq$lvj@quartz.ucs.ualberta.ca>
Source record: 185051

[No readable article body recovered]

4835. Calamus SL for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 01:06:19 UTC
From: dhohenst@gpu.srv.ualberta.ca
Message-ID: <2tqsub$lvj@quartz.ucs.ualberta.ca>
Source record: 185052

Calamus SL color DTP program for the Atari computer (min 2 Meg RAM, Hard drive Recommended). Fastest output of any DTP program to any dot matrix or laser printer. Comes complete with manuals and box. Will include Calamus 1.09N and two disks full of PD and Shareware fonts.
Asking $200 OBO.

Respond here, E-Mail to dhohenst@gpu.srv.ualberta.ca, or phone 403-476-4684 (Edmonton, Alberta, Canada)h

4836. ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 01:51:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tqvi7$q3l@golem.wcc.govt.nz>
Source record: 185053

I have seen info on here regarding getting ICD Software on Internet..

I don't think this will work, many people in the past have asked this,
ICD are adamant that it is only on there BBS and GEnie..

Mind you I here that there BBS is down all the time...??

But there support of GEnie has a lot to be asked, this is a part copy
of there GEnie bulletin as of to-day...

ATARI PRODUCT ANNOUNCEMENTS (2/4/94)

SOFTWARE UPDATES:
ICDBOOTA.LZH (ICDBOOT 6.4.3 fixes file #77). . . File #81
ADSCSIST.LZH (with ICDBOOT 6.4.2). . . . . File #77
VERSIONS . . . . . File #78
WHATS.NEW. . . . . File #79
DOCS.LZH . . . . . File #80
ELS.LZH - disable parity on Quantum ELS drives . File #46

NEW PRODUCTS:
ICD SCSI Pro Utilities for Atari . . . . . File #59
The LINK(tm) host adapter. . . . . FIle #40

-=-=-=

4837. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 02:42:58 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771819672.0@mettav.royle>
Source record: 185100

It was none other than Barry Scott that wrote on 13 Jun 94 that ,
BS> Another thing I have noticed which is VERY annoying is that some
BS> archives will not extract using the shell - reporting back an
BS> "garbage in file" error but when I extract them using the TTP
BS> version or even an old version of LZH they work fine!!!
BS>
BS> Anyone else confirm this with version 3.10??

Didn't come across this but version's prior to 310 had some untidy exit
call's that put "_garbage_" file not found dialogues when quitting if running
Mag!X ... V3.10 seem's to have fixed this.

MHYG
Graham

4838. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 02:51:00 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771819672.1@mettav.royle>
Source record: 185201

It was none other than Rick Flashman that wrote on 13 Jun 94 that ,
RF> We are still here and busy trying to finish NeoDesk 4. I apologize
RF> for the delay, but we decided to add some last minute features
RF> (including Windows Icon support and SpeedoGDOS support) which delayed
RF> the release a little. Right now, as I write this, I am trying to
RF> finish its manual.

Well I guess you wish to support your own Geneva system but could you say
whether Neodesk 4 will be compatible with MAg!X (I assume it will be)
but of more interest will it support it's specifically.

I liked the look of the 'feature' list preview I read in STA and am looking at
it as a possible alternative to Ease if it will.

////
Graham Irvine
grin.mettav.royle.org

4839. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 03:01:40 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771819672.2@mettav.royle>
Source record: 185202

It was none other than DuncMan that wrote on 13 Jun 94 that ,

D> Is there some program, or set of integrated programs, that could
D> replace my various versions of various archivers? At the moment I
D> have to use a different program for each type of compression, and
D> some archived files seem only to like being unarchived by a
D> particular version of an archiver- I have 2 different Lharc programs,
D> for instance. Even a single program that would give me a nice front
D> end to make selection quicker and easier.

There are (DC_EXTRACT for example) but why don't you just install them all
(ideally as TTP) so that all you don't have to bother selecting the archiver
specifically.

MHYG
Graham

4840. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 03:08:36 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771819672.3@mettav.royle>
Source record: 185203

It was none other than Andrew Bianchi that wrote on 13 Jun 94 that ,
AB> While I have to admit that Mag!X is probably faster than MultiTos,
AB> and this is
AB> still probably true for AES 4.10 I am curious as to what MiNT/AES
AB> system calls
AB> it supports.

Is is largely compatible with AES 4.01 but not with MiNT functions. I would
expect Mag!X to continue to maintain this position. Although implimentation of
MiNT function's is not ruled out (from the MAg!X programmers guide).

AB> MultiTos has it's problems (as does Mag!X or any piece of software
AB> for that matter) but Atari has decided that it will take this as it's
AB> standard multitasking OS which provides certain features to the
AB> programmer. If the other competing multitasking systems do not
AB> provide these features then they could end up being incompatible with
AB> some programs.

As long as it takes _years_ to get updates out then I fear MultiTOS is the
operating system which will be left behind (regrettably ,I stress !)

I concede the point about MiNT and it's place amongst programmer's but MultiTOS
is supposed to be the user OS based around it and to be rather harsh about it
Mag!X is more useable that Single TOS whilst MultiTOS is
NOT.... IMO :-) This relationship is maintained ,albiet to a lesser extent
with AES 4.10.

////
Graham Irvine
grin.mettav.royle.org

4841. Re: Cubase Audio Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 03:34:07 UTC
From: control@u.washington.edu
Message-ID: <2tr5jf$ad1@news.u.washington.edu>
Source record: 185056

friedric@mdd.comm.mot.com (Bernd Friedrich) writes:

>To any of you out there using Cubase Audio for the Atari Falcon--

>What are you using to input audio into your Falcon? Are you using
>microphones directly plugged into the Falcon's sound inputs, or are you
>using Steinberg's special unit that allows direct connection to the DSP? or
>what? How are you converting analog sounds to digital (if you are) ?

>I've got a Falcon, and am considering upgradio to Cubase Audio. I've got a
>small home recording studio, including an Alesis ADAT, but no DAT machine
>that has A/D converters.

>What are my options in getting sound into the Falcon to be recorded by
>Cubaase?

much to my disappointment, i've got a books on tape adapter (splitting the signal into r and l 8th inch jacks), a stereo to mono adapter in each plug of that, then an attenuator (sp?) plug in each of those--all to get the stereo output of my mixer into the falcon. so my audio is going through three adapters before it even gets to the computer. all of this can be solved by opening the falcon up and changing things that shouldn't have to be changed ion the first place (imo), or getting a cable that has resistors built in (any idea where i can order one?). also there's an mixer thingy that i've seen in the english mags (once again, anyone know where to get one stateside? anything to bypass my radio shack solution). what do you mean about converting analog sounds to digital? isn't that what the computer is doing? there's no such thing as an analog sound once it's inside, it's now digital information. the falcon then converts it back to analog for playback and shoots it out the bass boosted output (another bummer, which can be bypassed with internal mod or the output adapter that steinberg is coming out with that has eight seperate 1/4 inch outs--hopefully stereo for the 16 track upgrade) or keeps it digital if you've got the output adapter (steinberg's is called F.D.I.). all of this external gear sounds neat but my man at toad informs me that falcons have a habit of blowing up "literally catching on fire" when they have too much audio stuff connected. anyone heard this? ...unfortunately none of this matters for me right now, as i get clicking through all of the audio tracks i record. steinberg tells me that some of the falcons "just do that" with cubase audio and i'll be waiting until the end of the summer for them to issue the update. sorry to go on.

m.c.

4842. Re: Falcon Ram Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 03:38:26 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <f48_9406170136@dswhq.omahug.org>
Source record: 185221

> Some time back, by Bob Brodie B&C Computervisions
> were making SIMM ram upgrades for the Falcon,
> is this the Wing thing that I have been reading about...

There is a SIMM upgrade for the Falcon, called the RAM Gizmo, available from chro_MAGIC Software Innovations, that is currently the ONLY SIMM upgrade board that I am aware of that will work with ANY brand of SIMMs. Last I had heard, the FalconWing was having trouble with using any but certain brands of SIMMs. You might want to double check this. Anyway, the Falcon board that is available from chro_MAGIC should be available from your nearest dealer. If you prefer to go mail-order, you can get it from Best Electronics, Pacific Software, The Computer Network, or Systems for Tomorrow. I don't have numbers for the
first three, but Systems for Tomorrow can be contacted at: +1-800-875-4943. If you prefer to buy the board direct, you can reach chro_MAGIC Software Innovations at +1-417-623-7393, or you can send mail to me at

gizmo@dswhq.omahug.org

or to chro_MAGIC Software at

bambam.dswhq.omahug.org

Later,
gizmo@dswhq.omahug.org

4843. Re: Magazines for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 03:55:50 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771819672.4@mettav.royle>
Source record: 185204

It was none other than -Unknown- that wrote on 14 Jun 94 that ,

|>> Falcon computers out there? I would much like to subscribe to some
|>> form of hard copy ST magazine like the old STart, Atari Explorer, or
|>> the like. If you know of any...please email me an address where I can
|>> subscribe. Thanks
|>> Brian
-> ST Review - midihelp@cix.compulink.co.uk
-> st User - stuser@cix.compulink.co.uk - don't expect a speedy answer
-> I think ST Format are also contactable but I don't know the address
-> off hand.

And ST Applications - msbaines@cix.compulink.co.uk

////
Graham Irvine
grin.mettav.royle.org

4844. Re: 8 MEGS on a FALCON???

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 04:03:43 UTC
From: steve-j@teleport.com
Message-ID: <2tr7av$p6v@elaine.teleport.com>
Source record: 185057

In article <2tn5jd$2ov@darkstar.UCSC.EDU>,
Rowland Baker <sccoe@ucscb.UCSC.EDU> wrote:
>
>I remember mention of some sort of funky 8-meg upgrade for the FALCON a
>while back. Does anyone have any clues so I can track down this beast?

Atari still maintains that 8MB on a Falcon030 is not
possible. However, the fact that you CAN have 8MB of
32 bit wide RAM (you can buy 8MB 72-pin SIMMs and one
of the Falcon SIMM upgrade boards that allow the use
of single 72-pin SIMMs) has me almost convinced that
it HAS to be possible SOMEHOW (via a SIMMFIX-type
program like the STE had to allow 2.5MB). If I had
the money right now, I'd try it out.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4845. DROP

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 05:24:14 UTC
From: RUDI.JEMMISON@mettav.royle.org
Message-ID: <771819672.5@mettav.royle>
Source record: 185205

[No readable article body recovered]

4846. Re: a.a.u.e. Sounds

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 06:35:24 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2trg7c$mbb@aggedor.rmit.EDU.AU>
Source record: 185060

Bill Jones (Bill.Jones@231-370.dswhq.omahug.org) wrote:
: MB> > I downloaded a bunch of sounds from a.a.u.e, all labeled "*.snd.z". But
: MB> The lower case "z" indicates the use of GNU Zip. The newer convention is

: I was under the impression that the .Z on all those files meant they had been
: run through Compress. At least, the 30 or so sounds I got from there all
: extracted just fine with it...

Would make no difference as gzip can UnCompress .Z files

--

Rob. (roba@nutmeg.ntu.edu.au)

4847. Re: Disassemblers

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 06:39:54 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2trgfq$mbb@aggedor.rmit.EDU.AU>
Source record: 185061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Hi, !

: HELP !!!!!

: I have not had any feed back about Disassemlers, are there any out
: there that sort of work..??

: I have had a look at about 3 from the net, one crashed, the other did not work
: to well, in fact it was rubish, and another that looks like
: a Mercedes Benz, is all in German...

: < Desert Drain 1.41 68000 Disassembler >

: Come on you chaps, I think most of the world speeks English...

Yar evin if they karnt spel it 2 gud eh?

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5

--

Rob. (roba@nutmeg.ntu.edu.au)

4848. Re: Disassemblers

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 06:42:06 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2trgju$h3f@news.cs.tu-berlin.de>
Source record: 185062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2tpgmk$id2@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>I have not had any feed back about Disassemlers, are there any out
>there that sort of work..??

I use EasyRider, a very good 68030/68881 Disassembler with GEM-Support.
EasyRider is mainly a Re-Assembler - you can diassemble all kinds of
programs, ROM, Cardriges and Bootsectors. EasyRiders allows to import
the symbol table of the programm, or you can assign your own labels.
Even tricky stuff like using an adress register as global pointer to
all bss data (megamax c did that) are handled by EasyRider.
The user interface and manuals (of the version i have) are in german.
EasyRider costs about 250 DM (i think), the autor is Andreas Borchert.

An older Disassembler i know of is Detective, you could not change the
labels. I dont think that Detective is still sold (it was from an
UK company).

You can also disasselbe with TempleMon or PeaceBug, but you dont
get label information - but global symbols are supported with
the SYMBOL driver from Robert Federle. TempleMon (2.02) and
PeaceBug (1.21) are ShareWare, you should find them on some
FTP servers.

Greetings, Karsten

4849. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 07:46:38 UTC
From: eberl@Informatik.TU-Muenchen.DE
Message-ID: <2trkcu$mr6@hpsystem1.informatik.tu-muenchen.de>
Source record: 185063

Hi!

In article <C3028.94Jun15183838@rsls4.sprachlit.uni-regensburg.de>,
c3028@rsls4.sprachlit.uni-regensburg.de (Sascha Djuric) writes:
|> Hi!!
|>
|> I have got Elite II running on my Falcon. It is installed on my internal
|> HD but I am booting my System from Drive A. Auto-Folder is: fpatch2, ahdi
|> Accs: just xcontrol because I want to turn off the internal speaker.
|> (Yes I know, I should kill this beast.)
Just plug if off, there is a small plug inside. You don't have to cut anything.

|> My problems are:
|> 1. E II doesn not know of Drive F, where it is installed (because D and E are
|> Minix Partitions?).

|> 2. E II looses Systems. After some mission I go back to map F2 and there are
|> substantially less star systems. Somtimes I lose the system where I am.
|> When I try to get a mission for a lost system from bulletin board, there
|> is only the button "Hang Up".
|> 3. Also the Galactic View (F10 in Galactic Map) is always corrupted.
Points 2. and 3. are connected. Elite II seems to have a (quite low) number
of "real" systems which are stored on disk. But most of the systems are created
by a pseudorandom algorithm. This algorithm seems to get its input (density of
star systems in a sector) from the galactic chart. So: Wenn your galactic chart
is corrupted (at least if the part where you are is corrupted) you won't get
the correct local chart. Clear?

Help: I boot EliteII from a HD-disk. That works sufficiently fast (IMHO) and
has got no problems. (Remember: HD has twice the speed of DD...)

ciao Michael

4850. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 08:04:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2trlev$2dg@bognor.barclays.co.uk>
Source record: 185064

Get the System SOlutions one. Looks nice, well made and performs well plus greatafter sales care.

```
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

4851. Re: ST Educational software

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 08:24:14 UTC
From: nmb@oasis.icl.co.uk
Message-ID: <CrJ8oF.MLw@oasis.icl.co.uk>
Source record: 185065

davidba@umich.edu wrote>

> There are two excellent programs for math and english that go by the names
> of Bentley Bear Math and Bentley Bear Word (not sure about the word and math
> part of the name...but if you can't find them, post again and I'll look them
> up)

> The word game gives you various levels of difficulty by limiting the length
> of each word.
> As you guess the letters, they either appear in the appropriate place in the
> word or when wrong a crow moves closer to Bentley's pool-side glass of
> lemonade. Guess wrong once too many times and the crow drinks his lemonade.

> My six-year old loves it!

Sounds like it's not _just_ the six year old who loves it! ;)

I will go and dredge the depths of the ST mags to look for them.

Cheers,

Nige is the name, thinking of interesting-sounding hobbies is the game!

----
e-mail: n.m.benson@bra0119.wins.icl.co.uk
-----------------------------------8<---------------------------------------

4852. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 08:29:55 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CrJ8xw.4vo@newcastle.ac.uk>
Source record: 185066

In article <1994Jun14.104352.995@cs.joensuu.fi>, hhakkine@cs.joensuu.fi (H{k{ H{kkinen) writes:
>This may not be the correct group ? But probably the best one :
>Do you know any cheap pascal compiler to work in an old ST with
>520 K and TOS 1 ?
>It would be used only for easy exercises and need not be anything
>fancy. But cheap enough for that use.
>If you know, where could I get it from ?
>Hannu.

The PURE PASCAL demo is available from all good ftp sites, and even in demo form is good enough to do small assignment style programming on - the debug facilities are a dream to use (if there was an english version I would buy the actual comercial package).....

Craig.

4853. Scanner reading

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 08:33:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2e016e62@p10.secom.ct.se>
Source record: 185034

Can anyone please help with information on how to write your own scanner drivers for graphics software!?!

- or does anyone know where to obtain that sort of information (email adresses please!).

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

4854. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 08:34:22 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CrJ95M.5AE@newcastle.ac.uk>
Source record: 185071
Cross-posted to: comp.sys.sinclair,comp.sys.atari.st

In article <1994Jun14.120528.7617@fct.unl.pt>, msm@fct.unl.pt (Miguel Seabra e Melo [pim]) writes:
>: Does anybody know what happened to Jeff Minter and/or his company,
>: LlamaSoft? I read an old interview from 1987 the other day and just
>: got a little curious on this hippie-programmer.
>
> Well, he released a shareware PC shooter last year called Llamatron. It's kinda
> amusing really, although quite odd... shooting llamas, cans, all kinds of strange stuff..
>--
>

The PC version of Llamatron wasn't written by Jeff, another guy did the conversion for him (Jeff doesn't write for the PC). And IMHO the PC version is a real dog compared to the atari.....

Craig.

4855. Re: pop up menus?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 08:40:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2e016fc7@p10.secom.ct.se>
Source record: 185033

```
MD> this weekend i thought about how nice it would be to have a pop-up menu
MD> on the desktop with all your favorite programs in it (like under X).
MD> pondering on how to program such a thing i got real enthusiastic about
MD> the idea. So: does such a program already exist (for a ST)?
MD> if not, i will write one (or try to write one ;)

Ease 3.0 - the alternative desktop includes that option - just press the right
mousebutton - and it's right there!

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se
```

4856. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 08:48:09 UTC
From: djs@jet.uk
Message-ID: <1994Jun17.084809.29328@jet.uk>
Source record: 185067

In <2tpu7g$hjm@infa.central.susx.ac.uk> kevinb@central.susx.ac.uk (Kevin Busby) writes:

>My current hard disk drive (a Power model with a fast but noisy Quantam
>drive) is having increasing difficulties starting up and it looks as
>though I'll have to replace it. I use an ST Mega 1 (4Mb).
>...
> Systems Solutions MiniHS 170 Mb Price: 319 + ICD Link @ 20 = 339
> or maybe even 270 Mb Price: 399 + ICD Link @ 20 = 419
> Comments: *plastic* case! "Quiet fan"

> Ladbroke Computing
> Data Pulse+ 170 Mb Price: 270 + ICD Link @ 80 = 350
> or maybe even 270 Mb Price: 360 + ICD Link @ 80 = 440
> Comments: "Very quiet, no fan necessary"
Are you sure you need to replace the whole box, power supply, host
adaptor, etc? If you just need to replace the drive, then bare SCSI drives
are *much* cheaper than the prices quoted above (Hint: Look in PCW for
the big mail order places, not in STR). I recently paid less than 250 quid
for a 270MB Quantum.

Furthermore, are you sure it's the actual drive that's noisy? It may
be the fan, in which case you could try finding a quieter fan to replace it.
Or just do away with the fan altogether, they are often superfluous in
such equipment. My old ST drive box never had a fan. My new tower case
does have one, but that's necessary because it's got a BIG power supply,
for powering several drives and other bits. It is a fairly quiet fan,
though; I get less noise from the tower than from the Falcon.

Perhaps there exists some kind of thermostatic fan, that only turns on when
the box gets too hot?
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4857. Wanted: Packet Radio Software for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 09:12:03 UTC
From: hszs@tu-graz.ac.at
Message-ID: <hszs.29.771844323@tu-graz.ac.at>
Source record: 185068

Hello!

If got a question about Packet-Radio-Software for the AtariST:

- Is out there in the World a programm available?

- Does anybody know an FTP-site where i can get related programms?

Send answeres as E-Mail to "HSZS@HSPT.TU-GRAZ.AC.AT" THANKS!

Ciao,
Bertl.

4858. Re: Lattice C v5.6 Bug?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 09:14:05 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.771844445@Paddington>
Source record: 185072

cc103@city.ac.uk (NORMAN S L) writes:

>Whilst using the above package over the last few days, starting to program again after too long a break, I noticed that the Save .... keyboard short-cut didn't seem to work. It should be CTRL-SHIFT-S and it should save without prompting, instead it brings up the file selector.
>Has anyone else spotted this?

I mailed HiSoft about this problem, and got the response...

Winx causes the bug, doesn't recognise Shift-Ctrl-S, use without it.

I also enquired about a C++ compiler, if they had any plans to make one, and the owner said they are hoping to have something to overlay Lattice C later this year, but no promises yet.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

4859. Mupfel without Gemini

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 09:28:25 UTC
From: i2020123@ws.rz.tu-bs.de
Message-ID: <1994Jun17.092825.11112@ibr.cs.tu-bs.de>
Source record: 185069

Hi!

The new GEMINI-Distribution contains the MUPFEL shell, which is now a ttp program. Is it possible to work with MUPFEL alone (under T0S 1.04) as an autostart application, allowing to call GEM-programs from it? I tried the Microshell from the Okami distribution, but it didn't work.

Another question: I'd like to type c:/dir/file, instead of c:\dir\file. I was told that the old MUPFEL could handle this by setting a certain variable (SLASHCONV=true). Can anyone help me?

Ruediger Franz

4860. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 09:48:43 UTC
From: incp@obelix.rz.tu-clausthal.de
Message-ID: <1994Jun17.094843.29785@solaris.rz.tu-clausthal.de>
Source record: 185078

Bales_N@CIRAD.fr wrote:

: There was also a text file with the compatibility status of most ST games.
: Does anyone know where it is ?
The list can be ftp'd from
ftp.tu-clausthal.de:/pub/atari/falcon/misc/f_games_list.zip
or
ftp.uni-kl.de:/pub/atari/falcon/f_games_list.zip

bye,
Chris
--

+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

4861. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 09:52:10 UTC
From: mais@zeus.rbi.informatik.uni-frankfurt.de
Message-ID: <2trroa$6g8@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 185070

In article <41e32dfc83fd@sirius.herts.ac.uk>, D.Corps@herts.ac.uk (DuncMan) writes:
> Is there some program, or set of integrated programs, that could
> replace my various versions of various archivers? At the moment I have
> to use a different program for each type of compression, and some
> archived files seem only to like being unarchived by a particular
> version of an archiver- I have 2 different Lharc programs, for instance.
> Even a single program that would give me a nice front end to
> make selection quicker and easier.
>
> Duncan.

You should try things like TwoInOne. It's a fantastic shell for all standard archivers
(.LZH, .ARC, .ZIP,...).

I work with it and had no problems with it (and the newest archivers) until now.
The newest versions I Think are:

Lharc 3.10
ARC 6.04
STZIP 2.6
ZOO 2.1.4

All these packers and some Utilities are included in the TwoInOne-Package.

Hope that helps.

Christian.

Christian Mais
Johann-Wolfgang-Goethe-Universit&#65533;t
Frankfurt am Main, Germany
E-mail: mais@zeus.rbi.informatik.uni-frankfurt.de
Computers: Atari 400, 800XL, MegaST2, Falcon (soon)

4862. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 10:09:58 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406171645.AA00141@montp.cirad.fr>
Source record: 185073
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

CEO file contents:
Hi,

Thanks to all those who answered my problem. This game _is_ a bit tricky, but
it's getting better now :)

Thanks again and sorry for the crossposting.

Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

4863. For sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 10:42:18 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.13.000AB4D9@scs.leeds.ac.uk>
Source record: 185074

A friend of mine has the followings for sale, but not does have good idea about the going prices. Please quote your price. All sensible quotes will be considered. All replies to my e-mail address, rahin@scs.leeds.ac.uk.

Atari Mega ST 2 : 2 MB RAM, 720 KB internal fllopy,
separate keyboad

4864. RE: Is ICD dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 10:47:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2truvl$1dc@golem.wcc.govt.nz>
Source record: 185076

In article <2tnu2d$12t@moon.src.honeywell.com>, dunham@src.honeywell.com (Scott Dunham) writes:
>No, their just very s-l-o-w!
>I am curious if anyone else has had a similar experience:
>
>Last summer, I received a mailer from ICD regarding a "sale" of discontinued
>items, like the AdSpeed STE 16 MHz accelerator, ao I purchased one. As time
>went by with no delivery, I realized that ICD did not actually have these in
>stock, and in fact were waiting for certain components to fullfill the purchase
>orders. During the two months I waited, ICD kept saying that they will ship in
>"two weeks". Each time I heard this it was less funny. Finally, I faxed their
>president, Thomas Harker, and cancelled the order.

Well I recieved a ADspeed from a Friend that ordered 2 plus a few Micro host adapters...

I then fitted the ADspeed and the ICD Micro host and Auto Overscan, the after a few hours things started to fail, the MEGA ST was SH and I had only had it a few weeks...

I removed all the add ons, I still had problems,this was traced to a faulty RAM chip, this was replaced, the ADspeed refitted, but then it would still only run for 5 mins...

Decided to send this Back to ICD, my friend faxed them a recieved a RMA number, I then sent the ADspeed back by Air Mail...

After 6 weeks, I decided to send them a E-Mail, no responce to that and 2 more E-Mails and my friend sent them a Fax, not responce..

But in 4 days after sending the Fax this replacement unit arrived, a total of 8 weeks....

>4. The unit performs marginal at 8 MHz (No Photochrome possible; then even
> Spectrum 512 pics had trouble)

There are no problems with Spectrum or Photochrome at 8 MHZ, Please run the 8 mhz program first, mind you this is not on a STE..

Please don't use the TSR Auto folder program, its full of Bugs, use the CPX instead...

>At the helm of the U.S.S. AdSpeed,
>Scott
>
>

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4865. For sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 10:47:47 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.14.000ACC32@scs.leeds.ac.uk>
Source record: 185075

A friend of mine has the followings for sale, but does not have good
idea about the going prices. Please quote your price if you are interested.
All sensible quotes will be considered. All replies to my e-mail address
please (rahin@scs.leeds.ac.uk).

Atari Mega ST 2 : 2 MB RAM, 720 KB internal floppy,
separate keyboard.
Atari SM 125 : Monochrome monitor with integral tilt & swivel
pedestal.
Power 48 MB Hard disk. Loaded with some useful software.

Spectre 128 Mac Emulator, no ROMS.

All in very good condition.

- Rahin
(rahin@scs.leeds.ac.uk)

P.S. Sorry for the incomplete earlier post.

4866. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 11:16:32 UTC
From: g051@cpcw9.uea.ac.uk
Message-ID: <2ts0mg$qkr@cpca3.uea.ac.uk>
Source record: 185077

>After spending, well, let's just call it "several" hours playing Goal!, I
>have to say that Dino Dini has fixed it sufficiently for me to recommend
>it wholeheartedly.
>
>Here's a list of what's changed:
>
>As I said in an earlier article, it will crash on 4Mb machines and won't
>boot under TOS 2.06 (on an STE, at least), but these are minor niggles (with
>simple solutions) and can't spoil a great game.

'...it will crash on 4Mb machines'. Well, that stuffs me up doesn't it? WHY
do some games not work on machines with memory cards? If there is some
specific reason, why don't the programmers 'hide' the extra memory - I beleive
their is a PD program to do this.

Surley the programmer will have at least 4Mb in his development machine anyway
so testing for this problem should not be too hard.

The other problem...TOS 2.06. Where do the problems arise? If the 'bug'
or incompatability is known, why not check the version of the OS on loading
and if it is 2.06, call the fix?

I know that this oversimplifies things slightly but...

It's a shame really because I prefer the Kick-off range to Sensible. I was
going to buy Goal but the two reviews I've seen so far gave it 48% and 60-odd%,
not high enough for me to part with twenty-odd pounds for a game.

Ian B.

g051@uea.ac.uk

4867. Re: Mag!x & MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 11:19:45 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.771851985@acp5>
Source record: 185079

v892127@si.hhs.nl (Lai) writes:

>Is it possible to use Mag!x with MiNT ?

No, it isn't.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4868. Re: Q: Best ST WWII flight sim

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 12:14:05 UTC
From: nj1@ukc.ac.uk
Message-ID: <8533@merlin.ukc.ac.uk>
Source record: 185080

In article <2tqcen$mgr@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] I'm looking for opinions on the 'best' ST WWII flight-sim.
>]
>] I can get Reach for the Skies, Their Finest Hour & Dogfight locally,
>] any opinion on a ranking?
>
>Reach for the Skies is quite well done. Snatches of sampled speech,
>realistic controls, hard-drive installable. Nothing all that flashy, but
>a pretty good sim'!

Similar is Knights of the Shy - although it's a WWI game, it's still really playable..... (Works on the Falcon too!)

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4869. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 12:24:51 UTC
From: nj1@ukc.ac.uk
Message-ID: <8534@merlin.ukc.ac.uk>
Source record: 185081

In article <1994Jun16.142819.26518@boojum.lanl.gov> hutch@ilmen.a5-ilmen writes:
>In article 8494@merlin.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>
>>Now, Simarils have established a method of converting PC games to the Falcon -
>>it now takes them only about one month - so that is not much of an initial
>>outlay for an extra market, but still companies decide not to bother [...]
>
>Oh, I think you would find it to be considerably more expensive than you think
>to convert PC games to the Falcon. Don't forget marketing and support costs?
>Their decision about not supporting the Falcon is not about making MORE money
>elsewhere, it's about not LOSING money on Atari versions!

There need not be any marketing costs - the ST press will do all that for you,
just a few phone calls to Europress, Future Publishing and so on, and you'll
get big mentions in the news, and possibly large reviews as well. The games
market on the Falcon is so small, marketing on a large scale is really a waste
of money....

>>Come on, give the market a chance. Even Microprose were suprised with the
>>amount of copies of Formula One Grand Prix they sold to ST owners....
>>And before you say 'Oh piracy is a big problem on the Atari platforms', it is
>>a problem, but nowhere near as big a problem as it is on the PC platform, [...]
>
>And what do you base this on? Sure, there are a LOT more pirated PC programs
>because there are a LOT more PC's out there (an understatement if there ever was
>one!). But it's the PERCENTAGE you have to watch out for. In a small market like
>Atari's, every pirated program costs the developer/publisher/retailer a lot MORE
>than one stolen program out of the huge PC market. Piracy is not the reason the
>Atari market is so poor, but it DOES bear more importance than in the PC world.

Piracy is ripe amongst EVERY PC owned by games-players.... the VAST majority of
original software is sold to businesses, where they cannot afford to be caught.
As far as home PC's go, they aren't even going to have anybody checking wether
they have pirated software or not... I know LOTS of people here at Uni who have
PC's, and NONE of them have more than two original copies of ANY of their
software - it is all copied...

No point to it really - why spend hundreds on a top-of-the range computer and
then never know how to use the software properly????

I, along with a lot of Atarians, have very little prated software... In fact, I
have only one peice of pirated software on my HD - a paint package - which is
going as soon as my copy of ChromaStudio 24 arrives (which I have already paid
for). The PC market is a pirate's paradise.

>
>-Hutch- @ Fair Dinkum Tech
>

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4870. Re: ELITE for FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 12:40:48 UTC
From: mathew@mantis.co.uk
Message-ID: <2ts5kg$6he@sunforest.mantis.co.uk>
Source record: 185083

But the real question is:

On an accelerated ST, do you get a higher frame rate out of Frontier?

mathew
--
http://www.mantis.co.uk/~mathew/
Looking for: Bug-tracking systems for UNIX, DOS and Windows

4871. where is awk.ttp/.bin and sort.ttp/.bin

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 12:42:05 UTC
From: dave.buss@studorg.uio.no
Message-ID: <2ts5mt$3cm@hermod.uio.no>
Source record: 185082

Hello, there, I need them for my MacMiNT, but as a novice, I don't know
whether these have been included with some exiting shell installing files.
I just can find 'em at atari.archive.umich.edu.

Thanks a lot!

Chuck

4872. Re: Mupfel without Gemini

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 12:58:24 UTC
From: hjv@phil.ruu.nl
Message-ID: <2ts6lg$9fn@chico.staf.phil.ruu.nl>
Source record: 185084

i2020123@ws.rz.tu-bs.de (Franz) writes:

>Is it possible to work with MUPFEL alone (under T0S 1.04) as an autostart
>application, allowing to call GEM-programs from it? I tried the Microshell from
>the Okami distribution, but it didn't work.

You can run Mupfel alone, just as any ttp program, and of course you can
autostart it under tos>1.4, but you _can't_ run GEM programs from it. That's
not a shortcoming of Mupfel, but a consequence of its being a ttp program.

>Another question: I'd like to type c:/dir/file, instead of c:\dir\file. I was
>told that the old MUPFEL could handle this by setting a certain variable
>(SLASHCONV=true). Can anyone help me?

I don't know. If you find out, could you please let me know...? I've been
searching for this possibility too, but haven't been able to figure it out (if
it is possible at all, that is...).

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

4873. Re: Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 13:41:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e01c19d@p2.stacken.ct.se>
Source record: 185231

Hi, Bales_N! On 13 Jun 94 you wrote:

BN> From: Bales_N@CIRAD.fr
BN>
BN> I was thinking about getting myself a Falcon. Is there a FAQ
BN> somewhere about this machine ?

I don't think so.

BN> I'd like to know the general specs, the graphical modes, what sort
BN> of connections you have ? Does it use SIMMs for memory expansion ?

CPU: Motorola 68030 16MHz
DSP: Motorola 56001 32MHz
FPU: Optional Motorola 68881/68882 16MHz
RAM: 4MB (max 14MB)
HD: Internal Conner 2.5" IDE
FD: 3.5" High Density 1.44MB (MS/PC-DOS compatible)
OS: TOS/GEM in ROM, MultiTOS multitasking OS
Audio: 8 channels 16-bit 50kHz with Direct-to-Disk Recording
Video: Up to 768x480 (1280x960 with external videoclock)
2-256 colors and 16-bit True Color mode (65536 colors)
I/O: SCSI-2, Centronics, RS232, Mouse, Joystick (2+2), Stereo in/out
Monitor (RGB+VGA), TV (RF), MIDI, DSP, LAN, Cartridge

Note: These are the basic factory default specs, There are 3rd party expansions
available that will improve on most of these specs.

BN> I've read that you can badly crash the machine when you fiddle with
BN> the NVRAM and that you need a special program to boot it up again.

Not exactly crash the machine, but you could end up stuck in the wrong
videomode, The best way to avoid this is of course not to fiddle with the
settings until you know what you're doing. It has kept me safe anyway.

BN> What about 2.8" disk drives ? What are they worth ?

Huh? There's room for a 2.5" hard drive inside the Falcon, and the 3.5" floppy
drive is on the right side. That's all there is.

BN> I've also read that you can connect an SC1224. Well, I'd like to do
BN> this as I haven't the $$$ to get a VGA yet, but where do you plug it
BN> in ? The SC1224 has a special ST plug (DIN-like, but with 14 pins)
BN> that the Falcon doesn't seem to have. Where can you get an adaptor ?

You must have an Atari RGB-adapter connected between your SC1224 and the
Falcon's videoport. It's available from your dealer.

BN> Or should I rather plug it in the TV ?

You could, but the result is poor compared to RGB. But if your TV has SCART input, you could use it as a substitute for a RGB monitor. I do.

BN> There was also a text file with the compatibility status of most ST
BN> games. Does anyone know where it is ?

It's posted here once in a while. Look for it.

BN> Last but not least (putting on the asbestos suit...), is the Falcon
BN> a really good choice as a serious general-purpose computer ?

I wish it were so, but the PC is probably a much better general purpose computer. The Falcon's main strengths is in music and graphics. It is also the logical next step if you want to upgrade your old ST/STE and still wish to use most of your old Atari software.

4874. Re: NetPBM - has anyone successfully decompressed the files?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 13:50:11 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2ts9mj$4p2@nasim.sta.sub.org>
Source record: 185096

```
Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <jonal.2287.2DF24AFA@dhhalden.no>, Jon A. Lovstad writes:
> > Subject says it all - I've tried v1.2.1 and 1.2.4 of Gzip/Gunzip on the
> > NetPNM-*.tar.gz files in Chris' port and all I get is "Unexpected EOF". When
> > listing the contents, it reports back a pretty hefty compression ratio - 99.
> > 6%!! One of the archives were supposed to have a tar file 53 megs in size.

The archives really seems to be broken:

% tar tzvf /pub/atari/Gnu/NetPBM/NetPBM-pbm.tar.gz
-rw-r----- 143/104 2671 May 12 19:42 1994 0README.First
[...]
-rwxr-xr-x 143/104 29053 May 11 21:57 1994 bin/xbmtopbm
gzip: stdin: unexpected end of file
tar: Unexpected EOF on archive file

% tar tzvf /pub/atari/Gnu/NetPBM/NetPBM-pbm020.tar.gz
-rw-r----- 143/104 2671 May 12 19:42 1994 0README.First
[...]
-rwxr-xr-x 143/104 39570 May 11 22:03 1994 bin020/pbmtopk
gzip: stdin: unexpected end of file
tar: Unexpected EOF on archive file

% tar tzvf /pub/atari/Gnu/NetPBM/NetPBM-doc.tar.gz
-rw-r----- 143/104 2671 May 12 19:42 1994 0README.First
[...]
-rw-r----- 143/104 391855 May 11 23:11 1994 docs/NetPBM.tex
gzip: stdin: unexpected end of file
tar: Unexpected EOF on archive file

% tar tzvf /pub/atari/Gnu/NetPBM/NetPBM-lib.tar.gz
-rw-r----- 143/104 2671 May 12 19:42 1994 0README.First
[...]
-rw-r--r-- 143/104 244514 May 11 23:09 1994 lib/tiff020.olb
gzip: stdin: unexpected end of file
tar: Unexpected EOF on archive file

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!
```

4875. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 13:56:17 UTC
From: M.W.J.Simpson@bradford.ac.uk
Message-ID: <1994Jun17.135617.22701@bradford.ac.uk>
Source record: 185086
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:
: In article <1994Jun14.120528.7617@fct.unl.pt>, msm@fct.unl.pt (Miguel Seabra e Melo [pim]) writes:
: >: Does anybody know what happened to Jeff Minter and/or his company,
: >: LlamaSoft? I read an old interview from 1987 the other day and just
: >: got a little curious on this hippie-programmer.
: > Well, he released a shareware PC shooter last year called Llamatron. It's kinda
: > amusing really, although quite odd... shooting llamas, cans, all kinds of strange stuff..
: The PC version of Llamatron wasn't written by Jeff, another guy did the conversion
: for him (Jeff doesn't write for the PC). And IMHO the PC version is a real dog
: compared to the atari.....

ATM, Jeff is working with Atari on the new Jaguar console. He wrote the
newly released version of Tempest for the system, which by all accounts I
have read, is supposed to be excellent. There is an interview with him in
the latest issue of Edge magazine - he certainly looks a lot older now,
but still just as hippy-ish :)

if anyone is interested, I can mail out selected highlights of the interview..

toodle pip
mat
--
.....
My name is Mat and this is my email address --> m.w.j.simpson@bradford.ac.uk
By reading my humble email you have made my life worthwhile. Thank you

4876. DAVEKTOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 14:09:15 UTC
From: s9205525@otto.bf.rmit.oz.au
Message-ID: <s9205525.771862155@otto>
Source record: 185094

Hello Nathan if this finds you at GENIE, thank you for your reply courtesy of someone on the Internet. Regarding my version of DA VEKTOR, i have version 1.10 (the latest version as far as i know), and i can export colour CVG's ok, except when using the tiff fills. I have to save the file as a .TIF and then convert it to a GIF via GEMVIEW!!!!!! bummer!!!!! I havnt tried it yet, but i think that if i then load the file into calamus (the now converted GIF) and then use the BRIDGE.CXM and then use the EPS>CVG converter, then finally i will have a full colour "filled" CVG. I have been advised that DA wont allow full conversion of some files to CVG because of "politics" and that the only sure way is to buy DIDOT!!!!! (no thanks I've already got the best hehehehe). Unfortunately the manual that comes with DAVEKTOR does not mention anything about conversion problems, and i am under the impression that this problem should be happening. Still it is a great program, despite having to go the long way around to get what I want. Thanks for your help. If anyone on the Net can feed this thru to Nathan at GENIE i would be most thankful. Bye 8-)

John Moon s9205525@otto.bf.rmit.edu.au

4877. Re: Lattice C v5.6 Bug?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 14:28:24 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2tsbu8$20v@percy.cs.bham.ac.uk>
Source record: 185085

cc103@city.ac.uk (NORMAN S L) writes:
> I also enquired about a C++ compiler, if they had any plans to make
>one, and the owner said they are hoping to have something to overlay
>Lattice C later this year, but no promises yet.

They were probably referring to the Comeau C++ compiler (or
preprocessor, apologies to Warwick :-) which has been available RSN
for about a year. And no, Atari Corp have not been involved in the
project :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4878. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 14:51:58 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun17.145158.25700@boojum.lanl.gov>
Source record: 185087

In article 8534@merlin.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>
>There need not be any marketing costs - the ST press will do all that for you,
[...]

I concede it is MUCH less costly to market s/w for the Atari than other makes (after all, there are a lot fewer potential buyers) but if you honestly think you can successfully market a commercial software product using only free press, then you really _are_ inexperienced.

>I, along with a lot of Atarians, have very little prated software... In fact, I
>have only one peice of pirated software on my HD - a paint package - which is
>going as soon as my copy of ChromaStudio 24 arrives (which I have already paid
>for).

Oh, I'm sure it would be very comforting news to the author of your 'one peice <sic> of pirated software' that his work holds that position of honor on your hard drive. So by your own admission, you are just a small criminal, not a big-time one? C'mon people! When are you going to accept piracy (of one or 1,000 titles) as a crime? It amazes me how some can be so callous about theft.

No, piracy is not the chief cause of Atari's woes. But it IS a contributor!

-Hutch- @ Fair Dinkum Tech

4879. de.comp.sys.st

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 15:19:26 UTC
From: sos@sos.sh.sub.de
Message-ID: <EFRPAGUU1-UP@sos.sh.sub.de>
Source record: 185091

Moin!

Es gibt jetzt ein neues Kniffelspiel was sehr gut gemacht ist.
Am besten ich zitiere mal die Originalmessage vom Autor.

Gruï¿½ SOS

Newsgroups: comp.sys.atari.st
Path: shlink.shn.com!news.maz.net!pipex!howland.reston.ans.net!news.moneng.mei.com!hookup!swrinde!elroy.jpl.nasa.gov!usc!math.ohio-state.edu!jussieu.fr!univ-lyon1.fr!ghost.dsi.unimi.it!batcomputer!cornell!uw-beaver!wolf.cs.washington.edu!sdenman
From: sdenman@wolf.cs.washington.edu (Stuart Denman)
Subject: GERMAN Triple Yahoo 1.0 yahtzee game
Message-ID: <1994Jun16.220759.17454@beaver.cs.washington.edu>
Sender: news@beaver.cs.washington.edu (USENET News System)
Organization: Computer Science & Engineering Dept., Univ. of Washington, Seattle
X-Newsreader: TIN [version 1.2 PL2]
Date: Thu, 16 Jun 94 22:07:59 GMT
Lines: 23

I do not have access to German newsgroups, so perhaps someone can post this
message on the German Atari group? Thanks!

A German Language version of Triple Yahoo 1.0 has been uploaded to the
following ftp sites:

ftp.uni-kl.de.............(131.246.9.95)
ftp.germany.eu.net........(192.76.144.75)
ftp.uni-stuttgart.de......(129.69.8.13)
ftp.informatik.tu-muenchen.de......(131.159.0.198)
athene.uni-paderborn.de...(131.234.2.32)

Triple Yahoo is a one to four player Yahtzee game that works on ALL Atari
computers. It runs under GEM and supports DMA digitized sounds, Speedo
GDOS fonts, and color icons. It runs under MultiTOS, Geneva, and Magix2.
Complete German documentation is included with the game.

This game is Shareware, so please make a donation to the author. German
marks are accepted if paid in cash.

sdenman@cs.washington.edu

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP public key available on request.
*** sos@sos.sh.sub.de ***

*** sos@sos.sh.sub.org ***
--

4880. LZHShell bug...

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 15:20:20 UTC
From: jpb3@ukc.ac.uk
Message-ID: <8535@merlin.ukc.ac.uk>
Source record: 185225

Some of you may remember about a week ago I posted an article suggesting that the latest version of LZHShell was bugged. I had reported that if Neodesk was used, when you left the shell, you would not return.

Well, kinda on advice from some of the requests, I looked at what acc's and TSR's I was using, and tried to get the shell to work properly. When I removed Turbo ST from memory the shell starting functioning perfectly. Therefore if any of you have this problem, as at least one person did, don't use Turbo ST if you want to do some archiving. I guess other screen accelerators may not go well with LZHshell too.

Thought I'd let you all know.

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

4881. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 16:04:33 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun17.160433.27161@boojum.lanl.gov>
Source record: 185088

In article 1067@abo.fi, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>In <1994Jun16.142819.26518@boojum.lanl.gov> hutch@ilmen.a5-ilmen writes:
>
>> This unsubstantiated comment is _exactly_ the kind of 'rose-colored hogwash'
>> I posted about yesterday. 80,000 Falcons in Europe??? Good grief, people, get
>> a grip! That is far, FAR higher than the total number of Falcons _manufactured_
>> to date. [...]
>
>Do you own an Atari - or not..? This kind of speech is far too common here; in
>a place that is supposed to be an Atari _support_ area..!

Yes, my dear Tommi, I _do_ have an Atari, 3 of them, in fact, including a Falcon.

>Why on Earth do so many of us want to shoot down all a little more optimistic
>opinions ?

A little guarded optimism is fine. Wildly inflated rumors & misconceptions aren't!

>Atari funeral..?

Your choice of words, mate, not mine. ;-)

>So we have a loser computer in our hands?

Again, _your_ words, not mine. However, if you would read all of my posts you would know that I still think Ataris are fine machines and very capable in their own right. They are NOT the bargain they once were and new software and dealer support are becoming scarce commodities, but that's hardly big news, is it?

>Don't take this too personally - but I think that if people don't have anything
>but bad news to tell about their computers - and like to keep on telling, how
>miserable a firm Atari Corp. is, etc...

What 'bad' things did I say about Atari computers?

When did I ever say Atari Corp is a 'miserable' company?

All I did was try to correct a _grossly_ inflated estimate on Atari Falcon sales and come to the defense of developers who YOU were accusing of not supporting the Falcon out of ignorance.

You obviously don't know me so let me introduce myself. I've been an Atari user and owner for 11 years, I've been President and member of several Atari user groups in both the US and Australia, I've written dozens of articles and programs for US magazines such as Antic, Analog, Current Notes, STart, ST Informer, et al, I've published two programming books, I'm a member of the IAAD, I've written and marketed my own commercial Atari software in 4 languages and like most developers, I have no tolerance for pirates or ignorance. Like it

or not, sir, I DO have some basis of experience on things Atari. ;-)

>Isn't it time then to change a machine - or at least the subject? We could
>talk about nicer things too, you know ;-)

As most active participants here already know, I have and enjoy an av Mac in addition to my Ataris. I did finally sell that hog of a 486-66DX2, however. :)

> Or this area must be renamed: comp.sys.atari.complaining ;-) ?

No, that's what the advocacy groups are for. :)

-Hutch- @ Fair Dinkum Tech

4882. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 16:16:57 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun17.161657.27355@boojum.lanl.gov>
Source record: 185089

In article q3l@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
?
>I have seen info on here regarding getting ICD Software on Internet..
>
>ICD are adamant that it is only on there BBS and GEnie..
^^^^^

>Mind you I here that there BBS is down all the time...??
^^^^^

>But there support of GEnie has a lot to be asked, this is a part copy
^^^^^
>of there GEnie bulletin as of to-day...
^^^^^

[...]

>May be there in for a chapter 11.....??
^^^^^

No, Roger... _they're_ not in for a Chapter 11 and _their_ BBS is up and
running and _they_ are still active on GEnie if you only look _there_. :)

Sorry, mate... couldn't resist. :)

-Hutch- @ Fair Dinkum Tech

4883. Re: GERMAN Triple Yahoo 1.0 yahtzee game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 16:32:08 UTC
From: sos@sos.sh.sub.de
Message-ID: <EFRQCHUU1-UP@sos.sh.sub.de>
Source record: 185092

In <1994Jun16.220759.17454@beaver.cs.washington.edu> Stuart Denman wrote :

>I do not have access to German newsgroups, so perhaps someone can post this
>message on the German Atari group? Thanks!

I've done it.

>A German Language version of Triple Yahoo 1.0 has been uploaded to the
>following ftp sites:
>
>ftp.uni-kl.de.............(131.246.9.95)
>ftp.germany.eu.net........(192.76.144.75)
>ftp.uni-stuttgart.de......(129.69.8.13)
>ftp.informatik.tu-muenchen.de......(131.159.0.198)
>athene.uni-paderborn.de...(131.234.2.32)
>
>Triple Yahoo is a one to four player Yahtzee game that works on ALL Atari
>computers. It runs under GEM and supports DMA digitized sounds, Speedo
>GDOS fonts, and color icons. It runs under MultiTOS, Geneva, and Magix2.
>Complete German documentation is included with the game.

This game is really good!

>sdenman@cs.washington.edu

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP public key available on request.
*** sos@sos.sh.sub.de ***
*** sos@sos.sh.sub.org ***
--

4884. Re: ANNOUNCING FALCON SAMPLE EDITOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 17:27:16 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771874036snz@nest.demon.co.uk>
Source record: 185246

In article <Up-EFQRBJUQ@dksoft.ping.dk> Kim@dksoft.ping.dk "Kim Andersen" writes:

> > * Fully GEM legal programming
> > * MultiTOS compatible
> > * Dynamic Memory Allocation
> >
> >
>
> Will there be DSP effect available Dan ?

According to Dan hopefully in version 2.0, when we can get him away from Karen
that is (new girl friend).

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
=============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
=============================================================================
```

4885. Re: MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 17:29:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1869@usdtsg.DaytonOH.NCR.COM>
Source record: 185098

In article <Joost.vanderleij-160694160351@bransen.mac.phil.ruu.nl>
Joost.vanderleij@phil.ruu.nl (Joost van der Leij) writes:
>So I downloaded the great MPEG viewer, but ehhh no MPEG's to view. Does
>anybody know if there's a site for them?

MPEGS (and others) are popular in the IBM world, so you might try
looking around IBM FTP sites. One might be wuarchive.wustl.edu somewhere
in the systems/ibmpc hierarchy...

Anyone make an AVI viewer yet for the Atari?

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

4886. Database

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 17:34:36 UTC
From: quaver@u.washington.edu
Message-ID: <2tsmrc$net@news.u.washington.edu>
Source record: 185093

A friend with an Atari 1 meg 1040ST and Color monitor and
no hard drive needs a very basic database. I saw some
at umich, but I am not sure which one would suit him
best. Also, he doesn't have any archiving utilities.. and
of course ZOO and LZH and ARC are all archived by their
own programs...How do I get the above mentioned archivers
unarchived?

thanks
rick

please email quaver@stein.u.washington.edu

4887. Q: Best Fortran Compiler for 1Mb atari st

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 18:27:29 UTC
From: georg@doey.nero.uni-bonn.de
Message-ID: <GEORG.94Jun17182729@doey.nero.uni-bonn.de>
Source record: 185090

I'm searching a small fortran 77 compiler for an
computer unexperienced physics student.

I will help him with the installation, but I don't
know too much about the atari (MDOS & Linux are
my fields :-)
So it would bee nice to get a cute paket consisting
of an editor, compiler (linker) and maybe a debugger
if it would fit into this 1Mb machine.

Well, which compiler should I look for ?
What ftp servers should I connect ?

thanks in advance

Georg Bi"seling
georg@nero.informatik.uni-bonn.de

4888. Cubase

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 19:39:47 UTC
From: TAYLORCL@IBM3090.BHAM.AC.UK
Message-ID: <943917193947@ibm3090.bham.ac.uk>
Source record: 185095

==========

Anyone got a manual for Cubase 2.0???

4889. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 20:06:55 UTC
From: nj1@ukc.ac.uk
Message-ID: <8539@merlin.ukc.ac.uk>
Source record: 185097

In article <1994Jun17.145158.25700@boojum.lanl.gov> hutch@ilmen.a5-ilmen writes:
>In article 8534@merlin.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>There need not be any marketing costs - the ST press will do all that for you,
>
>I concede it is MUCH less costly to market s/w for the Atari than other makes
>(after all, there are a lot fewer potential buyers) but if you honestly think
>you can successfully market a commercial software product using only free press
>then you really _are_ inexperienced.

I was being serious..... Falcon-specific games are so rare, if any do come
along, the ST press are going to do a MUCH better job of advertising it than
ANY publicity campaign.

>>I, along with a lot of Atarians, have very little prated software... In fact, I
>>have only one peice of pirated software on my HD - a paint package - which is
>>going as soon as my copy of ChromaStudio 24 arrives (which I have already paid
>>for).
>
>Oh, I'm sure it would be very comforting news to the author of your 'one peice
><sic> of pirated software' that his work holds that position of honor on your
>hard drive. So by your own admission, you are just a small criminal, not a
>big-time one? C'mon people! When are you going to accept piracy (of one or
>1,000 titles) as a crime? It amazes me how some can be so callous about theft.

I am not callous... I hate to see pirated software as much as anybody - just I
needed an art package to use for a few bits and peices while Doug Little and
FloppyShop sort out their dispute over ChromaStudio. I did not take this
software without intending to replace/pay for it - I ordered ChromaStudio the
same time I bought my Falcon, it's just I need something to tide me over in
the mean time. I do not condone piracy, and I admit that I am in the wrong on
this one, but when you see the amount of pirated software on any PC's HD, well
you'll see what I'm getting at......

>-Hutch- @ Fair Dinkum Tech

Neil. Being Honest.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4890. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 20:32:53 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jun17.203253.184504@zeus.aix.calpoly.edu>
Source record: 185099
Body handling: HTML body converted to readable text

In article <1994Jun13.163447.11317@cen.ex.ac.uk>,
D.L.Hastings wrote:
>In article <2tdn4t$jtq@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>
>> instead of the usual "PROTOCOL: NONE" or "PROTOCOL: LAP-M" what is
>> the 'ALT' protocol? (And what does it, and LAP-M stand for/do?!)
>
>LAP-M = Link Access Procedure 'M' which is an error correction system.
>Never heard of ALT...

Using a Supra, huh? :)

ALT is what Supra calls the "MNP" series of connection protocols. So
MNP4 would be PROTOCOL: ALT, COMPRESSION: NONE, whereas MNP5 would be
PROTOCOL: ALT, COMPRESSION: ALT .

LAP-M is better though, so if you have turned off LAP-M reliability,
make sure you turn it back on (look through your manual).

>--
>+-------------+---+
>| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
>+-------------+---+
>| it corrects my errors, but is likely to make errors of its own. |
>+---+

-MikeB

4891. Re: Mag!x & MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 21:02:16 UTC
From: sos@sos.sh.sub.de
Message-ID: <EFRVAAUQ1-UP@sos.sh.sub.de>
Source record: 185234

In <seimet.771851985@acp5> Uwe Seimet wrote :

>v892127@si.hhs.nl (Lai) writes:
>
>>Is it possible to use Mag!x with MiNT ?
>
>No, it isn't.

Hm, it is possible. You can start Mint Under Magix. But this
will cause a crash in less than 5 minutes. But it works for
a short time.... :-)

>* Uwe Seimet *

I've just tested this on my TT.

SOS
--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP public key available on request.
*** sos@sos.sh.sub.de ***
*** sos@sos.sh.sub.org ***
--

4892. Re: Mag!x & MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 21:38:04 UTC
From: walra%moacs11@nl.net
Message-ID: <ou7h4zfrgo6@moacs11>
Source record: 185207

In <seimet.771851985@acp5>, Uwe Seimet wrote:

> v892127@si.hhs.nl (Lai) writes:
> >Is it possible to use Mag!x with MiNT ?
>
> No, it isn't.

Actually it is, but only in single-task mode. Doesn't make much sense :-(.

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

4893. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 21:47:50 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <771889670snz@gw6hva.demon.co.uk>
Source record: 185213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cr3nB2.ADB@ecf.toronto.edu>
alrashi@ecf.toronto.edu "AL RASHID SHAHIR" writes:

In article <Cr3nB2.ADB@ecf.toronto.edu> you write:
> The subject more or less says it...
> I'm looking for any ethernet card (and the software of course!) that can
> connect my TT up to a Mac ethernet network...
> Is there such a product? Is it even possible?!

Not directly but with a little harwdware extras it can be done. You'll
need :-

ftp.tu-clausthal.de:/pub/Atari/Telecom/tcpip/tuw-tcp.*

This archive shows the schematic for a cartridge-port to pocket ethernet
adapter (as used on the PC's). The software and drivers are there for
the REIBL (German Ethernet card) and the D-Link DE-600 pocket ethernet
card.

I can't vouch for the compatibility with the TT but I don't think it
should be a problem to adapt it.

It's well worth looking, since there PC parallel port, pocket ethernet
cards are very cheap (by comparison) and it makes the whole thing VERY
attractive indeed (I'm heading this way too).

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

4894. Re: Mupfel without Gemini

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 21:57:52 UTC
From: walra%moacs11@nl.net
Message-ID: <ukbfqcihoya@moacs11>
Source record: 185208

In <1994Jun17.092825.11112@ibr.cs.tu-bs.de>, Ruediger Franz wrote:

> The new GEMINI-Distribution contains the MUPFEL shell, which is now a ttp program.
> Is it possible to work with MUPFEL alone (under T0S 1.04) as an autostart
> application, allowing to call GEM-programs from it? I tried the Microshell from
> the Okami distribution, but it didn't work.

From the Gemini-FAQ by Oliver Stettner:

F: Ich kann aus der Mupfel keine GEM-Programme starten, wenn ich
die Mupfel ohne Gemini benutze.

A: Wenn die Mupfel mit der Option +G gestartet wird, k�nnen auch
GEM-Programme gestartet werden. Oder die Mupfel in MUPFEL.APP
umbenennen und GEMSUFFIX l�schen. Am besten mit

```
export GEMSUFFIX=""
```

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

4895. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 22:59:01 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun17.225901.27720@abo.fi>
Source record: 185228

In <1994Jun17.160433.27161@boojum.lanl.gov> hutch@ilmen.a5-ilmen writes:

> >Do you own an Atari - or not..? This kind of speech is far too common here; in
> >a place that is supposed to be an Atari _support_ area..!
>
> Yes, my dear Tommi, I _do_ have an Atari, 3 of them, in fact, including a Falcon.

You beat me.. (only 2: Falcon & Mega 4) ;-) !

> A little guarded optimism is fine. Wildly inflated rumors & misconceptions aren't!

You're right - I don't disagree on that. I just think that while Atari is (like Acorn and Amiga) fighting for its survival, what is needed, is an optimistic atmosphere. One might call that false, since "times are dark". But we simply can't afford to lose people to other computers, by giving them a feeling that "everything is hopeless". You didn't mean that, I guess - but there are SO many messages in this area, just telling people how badly Atari is going... So many, that it'd be a wonder, if that didn't affect some people?
Don't you agree?

> What 'bad' things did I say about Atari computers?

I feel that we should (!) be acting together to get those long awaited Falcon games..! Sorry, but it just makes me angry to hear so damned lots of doubts and pessimism from even our "own" people. I'd understand why PC freaks would argue that it isn't much sense in writing games for Atari, or Falcon. People think that way already - as you know.

And with that attitude spreading even to ourselves - well, there won't be any Tornado flight sim for F-030, or Space Junk, or anything. I don't want that to happen - and I'm trying to fight against it. I don't want Atari community to become a tiny group of strange people who don't play, use CD-ROM:s, or do anything "normal" - but live in their own world. Sorry, if I over-reacted with your message - but you surely understand my point.

>
> When did I ever say Atari Corp is a 'miserable' company?

You didn't - but many enough people have.. So I didn't mean you by that. And: if there is enough reason - why not say things out, anyway.

> All I did was try to correct a _grossly_ inflated estimate on Atari Falcon
> sales and come to the defense of developers who YOU were accusing of not
> supporting the Falcon out of ignorance.

O.k. In Europe Falcon is selling pretty well right now. Don't know about the situation in the USA. I understand what you mean, however. Still, I have to disagree: there is lots of ignorance around Falcon. Too much.

Take MicroProse as an example: as somebody from ST-Format mag called them, asking about Falcon-support.. They (surprise) hadn't even heard that such a machine is in sale..! Well, maybe we could blame Atari itself from that - lack of information. But anyway: Falcon is very well ignored everywhere. Most programmers simply don't care - and I really can't believe that majority of them has seriously even considered the possibilities of the new Atari.
I may be wrong with that - but then: probably not. The financial side is there, too - but that hasn't stopped Silmarils from doing great work.
You, who don't own Ishar 1-2 yet: go and buy one! If you ever liked Dungeon Master - you're gonna love these, too. And Ishar 3 is on its way, too..

> You obviously don't know me so let me introduce myself. I've been an Atari
> user and owner for 11 years, I've been President and member of several Atari
> user groups in both the US and Australia, I've written dozens of articles and
> programs for US magazines such as Antic, Analog, Current Notes, STart, ST
> Informer, et al, I've published two programming books, I'm a member of the
> IAAD, I've written and marketed my own commercial Atari software in 4 languages
> and like most developers, I have no tolerance for pirates or ignorance. Like it
> or not, sir, I DO have some basis of experience on things Atari. ;-)

As I said: don't take this too personally. I respect your work for Atari machines, and (as you guessed) didn't know your background. Still, I've been working with STs, Megas, STEs, TTs, and Falcons since early 1986, too - so I have my own thoughts and experiences. Maybe you don't like my way of seeing things - but instead of "realism" (accepting things as they seem to be in computer world), I appreciate an atmosphere of _trying_ to change things into something better. In this case: to get new games for Falcon-people. If that takes some watching the world through rose-colored Ray-Bans, so be it... If the result is good. There is some idealism behind the whole Atari scene, don't you agree? And there has to be it - at least a little..

> As most active participants here already know, I have and enjoy an av Mac in
> addition to my Ataris. I did finally sell that hog of a 486-66DX2, however. :)

Well, I don't enjoy Macs - no matter how hard I try... =-(The OS just doesn't feel comfortable. But technically: great machines those Quadra/PPC Macs. Wish we had that hardware in our Falcons..

> > Or this area must be renamed: comp.sys.atari.complaining ;-) ?
>
> No, that's what the advocacy groups are for. :)

Have you ever wondered what will the conversation be like in advocacy areas in the future..? Data-gloves, virtual cyber reality => quite tough virtual fights between angry people ;-) !

Greetings (friendly ones), Tommi

4896. MiNT on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 22:59:44 UTC
From: william@oslonett.no
Message-ID: <2tt9t0$6b@hasle.oslonett.no>
Source record: 185209

Does anybody out there know how I can force the MiNT version supplied with my Falcon030 not use the AES. I just want MiNT running without the enhanced desktop. (because I think I is a bit slow..)

In fact it would be even better if someone could tell me how to get to high rez without booting MiNT.

The reason for all this is that I wish to use my Falcon with either a CLI like Bash or MGR. But since the Falcon boots in low-rez, running these programs from the Mint.cnf file is a ver useful thing.

Cheers all.
william@oslonett.no

4897. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-17 23:16:06 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun17.231606.5330@boojum.lanl.gov>
Source record: 185210

In article 8539@merlin.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>
>I was being serious..... Falcon-specific games are so rare, if any do come
>along, the ST press are going to do a MUCH better job of advertising it than
>ANY publicity campaign.

Sure, the Atari mags are literally starved for new material, just like the users. And that's great for the initial release. But for long term sales, you just gotta promote/advertise, especially when Atari dealers are hard to find.

>I am not callous... I hate to see pirated software as much as anybody -

Not as much as the s/w developer trying to feed his family, I'll betcha. ;-)

>I do not condone piracy, and I admit that I am in the wrong on this one,
>but when you see the amount of pirated software on any PC's HD, well
>you'll see what I'm getting at......

Yeh, I follow what you mean, Neil, but it's still rationalization. As we all know, there is no single, perfect answer. Wish there was. <sigh>

Cheers,

-Hutch- @ Fair Dinkum Tech

4898. New price on monitor

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 01:10:41 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <1A4598D7@starnetbbs.com>
Source record: 185211

MA>I've changed the price on the monitor for a quick sale...

MA>Atari SM-1224 Colour Monitor in new condition. $50

As yoou can see from the above your correct internet address has been truncated. I will purchase the monitor. Can you determine the shipping charges to Mississippi so that a money order for the total amount may be sent you?

You may send your mailing address and,the other info to me at: gary.ratliff@starnetbbs.com

* OLX 2.1 TD * So Many Messages!.............So Little Time!

4899. APL on the ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 01:10:41 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <3BC0E543@starnetbbs.com>
Source record: 185212

In looking through some old copies of START, (Since START has been out of business a while all copies of START would be old) I have seen adds for a 68000 APL interperter for the ST computer.

Is this still available? Or perhaps does someone have a copy of this system which they have grown tired of using.

The APL language was something I really wanted to try and also one of the main reasons I plunked down nearly 5 grand to buy a SuperPET (this could relate to ST as Sam was running Commodore at this time).

The implementation was great and I soom learned that a shell sort which took pages of BASIC could easily be written as a 67 token oneliner.

I do have the pd APL package for the CP/M computer which works but not having true APL character set makes the system look funky.

gary.ratliff@starnetbbs.com

* OLX 2.1 TD * Pet Store: "Buy one, get one flea."

4900. ICD Link wanted

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 01:32:49 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FD8120F1.SPERNA1@ua1vm.ua.edu>
Source record: 185214

I am looking to purchase an ICD Link?
Any sellers?

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

4901. Re: APL on the ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 02:25:30 UTC
From: rvenable@helix.nih.gov
Message-ID: <1994Jun18.022530.25720@alw.nih.gov>
Source record: 185215

In article <3BC0E543@starnetbbs.com> GARY.RATLIFF@starnetbbs.com (gary ratliff) writes:
>In looking through some old copies of START, (Since START has been out
>of business a while all copies of START would be old) I have seen adds
>for a 68000 APL interperter for the ST computer.
>
>Is this still available? Or perhaps does someone have a copy of this
>system which they have grown tired of using.

Quite possibly it is still available; the U.S. distributor is/was the
Spencer Organization, in Westwood, New Jersey. I got a mailing from
them within the last year or two from them, and they were still selling
APL.68000 for the ST line, in addition to Amiga, MacIntosh, and Unix
systems. I intend to try to contact them, and if there's sufficient
interest, I'll post the results, or submit for the FAQ file (or both).

The implementation was actually done by a U.K. enterprise, MicroAPL; but
Spencer was an active partner, and marketed a dedicated 68000 coprocessor
board for (gasp) PC/AT type machines at one point. I wouldn't be surprised
if one or both companies was still around, since they supported many 680x0
based computer systems, and may still have the software for sale.

And no, I've not grown tired of using my copy, although I need a new set
of stick-on keycap labels.

--
Rick Venable =====\ |=| "Eschew
FDA/CBER Biophysics Lab |____/ |=| Obfuscation"
Bethesda, MD U.S.A. | \ / |=|
rvenable@helix.nih.gov \/ |=| -- the Phantom Nerd

4902. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 02:29:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ttm5k$8l9@golem.wcc.govt.nz>
Source record: 185216
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games.misc,comp.sys.mac.games

] How the hell do you get past this black red-eyed feline monster thing that
] jumps straight at you ??? It sure was a shock the first time but after two
] hours, it's getting a little bit boring...

As soon as you get to that screen, run the other way, back past the
start screen, and jump off the cliff. He grabs a vine, swings past the
monster, and then run back towards the 3rd screen. You'll still be chased,
but the monster stumbles, and is eventually atomised by one of the
aliens.

] Is all the game like this, or am I plain stupid ?

Nahh.... That's _easy_ compared to a lot of the game!

4903. Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 02:32:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ttmb4$8l9@golem.wcc.govt.nz>
Source record: 185217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Is there any way I can contact the author(s) of "Utopos" via the net,
(aka "Aggression"). Or, failling that, does anyone know if a later
version of Utopos exists than what I have, being v1.53.

(There's no point me sending money for an upgrade if there isn't one!)

4904. Re: Falcon Ram Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 03:16:34 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <198_9406180504@dswhq.omahug.org>
Source record: 184990

> If your looking for any basic Falcon RAM upgrades, Toad was selling
> a kit for $90 (unpopulated) or thereabouts, that uses regular

> the damned shielding on the Falcon. In my case, I just yanked it
> and tossed it...

Hmmmm.....the RAM Gizmo only costs about $10 more and it fits in the Falcon
just fine, without having to throw away your shielding. :-)

Later,
gizmo@dswhq.omahug.org

4905. Re: Modems and Comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 04:02:00 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jun18.040200.184636@zeus.aix.calpoly.edu>
Source record: 185218
Body handling: HTML body converted to readable text

In article <1994Jun17.203253.184504@zeus.aix.calpoly.edu>,
Michael Baffoni wrote:
>
> Using a Supra, huh? :)
>
> ALT is what Supra calls the "MNP" series of connection protocols. So
>MNP4 would be PROTOCOL: ALT, COMPRESSION: NONE, whereas MNP5 would be
>PROTOCOL: ALT, COMPRESSION: ALT when I turn it off, thus I only look for the "NONE">.

Just to followup on myself now that I am at home and can look at the
output... :)

MNP5 logs in with the message:

PROTOCOL: ALT

COMPRESSION: CLASS 5

> LAP-M is better though, so if you have turned off LAP-M reliability,
>make sure you turn it back on (look through your manual).

Aren't these things just _so_ descriptive? Protocal M...compression
class 5 ... boy, doesn't that just explain everything. :/

>-MikeB

-MikeB

4906. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 04:06:06 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ttrre$lui@terminator.rs.itd.umich.edu>
Source record: 185219
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7218 Jun 12 21:19 ./Applications/0index
-rw-r--r-- boydm 114992 Jun 11 08:32 ./Applications/Other/grocry42.zip
-rw-rw-r-- weiner 956 Jun 12 20:12 ./Cli/0index
-rw-r--r-- boydm 761913 May 29 17:42 ./Demos/inshape.lzh
-rw-rw-r-- weiner 9112 Jun 12 21:02 ./Demos/0index
-rw-r--r-- boydm 3518 May 30 11:44 ./Diskutils/genflop.lzh
-rw-rw-r-- entropy 11490 Jun 12 20:41 ./Diskutils/0index
-rw-r--r-- boydm 129992 Jun 3 11:11 ./Games/isola3.zip
-rw-r--r-- boydm 249070 Jun 3 06:01 ./Games/manic.zip
-rw-r--r-- boydm 57816 Jun 3 06:00 ./Games/stbr215e.zip
-rw-r--r-- boydm 347866 Jun 10 11:08 ./Games/stello.lzh
-rw-r--r-- lenn 19685 Jun 12 22:17 ./Games/0index
-rw-r--r-- entropy 13126 Jun 12 20:52 ./Graphics/0index
-rw-r--r-- boydm 156974 Jun 10 07:38 ./Languages/prolog68.zoo
-rw-r--r-- weiner 5341 Jun 12 20:54 ./Languages/0index
-rw-rw-r-- entropy 10498 Jun 12 21:29 ./Mint/0index
-rw-r--r-- boydm 12749 Jun 12 21:26 ./Mint/Devices/multi-raw.lzh
-rw-r--r-- boydm 56078 Jun 9 05:58 ./Mint/Utilities/mpack13b.zoo
-rw-r--r-- boydm 227161 Jun 3 05:58 ./Misc/hebib302.lzh
-rw-rw-r-- entropy 2661 Jun 12 21:07 ./Misc/0index
-rw-r--r-- boydm 67086 Jun 3 12:19 ./Music/ksclpt14.zip
-rw-rw-r-- weiner 3338 Jun 12 20:30 ./Music/0index
-rw-r--r-- boydm 25708 Jun 3 09:48 ./Utilities/xaes_bg.lzh
-rw-rw-r-- entropy 26959 Jun 12 20:34 ./Utilities/0index
-rw-r--r-- molin 115349 Jun 12 02:11 ./0ls-lR.Z
-rw-r--r-- boydm 487202 Jun 8 15:35 ./Telecomm/j_office.lzh
-rw-r--r-- weiner 7367 Jun 12 20:10 ./Telecomm/0index
-rw-r--r-- molin 114971 Jun 12 02:12 ./0ls-lRc.Z
-rw-r--r-- molin 5252 Jun 12 22:23 ./Falcon/0index
-rw-r--r-- molin 110749 Jun 3 16:20 ./Falcon/Sound/Players/fortune_1_1a.zip
-rw-r--r-- molin 1171323 Apr 29 23:32 ./Falcon/Sound/Fortunes/div2_sound_fortunes.zip
-rw-r--r-- molin 742391 Apr 29 23:33 ./Falcon/Sound/Fortunes/div3_sound_fortunes.zip
-rw-r--r-- molin 1127818 Jun 3 16:19 ./Falcon/Sound/Fortunes/ds9_sound_fortunes.zip
-rw-r--r-- molin 1260176 Jun 3 16:23 ./Falcon/Sound/Fortunes/h_hiker_sound_fortunes.zip
-rw-r--r-- molin 511895 Jun 3 16:25 ./Falcon/Sound/Fortunes/jungle_b_sound_fortunes.zip
-rw-r--r-- molin 1004891 Jun 3 16:29 ./Falcon/Sound/Fortunes/mwc_sound_fortunes.zip
-rw-r--r-- molin 1154335 Jun 3 16:31 ./Falcon/Sound/Fortunes/st2_sound_fortunes.zip
-rw-r--r-- molin 408976 Jun 3 16:33 ./Falcon/Sound/Fortunes/users1_sound_fortunes.zip
-rw-r--r-- molin 570090 Jun 3 16:34 ./Falcon/Sound/Fortunes/users2_sound_fortunes.zip
-rw-r--r-- boydm 58658 Jun 3 05:58 ./Printing/dj_fonts.zip
-rw-r--r-- boydm 35485 Jun 3 05:59 ./Printing/hpedit11.zip
-rw-rw-r-- weiner 3457 Jun 12 21:21 ./Printing/0index
-rw-r--r-- molin 138199 Jun 12 02:10 ./0compind.Z
```

```
-rw-r--r-- molin 341947 Jun 12 02:10 ./0index
-rw-r--r-- molin 115055 Jun 13 23:23 ./0ls-lR.Z
-rw-r--r-- molin 114785 Jun 13 23:24 ./0ls-lRc.Z
-rw-r--r-- molin 5544 Jun 13 23:19 ./Falcon/0index
-rw-r--r-- molin 54130 Jun 13 07:15 ./Falcon/Sound/Editors/ssam101b.zip
-rw-r--r-- molin 343217 Jun 13 23:22 ./0index
-rw-r--r-- molin 138988 Jun 13 23:22 ./0compind.Z
-rw-rw-r-- weiner 7280 Jun 16 00:58 ./Applications/0index
-rw-r--r-- molin 138337 Jun 16 00:17 ./Applications/For_Kids/homework.lzh
-rw-r--r-- molin 105078 Jun 15 23:52 ./Archivers/2in1106e.zip
-rw-rw-r-- entropy 3874 Jun 16 00:18 ./Archivers/0index
-rw-r--r-- molin 84691 Jun 16 00:10 ./Archivers/esscd60.lzh
-rw-r--r-- molin 9972 Jun 14 12:07 ./Editors/stpage.lzh
-rw-r--r-- entropy 1888 Jun 16 00:31 ./Editors/0index
-rw-r--r-- lenn 19920 Jun 16 00:47 ./Games/0index
-rw-r--r-- molin 64234 Jun 16 00:09 ./Games/Kids-games/1stmaths.lzh
-rw-r--r-- molin 74693 Jun 16 00:11 ./Games/Kids-games/trains.zip
-rw-r--r-- molin 183071 Jun 16 00:13 ./Games/Kids-games/noah.zip
-rw-r--r-- molin 47535 Jun 16 00:15 ./Games/Kids-games/dot2dot.lzh
-rw-r--r-- molin 8475056 Jun 16 00:46 ./Games/Kids-games/core
-rw-r--r-- entropy 13161 Jun 16 00:45 ./Graphics/0index
-rw-r--r-- molin 72070 Jun 16 00:16 ./Graphics/face.zip
-rw-r--r-- molin 115313 Jun 16 01:02 ./0ls-lR.Z
-rw-r--r-- molin 18922 Jun 13 05:59 ./Programming/ufsl.lzh
-rw-r--r-- entropy 5526 Jun 16 00:28 ./Programming/0index
-rw-r--r-- molin 114993 Jun 16 01:03 ./0ls-lRc.Z
-rw-r--r-- molin 139220 Jun 16 01:01 ./0compind.Z
-rw-r--r-- molin 343728 Jun 16 01:01 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4907. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 06:01:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tu2je$9si@golem.wcc.govt.nz>
Source record: 185224

In article <2tpu7g$hjm@infa.central.susx.ac.uk>, kevinb@central.susx.ac.uk (Kevin Busby) writes:
>
>
>My current hard disk drive (a Power model with a fast but noisy Quantam
>drive) is having increasing difficulties starting up and it looks as
>though I'll have to replace it. I use an ST Mega 1 (4Mb).
>
>My main requirement is that the drive should be very quiet but speed is
>also quite an important point. Of the drives advertised in ST Review,
>the following interested me:-
>

I do suguest you fit a Quantum 240 LPS, 240 Megs very very quite,
and fast, in side your Mega ST, get a ICD Micro Host adapter,
its simple to fit..

Why have a extra Box to contend with, when the will fit inside..

The Fan in my Mega makes mor noise than the dive does...

>
>Many thanks in advance,
>
>Kevin

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4908. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 06:15:12 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2tu3dg$pui@cxc1.cl.msu.edu>
Source record: 185222

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

>It was none other than Barry Scott that wrote on 13 Jun 94 that ,
> BS> Another thing I have noticed which is VERY annoying is that some
> BS> archives will not extract using the shell - reporting back an
> BS> "garbage in file" error but when I extract them using the TTP
> BS> version or even an old version of LZH they work fine!!!
> BS>
> BS> Anyone else confirm this with version 3.10??

>Didn't come across this but version's prior to 310 had some untidy exit
>call's that put "_garbage_" file not found dialogues when quitting if running
>Mag!X ... V3.10 seem's to have fixed this.

On my Falcon (TOS 4.04) and another one I use daily (TOS 4.02) I find that
LZH Shell v3.10 can't deal with files that have been downloaded wherein
the CTRL-Z padding remains appeneded to the end of the file. If I drag-
and-drop these files onto the Shell program, it reports the garbage-at
end-of-file stuff, then the shell window freezes before it's even half
displayed. I have to run the program, then select the .LZH file.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4909. Falcon info...

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 06:33:39 UTC
From: stu1222@alpha.wright.edu
Message-ID: <CrKy83.HFz@mercury.wright.edu>
Source record: 185244

[No readable article body recovered]

4910. ATARI ST stuff bargains! SALE!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 06:38:45 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <2tu4pl$9qe@news.csus.edu>
Source record: 185223

Great Atari ST games & stuff for sale!

GAMES:
For $5/each game:
Arena, Deep Space, Barbarian, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $15/game
Wrath of the Demon, Awesome, Wanderer 3-D.

Compilations:
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $15
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $15
"Triad II"--Menace, Tetris, Baal---------- $15
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $15

EMULATORS:
Spectre GCR (MacROMS included) v.3 ----------$180

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator----------$80

MISCELLANEOUS ST STUFFS:
ULTIMATE RIPPER: this cart lets U break into any program,
disassemble, freeze any screen pix, etc! U'll love it!-------$35

BACK-UP your copy protected games with:
TURBO BLITZ (software & cable)----------$12
SYNCHRO EXPRESS (software, parallel port cart & cable)-------$25

buyer pays shipping

Interested? please e-mail me! :)

4911. Re: Wanted: Packet Radio Software for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 08:59:48 UTC
From: bidwell@eskimo.com
Message-ID: <CrL2LM.831@eskimo.com>
Source record: 184805

hszs@tu-graz.ac.at (HSZS) writes:

>Hello!

>If got a question about Packet-Radio-Software for the AtariST:

> - Is out there in the World a programm available?

> - Does anybody know an FTP-site where i can get related programms?

>Send answeres as E-Mail to "HSZS@HSPT.TU-GRAZ.AC.AT" THANKS!

>Ciao,
> Bertl.

Some of the best packet software I have ever seen runs on the atari.

Digipoint

It can be found ftp at: OAK.OAKLAND.EDU
Directory: /pub/hamradio/atari/digital

Have fun, and enjoy this masterpiece of software!

4912. Re: MiNT on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 10:08:35 UTC
From: howard@harry.lloyd.com
Message-ID: <2tuh33$16q@harry.lloyd.com>
Source record: 185227

In article <2tt9t0$6b@hasle.oslonett.no>,
William Kent <william@oslonett.no> wrote:
%Does anybody out there know how I can force the MiNT version supplied
%with my Falcon030 not use the AES. I just want MiNT running without the
%enhanced desktop. (because I think I is a bit slow..)
%
%In fact it would be even better if someone could tell me how to get to
%high rez without booting MiNT.
%
%The reason for all this is that I wish to use my Falcon with either a
%CLI like Bash or MGR. But since the Falcon boots in low-rez, running
%these programs from the Mint.cnf file is a ver useful thing.

The MiNT that ships with MultiTOS acts the same as any other version of MiNT.
Just usea text editor to change the INIT= line in your mint.cnf file; set it
to bash or mgr and you're all set.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

4913. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 10:46:52 UTC
From: abarbiero@delphi.com
Message-ID: <Rg9yQEc.abarbiero@delphi.com>
Source record: 185226

Craig Graham <Craig.Graham@newcastle.ac.uk> writes:

>>: Does anybody know what happened to Jeff Minter and/or his company,
>>: LlamaSoft? I read an old interview from 1987 the other day and just
>>: got a little curious on this hippie-programmer.
>>
>> Well, he released a shareware PC shooter last year called Llamatron. It's kinda

Jeff Minter is right now at Atari, working on the software that will
be built into the JagCD unit.

He wrote Tempest 2000 and is starting on some new games...

He should be on GEnie soon for a conference.

Andreas@AEO

4914. Re: Mupfel without Gemini

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 11:03:10 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2tuk9e$8db@nasim.sta.sub.org>
Source record: 185003

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
> i2020123@ws.rz.tu-bs.de (Franz) writes:

> >Another question: I'd like to type c:/dir/file, instead of c:\dir\file. I was
> >told that the old MUPFEL could handle this by setting a certain variable
> >(SLASHCONV=true). Can anyone help me?

SLASHCONV worked until mupfel/gemini 1.21.

> I don't know. If you find out, could you please let me know...? I've been
> searching for this possibility too, but haven't been able to figure it out (if
> it is possible at all, that is...).

"set -S" allows you to *type* Slashes instead of Backslashes but they
get converted to Backslashes before calling the program. So this
option does only half the job. If you want to get a real shell, have a
look at tcsh, ksh or bash.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4915. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 11:09:07 UTC
From: glenn@loose.apana.org.au
Message-ID: <2tukkj$rse@loose.apana.org.au>
Source record: 185229

TAYLORCL@IBM3090.BHAM.AC.UK writes:

>==
>Anyone got a manual for Cubase 2.0???

That wouldnt happen to be for a cracked version would it?
If you have a legit version you could get a manual from spare parts easy.
Would cost you maybe $20.
If you have a cracked version then seriously consider going legit. You
can pick the software up second hand for a song.

--

Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"

4916. SCSI host adaptors

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 11:47:11 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun18.114711.9478@bradford.ac.uk>
Source record: 185232

Could someone tell me if SCSI out and DMA out are a function of the
interface (such as the Link) or is there a simpler way to add more SCSI
devices to interface cards that seemingly have only one SCSI output?
If it's a function of the card could someone suggest adaptor/s that are
available in the UK that have both SCSI and DMA out on them please.
If it's otherwise could someone tell me how to do it? ;)
Finally ;), is it possible to get an apple cd 300 working on an ST via SCSI?

Thanks,

Paul.
--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

4917. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 13:23:18 UTC
From: rflashma@mtholyoke.edu
Message-ID: <2tusg6$22r@mudraker.mtholyoke.edu>
Source record: 185233

Graham Irvine (Graham.Irvine@mettav.royle.org) wrote:

> Well I guess you wish to support your own Geneva system but could you say
> whether Neodesk 4 will be compatible with MAg!X (I assume it will be)
> but of more interest will it support it's specifically.

NeoDesk 4 supports MultiTOS. That is why it works with Geneva (since
Geneva duplicates all the MultiTOS AES features). In theory it should
also work with any other multitasking environment that follows Atari's
multitasking standard. Does Mag!X do this? If not, is there a developer's
reference or such? I guess if Magi!X doesn't follow the standard and has
its own, we "could" support it, if we can find out "how".

Rick @ Gribnif

4918. Re: GEM programming tools

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 14:41:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.na4GdmLCtow@semprini.waterloo-rdp.on.ca>
Source record: 185012

In <2tnr54$kpn@rc1.vub.ac.be>, FORSEILLES STEPHAN writes:
> Are they any programming tools (C libraries and so on) to program
> GEM faster (dialog boxes and menus)?

For C++, there is a truly awesome class library called GEM++, which
makes GEM programming much less painful.

For C, there is GEMFAST, which does some things nicely, and some things
strangely.

GEM++ and GEMFAST are available on atari.archive.umich.edu and its
mirrors in the Programming directory.

On German FTP sites, there is also e_gem, and a few other GEM libraries
that I don't know about.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4919. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 14:54:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2kz3C27Cilc@semprini.waterloo-rdp.on.ca>
Source record: 185013

In <miff.771517169@apanix.apana.org.au>, Michael Smith writes:
> Mind you, MicroEMACS is worse. It certainly doesn't run properly on my TT
> under a vconsole (assumes 80x50 screen, when I have 160x60).

Strange my MicroEMACS handles literally *any* screen size... Then
again, it's 3.12 compile for MiNT, and doesn't run under TOS (which is
why I've never uploaded it to any FTP sites).

> I use jove, because I don't have enough memory for 'real' emacs. Unfortunately,
> jove doesn't seem to grok next-buffer 8(

Is the function not there, or is it just bound to a different key? You
could email the current JOVE maintainer, he's working on the source
right now.

I was going to make a stab at porting it to the Atari, but I just don't
have enough time.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4920. Re: SCSI host adaptors

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 15:23:53 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tv3i9$dka@mailer.fsu.edu>
Source record: 185236

Paul Booth (P.A.Booth@bradford.ac.uk) wrote:
>
> Could someone tell me if SCSI out and DMA out are a function of the
> interface (such as the Link) or is there a simpler way to add more SCSI
> devices to interface cards that seemingly have only one SCSI output?
> If it's a function of the card could someone suggest adaptor/s that are
> available in the UK that have both SCSI and DMA out on them please.
> If it's otherwise could someone tell me how to do it? ;)
> Finally ;), is it possible to get an apple cd 300 working on an ST via SCSI?

In the case of ICD host adaptors (and probably most adaptors in general),
you connect a SCSI _bus_ to the 50 pin flat SCSI connector, and then there
are DMA in and out plugs on the card (facing out of the hard disk casing,
usually). A SCSI bus can include an external SCSI plug (which should also
point out of the case) for hooking up an external SCSI device. Here is a
picture:

```
In Out
+-| |--| |-+ <- DMA ports
| |
| host adap |
| |
+--| |--+ <-SCSI connector for 50 lead flat ribbon cable
| |
\ \
\ \
\------\ <- some number of 50 pin flat connectors for
\ \ SCSI drives in the case, connected to drives or empty
\------\
\ \
\ \
|XXXXXX| <- external SCSI connector, facing out of the case
```

So, the first thing to note is that you can connect several drives to the
one SCSI bus connector on the card, by using a SCSI ribbon cable with more
than one 50 pin SCSI connector on it. In addition, you can also have an
external SCSI connector on that cable, facing out of the case so you can
hook up any standard Mac/PC/etc. external SCSI unit. In the picture above,
you would have to have an external terminator on that final plug, and all
the devices internal to the case would have to have their terminators
removed. The external SCSI plug could be in the middle of the chain somewhere
as well, which would change the termination characteristics. I have seen
Toad drives come with a internal SCSI bus that has an external plug in the
middle, which points out of the case.

The typical limit for SCSI drives on one host adaptor is 8 (ID 0-7), though the card might reserve some of those IDs for special purposes (the clocks on some ICD host adaptors use ID 6, for example). You can use multiple host adaptors if you so desire, but I think you are still restricted to a max of 8 SCSI devices on the system. Of course, they need to be set to different SCSI IDs, or they will conflict.

So, I think the answer to your question is that you can add up a bunch more devices, internal or external, using the card that you have. You just need to get a new internal SCSI ribbon cable (which is the SCSI bus, by the way). I presume you could have one custom made with whatever connectors you want on it. I suggest at least three internal connectors (with plenty of excess in between the connectors) and an external one. I would probably put the external one in the middle somewhere, so you don't have to worry about termination.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4921. Latest ICD software (really)

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 15:25:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tv3l3$dka@mailer.fsu.edu>
Source record: 185235

Ok, an amendment to my previous post. The latest ICD software that one can get from Genie is 6.4.3. The latest software that one can get from ICD via regular mail (and $15) is 6.5.5. This is the non-Pro level software. Software upgrades for the Link and the Pro level are also $15 direct from ICD. ICD operates a BBS which should have the latest non-pro level stuff, and possibly the Link stuff, but as it always seems to be busy (in a non-operational way, I strongly suspect) I cannot verify this.

I received some hints via email that ICD may not want to send updates to the online services anymore (i.e. Genie). As they don't seem to be too concerned about fixing their BBS (given that my suspicion about it being broken is correct), this leaves the $15 and US mail route. While I personally don't mind paying for these updates, I suspect that one of the following is true:

1. ICD is no longer going to post updates to Genie. If so, they should have posted a notice saying this on Genie, with instructions on how to obtain them via snail-mail, and regular postings announcing the new versions. If they are interested in generating lots of "pay upgrades", it is extremely silly of them to not do this. Also, the doc files that have come with all ICD software (including the latest 6.5.5) specifically state that the latest upgrades will be available from Genie. If that is no longer their policy, the doc files should be changed.

2. ICD is being very lazy about posting updates to Genie. If so, they should get their shit together. Genie uploads are free and the call is probably local for them, so I see little excuse for this. I would suspect that there were some intermediate versions between 6.4.3 and 6.5.5, and it appears that none of them got uploaded either.

Just my $0.02. Needless to say, if I am right about either of the above, the chances of my getting permission to put ICD software on atari.archive are rather slim. I will still make the attempt.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4922. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 16:44:50 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <772050830.0@mettav.royle>
Source record: 185025

Dino bibbled on 16 Jun 94 to All...

> Well, the ST version of GOAL! had problems, because GOAL! is much more
> advanced than Kick-Off 1 and 2. I coded the original KO on ST first,
> then ported it over to Amiga. This is of course 5 years ago now.... at
> that time the ST market was good. But when it came to do it the other
> way around, I had problems, because I was moving to a less powerful
> machine (Amiga -> ST). I shall qualilfy that... less powerful for coding
> my football games.

Haven't you removed the 4 meg bug, Dino? I borrowed Goal (albeit it "buggy" version) from a mate to see what it was like and it took me ages to find out why the damn thing kept crashing when I moved the mouse pointer (ooer, another oddity there - the manuals says you can use the mouse, but you can't) near the bottom of the screen. It also bombed when the game went into "wide" view.

So, okay, the number of people with 4 meg STs is pretty limited (%age wise) but somebody should have tested it out.

And also the references to "DF0" annoyed me too... Not enough time to change it to "A:\" or something I suppose, eh? :)

Needless to say I was not impressed and didn't buy it. (KO2 is still my fave footie game, along with Player Manager)

Col.

4923. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 18:51:53 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tvfo9$d6p@scapa.cs.ualberta.ca>
Source record: 185237

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

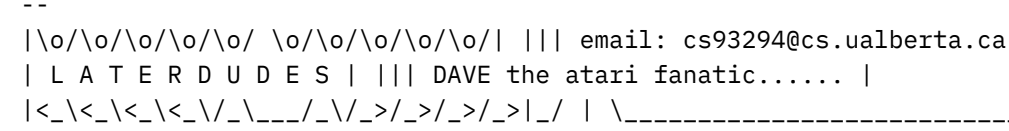
>It was none other than Barry Scott that wrote on 13 Jun 94 that ,
> BS> Another thing I have noticed which is VERY annoying is that some
> BS> archives will not extract using the shell - reporting back an
> BS> "garbage in file" error but when I extract them using the TTP
> BS> version or even an old version of LZH they work fine!!!
> BS>
> BS> Anyone else confirm this with version 3.10??

>Didn't come across this but version's prior to 310 had some untidy exit
>call's that put "_garbage_" file not found dialogues when quitting if running
>Mag!X ... V3.10 seem's to have fixed this.

>MHYG
>Graham

the only bug I've noticed is when it reports that there is garbage in the
archive and you have it installed as an application... you double click
on the .LZH icon, only to have the lzh shell run and tell you there's
garbage... this is fine, but in the process, the silly thing doesn't
draw the background in, and you have no idea where to click the mouse-
button!

It works fine when you run the program first, then select the archive
though. Strange.

--


4924. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 18:53:28 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tvfr8$d77@scapa.cs.ualberta.ca>
Source record: 185238

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

>>It was none other than Barry Scott that wrote on 13 Jun 94 that ,
>> BS> Another thing I have noticed which is VERY annoying is that some
>> BS> archives will not extract using the shell - reporting back an
>> BS> "garbage in file" error but when I extract them using the TTP
>> BS> version or even an old version of LZH they work fine!!!
>> BS>
>> BS> Anyone else confirm this with version 3.10??

>>Didn't come across this but version's prior to 310 had some untidy exit
>>call's that put "_garbage_" file not found dialogues when quitting if running
>>Mag!X ... V3.10 seem's to have fixed this.

>On my Falcon (TOS 4.04) and another one I use daily (TOS 4.02) I find that
>LZH Shell v3.10 can't deal with files that have been downloaded wherein
>the CTRL-Z padding remains appeneded to the end of the file. If I drag-
>and-drop these files onto the Shell program, it reports the garbage-at
>end-of-file stuff, then the shell window freezes before it's even half
>displayed. I have to run the program, then select the .LZH file.
>--

Ya!.... that's what I meant to say!... ;)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

4925. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 19:28:57 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.771967737@hosta>
Source record: 185239

In <2ts0mg$qkr@cpca3.uea.ac.uk> g051@cpcw9.uea.ac.uk (Ian Brown) writes:

>It's a shame really because I prefer the Kick-off range to Sensible. I was
>going to buy Goal but the two reviews I've seen so far gave it 48% and 60-odd%,
>not high enough for me to part with twenty-odd pounds for a game.

The gameplay is identical to the Amiga version, which got review marks ranging
from 82% (from Amiga Power, not renouned fans of my games) to 93% from
CU AMIGA. Why the two reviews you mention gave it so low marks I can not say
... if you liked the original on ST, I can assure you that GOAL! is much
superior. The reason for the low marks is probably because the game does not
look that great graphically - it can't when I'm running the game at
50 frames per second. But there again the Original KO ST ran at 50 FPS
and looked pretty much the same. I chose to keep the gameplay rather than the
graphics... not always a popular choice with the press, though I've found
always the most popular with the buying public in the long run.

I have not seen any ST reviews, so I can not comment on them individualy.

The Game recently won a major award in Europe.

Oh, and remember, the original Kick-Off got poor reviews when it came out.
Sometimes it takes a while to educate people ;-).

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

4926. Re: How do you build a joystick adaptor for Gauntlet 2?

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 19:43:42 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <771968622.24817@minster.york.ac.uk>
Source record: 185005

In article <940613155224.8381@cse.unsw.edu.au>,
Tim Lambert <lambert@cse.unsw.edu.au> wrote:
>It appears to be possible to play Gauntlet 2 with four players if you
>have an adaptor to connect two joysticks to the parallel port. Can
>anyone tell me how to connect up the pins?

Now that we are on the subject of extra joystick adaptors, I would
like to take the opportunity to plug three of my games.

As well as using the same adapror as used with Gauntlet for adding
two joysticks to the printer-port, if you have an STE or Falcon,
use is made of the joystick ports at the side to add four joysticks,
giving a total of eight joysticks.

The game are all available on atari.archive.umich.edu in
/atari/Games

These are the latest versions, and can run on the Falcon (you
may need to use backwards).

They are:

Linecrash (linecras.zip) 8-player Tron Lightcycles
Mazewar ST (mazewar.zip) Shoot your opponents in a maze
Pacmen (pacmen.zip) 8-player pacmen with missiles.
A.S.S. (comming soon) Enhanced M.U.L.E. for 8 players

Each zipfile contains the complete instructions for building your own
adaptors for both types of joystickports, as well as how to use them in
your own games.

Does anyone know a complete list of games that make use of these adaptors:

The only ones that come to mind at the moment are:

printerport adcaptor:

Gauntlet II (commercial)
Leathernecks (commercial)
Projectyle (commercial)
Spacewar 2000 1.1 (shareware, available from all good FTP sites)

STE port adaptor:

Apart from my own games, I do not know of any other games that
allow you to plug in lots of normal joysticks into that port.
I think that Dynabuster might.

Andrei.

4927. Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 19:55:58 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <771969358.32075@minster.york.ac.uk>
Source record: 185006

In article <2tlvmu$39e@goanna.cs.rmit.oz.au>,
Steven John Mcintyre <s9104948@yallara.cs.rmit.OZ.AU> wrote:
> Does any one know why Gauntlet II doesn't seem to work on my STE.
>Originally own an STFM (tos 1.02) and it worked fine, then bought my STE
>(Tos 1.62) and it wouldn't
>work at all. Would get to the title screen and then crash as loading
>continued. Both machines have 1 Meg.

When the STE was released, it was released with a diskdrive that
could only read 82 tracks. Gauntlet II might use more than that.
This is the reason why loads of games do not work on the STE.
Copy protection m,ay also be to blame). This may not explain
why the game doesn't work on the STE, but this explanation holds for a
lot of games. You might want to try and get hold of a pirated version.
I know that technically, this is illegal, but if you already have a copy of
the original program, then I think you are allowed to own the pirated
version if it works on your STE and the original doesn't.

Another reason (applies only to owners of 512kb STEs) is that due to
the larger size of the operating system, the STE needs 1 megabyte to
run programs that run fine on 0.5 meg STFMs.

I remember when the STE was first released, all the magazines
seemed to think that the incompatabilities were solely due to the
differences in the TOS. I remember writing to 11 computer magazines
telling them about the diskdrive, but only one of them published
my letter.

The reson why there are not enough games for the STE was that the
magazines often wrongly insulted it.

AE.

4928. Re: STOS does not work! HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 20:12:19 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <771970339.22036@minster.york.ac.uk>
Source record: 185007

In article <CrFrv3.FJs@eskimo.com>, Sheila Bidwell <bidwell@eskimo.com> wrote:
>I have STOS which I purchased a year ago. I want to use it, but it does
>not work. I cannot load any sprite files. It tells me "Wrong file
>format" when I try to use it. I really want to use this software, and I
>feel that I have been robbed! Anyone know of what is going on here?
>
>Im using TOS 1.4 (Rainbow) on a 520fm w/ 2.5 megs ram.
>
>PleasethelpasohIvcanmwritedsome nifty software with it.

Which version of STOS are you using?

When STOS was sold, it was version 2.3
This version does not work on machines greater than tos 1.2

There is a patch available that can make STOS work on machines
up to and including TOS 1.62
(there also exist patches to make STOS work on higher TOS versions)

The patch is called stosup26.lzh

It is available from atari.archive.umich.edu in /atari/Languages
or ftp.uni-kl.de in /pub/atari/programming/STOS/patches

This will upgrade your version of STOS to version 2.6

If you want to run a program written in STOS that does not work on your
machine because it was compiled with an old version of the compiler,
you can run a program called stsfx27a.lzh which is found in the same
directories on the same FTP sites. This will make the program work on
any version of TOS (even on the Falcon), but it will then only work on
the same version of TOS that you ran stsfx27a.lzh.

Hope this helps.

Andrei.

PS. There is a STOS mailing list. For more details, write to
ma2ljg@midge.bath.ac.uk

PPS. There is a STOS ftp site at ftp.uni-kl.de in
/pub/atari/programming/STOS

4929. Re: UUCP/USENET on an Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 20:24:04 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.4Y_0Og1YBik@mbase97.hacktic.nl>
Source record: 185014

sandersw@cgsvax.claremont.edu writes:

>Does anyone out there on the net know of a way to get a UUCP feed to my
>atari. I have palyed with Mercury and Hermes, but there are either no
>docs or they are in german.

I didn't find Hermes that hard to install. And you can always consult
the writer of Hermes if you have problems. If you do this often, maybe
he'll write the docs in english eventually!

Forget Mercury; it's old, unsupported. Hermes is the successor of Mercury.

--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQA9AiyWNO4AAAEBgNsly7W6TnOlaVLOWbrkRyw1ATzledvUhPwrtAbeO/1FVOaD
pmwtRkJoqMpnIYhwYQAFEbQiR2lqcyBCb2sgPGdpanNAbWJhc2U5Ny5oYWNrdGlj
Lm5sPg==
=J27y
-----END PGP PUBLIC KEY BLOCK-----

4930. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 21:32:50 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771975170@Paddington>
Source record: 185243

I also noticed that when making an archive of quite a few files, the 'garbage' dialogue came up at the end. Is this a case of poor error checking?

This dialogue also came up when uncompressing some archives, but the uncompressed files were quite ok.

Weird.

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4931. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 21:57:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2tvqjs$el5@mother.usf.edu>
Source record: 185240

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

: >It was none other than Barry Scott that wrote on 13 Jun 94 that ,
: > BS> Another thing I have noticed which is VERY annoying is that some
: > BS> archives will not extract using the shell - reporting back an
: > BS> "garbage in file" error but when I extract them using the TTP
: > BS> version or even an old version of LZH they work fine!!!
: > BS>
: > BS> Anyone else confirm this with version 3.10??

: >Didn't come across this but version's prior to 310 had some untidy exit
: >call's that put "_garbage_" file not found dialogues when quitting if running
: >Mag!X ... V3.10 seem's to have fixed this.

: On my Falcon (TOS 4.04) and another one I use daily (TOS 4.02) I find that
: LZH Shell v3.10 can't deal with files that have been downloaded wherein
: the CTRL-Z padding remains appeneded to the end of the file. If I drag-
: and-drop these files onto the Shell program, it reports the garbage-at
: end-of-file stuff, then the shell window freezes before it's even half
: displayed. I have to run the program, then select the .LZH file.

This is precicely the problem I preported.

4932. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 21:58:20 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2tvqls$el5@mother.usf.edu>
Source record: 185241

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
: Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

: >It was none other than Barry Scott that wrote on 13 Jun 94 that ,
: > BS> Another thing I have noticed which is VERY annoying is that some
: > BS> archives will not extract using the shell - reporting back an
: > BS> "garbage in file" error but when I extract them using the TTP
: > BS> version or even an old version of LZH they work fine!!!
: > BS>
: > BS> Anyone else confirm this with version 3.10??

: >Didn't come across this but version's prior to 310 had some untidy exit
: >call's that put "_garbage_" file not found dialogues when quitting if running
: >Mag!X ... V3.10 seem's to have fixed this.

: >MHYG
: >Graham

: the only bug I've noticed is when it reports that there is garbage in the
: archive and you have it installed as an application... you double click
: on the .LZH icon, only to have the lzh shell run and tell you there's
: garbage... this is fine, but in the process, the silly thing doesn't
: draw the background in, and you have no idea where to click the mouse-
: button!

: It works fine when you run the program first, then select the archive
: though. Strange.

In my case, the partially drawn window is totally inoperable. It's as if it's
not there. The close button on the window doesn't even work.

4933. Re: LZHShell bug...

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 21:59:50 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2tvqom$el5@mother.usf.edu>
Source record: 185242

J.P.Beranek (jpb3@ukc.ac.uk) wrote:
: Some of you may remember about a week ago I posted an article suggesting
: that the latest version of LZHShell was bugged. I had reported that if
: Neodesk was used, when you left the shell, you would not return.

: Well, kinda on advice from some of the requests, I looked at what acc's
: and TSR's I was using, and tried to get the shell to work properly. When
: I removed Turbo ST from memory the shell starting functioning perfectly.
: Therefore if any of you have this problem, as at least one person did,
: don't use Turbo ST if you want to do some archiving. I guess other
: screen accelerators may not go well with LZHshell too.

: Thought I'd let you all know.

Well, I use Warp 9. I'm not going to give up my screen accelerator simply for
the sake of LZHshell. I'll stick to ZIP, thank you.

4934. Host adapter question

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 22:29:48 UTC
From: vicb@clark.edu
Message-ID: <2tvsgs$ecg@clark.edu>
Source record: 185245

I've decided to add a hard drive to my system, and have a question or three...

I've seen a setup for sale consisting of a case, power supply, fan, Supra host adapter, DMA cable, and Supra utilities to go with the host adapter, for around $100.

a) is this a good deal?

b) I didn't know Supra ever made host adapters; are they comparable to ICD in terms of quality, reliability, and overall niftiness? (I don't know what type of Supra it is...)

c) Is it possible to plug any SCSI mechanism into this setup (assuming it will fit)? I've also seen SCSI drives out of old Macs or other systems, and want to know if they would be usable.

d) Anything else I would need? As I understand it, I wouldn't need a separate controller if I got a SCSI unit.

Thanks for humoring me in all of my ignorance...

Victor Bruhn
vicb@clark.edu

4935. Re: A few quick Falcon questions...

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 22:56:01 UTC
From: johnh82600@aol.com
Message-ID: <2tvu21$d08@search01.news.aol.com>
Source record: 185247

In article <ETA001-160694074147@145.2.36.67>, ETA001@EMAIL.MOT.COM
(Tim Andrei) writes:

Sounds like that the fan is going out.

4936. Re: IMG -> PCX

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 23:52:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2u01c7$hp6@golem.wcc.govt.nz>
Source record: 185249

] > Is there an ST program that will convert IMG files to PCX? Or,
] > alternatively, an Intel-clone program that will read IMG files and save i
] ?

Both GEM-View v3.xx and Big-Convert will do that. Big-Convert I found at ftp.cs-tu.berlin.de in the pub/atari/Graphics/ directory filename is something like bconvert.lzh. Be warned, Berlin is _SLOW_!

GEM-View is at atari.archive.umich.edu in atari/Graphics/Gemview/ under various parts.

4937. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-18 23:55:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2u01h5$hp6@golem.wcc.govt.nz>
Source record: 185248

```
] Lharc 3.10
] ARC 6.04
] STZIP 2.6
] ZOO 2.1.4
]
] All these packers and some Utilities are included in the TwoInOne-Package.

DC-Extract Plus v2.2B will unpack/pack anything created by those archivers,
and actually works quite well, albeit not as fast as the "real thing"
(Except for ARC, and ZOO (in weak-mode), where it is as fast, or faster).

It will _not_ work on TOS versions older than 1.4 (aka v1.04).
```

4938. face.zip

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 00:01:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2u01sa$hqv@golem.wcc.govt.nz>
Source record: 185001

Has anyone managed to get this program to work, at atari.archive.umich.edu
it is:

-rw-r--r-- molin 72070 Jun 16 00:16 ./Graphics/face.zip

(atari/Graphics/face.zip)

The program runs (Monochrome only apparently), but then an alert
appears claiming "File was not open" (or something similar), then gives
me a file-selector looking for '*.BAS' files.....

This gives me the idea that it is a GFA v2.xx program, which doesn't like
something on my system, or just plain doesn't go. (And I tried running
it with nothing but the ICD-Booter and Sebra v1.33 (Very good Monochrome
Emulator)).

It looks like a'IM.w&2[I}wd!_m_N{}u}
7jpc]\{6&H

Ahem...

It looks something like the old "Fun-Face" program, but this apparantly
animates facial features. (No doc's but there are half a dozen *.ANI
files and other hints at this!)

4939. Re: Gaunlet II

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 00:20:40 UTC
From: swhatley@blkbox.COM
Message-ID: <2u030o$6cg@blkbox.blkbox.COM>
Source record: 185250

s9104948@yallara.cs.rmit.OZ.AU (Steven John Mcintyre) writes:
> Does any one know why Gauntlet II doesn't seem to work on my STE.
>Originally own an STFM (tos 1.02) and it worked fine, then bought my STE
>(Tos 1.62) and it wouldn't
>work at all. Would get to the title screen and then crash as loading
>continued. Both machines have 1 Meg.

I could not get Gauntlet II to work properly on my Mega 4 ST (TOS 1.2). It would play fine for a while then suddenly it would bomb and lock up. I could not determine an pattern. I return the game to my local Atari dealer (Who has since stopped selling Atari stuff. Didn't like them anyway.) and got a refund.

Good luck,
Steven Whatley

4940. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 00:49:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u04nb$i2r@golem.wcc.govt.nz>
Source record: 185002

In article <1994Jun17.161657.27355@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:
>
>In article q3l@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>
>No, Roger... _they're_ not in for a Chapter 11 and _their_ BBS is up and
>running and _they_ are still active on GEnie if you only look _there_. :)

Sorry Hutch but they are not active on GEnie, their software and Information on there is old old..

To me this is not support....

Plus their BBS only runs at 2400, they are using old PEP type modems...

>Sorry, mate... couldn't resist. :)

My fault, I can't spell...!!!!

>-Hutch- @ Fair Dinkum Tech
>

So may be you need to get onto GEnie and find out...:-)..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4941. Re: Host adapter question

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 01:55:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u08it$p8d@mailer.fsu.edu>
Source record: 185004

Victor Bruhn (vicb@clark.edu) wrote:
> I've decided to add a hard drive to my system, and have a question or
> three...
>
> I've seen a setup for sale consisting of a case, power supply, fan,
> Supra host adapter, DMA cable, and Supra utilities to go with the host
> adapter, for around $100.
>
> a) is this a good deal?

It depends on the case. I wouldn't pay very much for the Supra host adaptor
(see below). I would try to build in some expansion room, as I find
megabytes to be roughly like potato chips ("You can't eat just one....").

> b) I didn't know Supra ever made host adapters; are they comparable to
> ICD in terms of quality, reliability, and overall niftiness? (I don't
> know what type of Supra it is...)

The ICD software is a _lot_ better, IMHO, and is still being updated and
developed. On the other hand, you could purchase the ICD Pro level
software, and it will work on the Supra host adaptor. I think it is around
$50, so I would definitely work that into the price. I have never heard
anything bad about the Supra hardware, its just that the software is ancient
and does not support the newer AHDI/BGM style partitions, which is important.

> c) Is it possible to plug any SCSI mechanism into this setup (assuming it
> will fit)? I've also seen SCSI drives out of old Macs or other systems,
> and want to know if they would be usable.

I believe the Supra card requires no parity on the drive. Most drives have
a jumper for this, but some require a SCSI command to set parity (which
requires something that works with parity on). Macs generally use parity,
so be sure the disk has a parity jumper. Some of the newer Quantums are
the ones that don't have parity jumpers (I have heard of no other brands that
are doing this). The ICD Advantage and AdSCSI cards will work with parity
on or off. The ICD Link requires no parity, the Link II works with either.
Other that that, just about anything will work.

> d) Anything else I would need? As I understand it, I wouldn't need a
> separate controller if I got a SCSI unit.

Nope, you'll be set as far as hardware goes. Again, I strongly recommend
ending up with something running ICD software, either by purchasing an ICD
host adaptor card (which will come with the software), or by getting the
ICD Pro level software. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4942. Re: face.zip

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 02:44:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u0bem$rpo@mailer.fsu.edu>
Source record: 185008

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> Has anyone managed to get this program to work, at atari.archive.umich.edu
> it is:
>
> -rw-r--r-- molin 72070 Jun 16 00:16 ./Graphics/face.zip
>
> (atari/Graphics/face.zip)
>
> The program runs (Monochrome only apparently), but then an alert
> appears claiming "File was not open" (or something similar), then gives
> me a file-selector looking for '*.BAS' files.....

I just tried it, and it works perfectly on my system given that I put it
in a folder called FACE on drive A. It apparently has paths to some of the
facial pieces hardcoded in (which a sector editor can probably fix). This
was on a MegaSTE, in mono.

> It looks something like the old "Fun-Face" program, but this apparantly
> animates facial features. (No doc's but there are half a dozen *.ANI
> files and other hints at this!)

It is a bit weird, but looks like it would be fun to play with while
indulging in adult beverage (actually, after having indulged would probably
be best).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4943. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 03:27:31 UTC
From: diehl@io.org
Message-ID: <2u0dv3$a9c@ionews.io.org>
Source record: 185011

Speaking of LHARC shell bugs, has anyone used it with NeoDesk? when I quit from the shell, it doesn't return to NeoDesk (my NeoDesk is set to unload when I load a program) Instead it returns to GEM Desktop, which I find VERY annoying. Has anyone else found this problem? Is there a way to fix it?

```
____________ ______ ______ ___________________________________
___<___ ___// __ // ___/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

4944. Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 04:51:56 UTC
From: etat@delphi.com
Message-ID: <xC0yoOc.etat@delphi.com>
Source record: 185009

I am looking for a good SC1224 color monitor for around $50. It must be in good shape, no bow-wows or junkers please. I already have an adequate supply of those. Central US preferred, but will consider other areas also.

4945. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 06:50:50 UTC
From: raz@MCS.COM
Message-ID: <2u0psa$sh2@Mercury.mcs.com>
Source record: 185010

One question: *WHEN* will someone post it to atari.archive or similar ???

Thanks,

Anupam Razdan
raz@mcs.com

4946. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 07:39:22 UTC
From: Steve.Goldfein@mindkeep.wmeonlin.sacbbx.com
Message-ID: <c58_9406190056@wmeonlin.sacbbx.com>
Source record: 184810

In message #261, wwc@dxhrb3.desy.de writes:

> CoNnect does exactly this if you use it longer than the allowed testing
> period. I think, this is a legal limitation for a user who tries to use
> the program illegally.
>
> If you think the price difference to stalker is $45 you should check the
> different prices once again.
>
> Wolfgang
>

I am curious, are you the author of Connect? I am looking for a terminal
program and well, am tired of all those currently out becuase they need
mega memory and dont use a gem interface...

--
: Fidonet: Steve Goldfein 1:203/1657 .. speaking for only myself.
: Internet: Steve.Goldfein@mindkeep.wmeonlin.sacbbx.com

4947. Printing from Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 09:46:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2e0422c1@p10.secom.ct.se>
Source record: 185035

The Gfa basic command LPRINT doesn't work on the Falcon.

I've been told that there is a BIOS call which can replace LPRINT.

Could someone please tell me which one - and include a short description on how to use it.

Thanks a lot!

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

4948. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 11:02:15 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.772023735@Paddington>
Source record: 185015

diehl@io.org (Eric March) writes:

>Speaking of LHARC shell bugs, has anyone used it with NeoDesk? when I quit
>from the shell, it doesn't return to NeoDesk (my NeoDesk is set to unload when
>I load a program) Instead it returns to GEM Desktop, which I find VERY
>annoying. Has anyone else found this problem? Is there a way to fix it?

Several people have noticed this. Do you use TOS 1.62?
I have a TOS 1.6 machine, and LHARC shell works fine with neodesk,
whereas my friend has 1.62 and his shows up this bug.

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

4949. Pinball Game

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 11:18:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2u19i6$m97@golem.wcc.govt.nz>
Source record: 185016

Hi,

I just dnloaded the Pinball game from A.A.
called StarBall.zip..

It looks very good, and is Falcon compatible...

Are there any other games from this company...??

Volume 11 Software Development,
PO Box 311,
Preston
PR3 5DZ
(England)

STARBALL FEATURES:

Main playing area of 204,800 pixels
More than 24 screen colours
Three sets of flippers
Stunning sound effects (for an ST)
No PSG music (so you can enjoy a good CD rather than dodgy ST tunes)
Over 32 sprites on screen
3 amazing bonus screens
1 amazing secret barking mad bonus screen
LED Scoreboard
Rolling intro
Lots of surprise bonuses
Real-time SuperFlip Technology (on > 512k machines)
Quality soundtracker introduction
More than 1.2M of compressed data
Largely O/S cooperative
Just about fits in a normal 520ST (in an AUTO folder)
Hard-drive installable
Source code available
Falcon compatible with Enhanced Falcon Features:
Ultra-smooth 50 frames per second operation
Compatible with VGA monitors at 24 frames per second.
Soundtracker music at 50 and 25 kHz during play, your choice of music!!

Worth the dnload time.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4950. ESSCD60 and MIME

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 11:21:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2u19on$m97@golem.wcc.govt.nz>
Source record: 185017

Well I had the Mine encoded file that mpack12 would not even look at,
but after removing the top bit of the Internet header,
ESSCD60 worked like a dream....

Works great.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4951. dvi 2 ps

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 11:43:05 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <2u1b09$b81@taiwan.informatik.uni-rostock.de>
Source record: 184808

Hi,

Please would somebody outside mail me, where I can get a version of dvi2ps
for my Atari MSTE. Please, give me a mail.

Thanx
Holger Janz
hjanz@informatik.uni-rostock.de

4952. Re: Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 11:47:02 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun19.114702.25594@bradford.ac.uk>
Source record: 185018

ae-a@minster.york.ac.uk wrote:
: In article <2tlvmu$39e@goanna.cs.rmit.oz.au>,
: Steven John Mcintyre <s9104948@yallara.cs.rmit.OZ.AU> wrote:
: > Does any one know why Gauntlet II doesn't seem to work on my STE.
: >Originally own an STFM (tos 1.02) and it worked fine, then bought my STE
: >(Tos 1.62) and it wouldn't
: >work at all. Would get to the title screen and then crash as loading
: >continued. Both machines have 1 Meg.

: When the STE was released, it was released with a diskdrive that
: could only read 82 tracks. Gauntlet II might use more than that.
: This is the reason why loads of games do not work on the STE.
: Copy protection m,ay also be to blame). This may not explain
: why the game doesn't work on the STE, but this explanation holds for a
: lot of games. You might want to try and get hold of a pirated version.
: I know that technically, this is illegal, but if you already have a copy of
: the original program, then I think you are allowed to own the pirated
: version if it works on your STE and the original doesn't.

: Another reason (applies only to owners of 512kb STEs) is that due to
: the larger size of the operating system, the STE needs 1 megabyte to
: run programs that run fine on 0.5 meg STFMs.

: I remember when the STE was first released, all the magazines
: seemed to think that the incompatabilities were solely due to the
: differences in the TOS. I remember writing to 11 computer magazines
: telling them about the diskdrive, but only one of them published
: my letter.

: The reson why there are not enough games for the STE was that the
: magazines often wrongly insulted it.

But I've got one of the first STE's and it reads and writes all the way up
to 84.

This isn't an early STE though since it's got Tos 1.62.
And Gauntlet II works fine on mine.........

Strange,

Paul.

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

4953. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 12:56:20 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Jun19.125620.4493@nessie.mcc.ac.uk>
Source record: 185020

The only bug I have seen on LZHShell is when I'm change the drive for the uncompressed files. The path changes to (say drive C) 'C:*.*' instead of 'C:*.*'. Have anyone else seen this...

Jakes Mo

4954. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 13:02:54 UTC
From: nj1@ukc.ac.uk
Message-ID: <8551@merlin.ukc.ac.uk>
Source record: 185019

In article <amiga.771967737@hosta> amiga@hosta.dircon.co.uk (Dino Dini) writes:
>
>The gameplay is identical to the Amiga version, which got review marks ranging
>from 82% (from Amiga Power, not renouned fans of my games) to 93% from
>CU AMIGA. Why the two reviews you mention gave it so low marks I can not say
>... if you liked the original on ST, I can assure you that GOAL! is much
>superior. The reason for the low marks is probably because the game does not
>*look* that great graphically - it can't when I'm running the game at

I think the reason for the low ratings was because the early version was too
buggy - according to STF you were lucky if you could get through an entire game.
Nice to hear that this is all fixed now - just make sure the mags know, perhaps
they'd re-evaluate it. At least try and get it mentioned on the news pages, so
people who aren't on the internet know........

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4955. NameNet and NVDI??

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 14:01:02 UTC
From: nj1@ukc.ac.uk
Message-ID: <8553@merlin.ukc.ac.uk>
Source record: 185021

Has anybody got the version of NameNet that comes with the Falcon Fact File
to work with NVDI at all??

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

4956. Re: Wanted: Packet Radio Software for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 15:49:25 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2u1pe5$6ie@news.ysu.edu>
Source record: 185022

>If got a question about Packet-Radio-Software for the AtariST:

>

> - Is out there in the World a programm available?

>

> - Does anybody know an FTP-site where i can get related programms?

I think what you need is KA9Q, It should be on atari.archive.umich.edu
I know it is in the atari rt lib. on GEnie, and there is a ham log prg.
on one or the other. Sorry I dont remember the name of it, but I don't do radio, and didn't pay that much attention
--
Tom Lamparty (ab164@yfn.ysu.edu)

4957. Re: Latest ICD software (really)

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 16:08:26 UTC
From: Steve.Basford@mettav.royle.org
Message-ID: <772050830.1@mettav.royle>
Source record: 185026

On 18 Jun 94, just as the UFO was taking off, you yelled...

MB> Ok, an amendment to my previous post. The latest ICD software that
MB> one can get from Genie is 6.4.3. The latest software that one can
MB> get from ICD via regular mail (and $15) is 6.5.5. This is the non-

I'm using v5.6.1 of ICD, what new features are in v6.5.5, or indeed any
of the v6.x.x versions. I don't have any problems with v5.6.1 but
just wondered if there was a major reason to upgrade..

Cheers,

+----> InterNet: Steve.Basford@mettav.royle.org <----+
| NeST: 90:102/108 ~ TurboNet 100:1011/0.10 |
| FidoNet 2:254/108.10 ~ AtariNet 51:502/100.10 |
+----> Be vewwy vewwy quiet ... I'm hunting taglines! <----+

(After 30.06.94: InterNet: Steve.Basford@mettav.exnet.com)

4958. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 16:35:46 UTC
From: uns@xs4all.hacktic.nl
Message-ID: <2u1s52INNk7j@xs4all.hacktic.nl>
Source record: 185023

Talking about pascal on the st..

I have now prospero pascal on my 1 meg st with tos 1.0 and HD and it
works fine.... The documentation is also very good... Does prospero
software still exist and is there an upgrade for the falcon?

If there isn't... which pascal compiler is better... HighSpeed or Pure?

thnx

--
()-()
Uri N. Shimron -()- uns@hacktic.nl -()- urnash@sterbbs.nl
()-()-()-()-()-()-()-()-()-()-()-()-()-()- ||| ATARI user and
There is no gravity... the earth sucks-()- / | \ proud of it

4959. flash with emacs question

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 16:51:26 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Jun19.165126.3229@seas.smu.edu>
Source record: 185024

I use Flash to connect with a mainframe where I run the emacs wordprocessor. Since I'm not allowed to mess with the keybinding there, I'd like to do a translation with Flash to make the backspace key go out as if it were the normal delete-key output, and make the delete key send out <control>-d. Can this be done with the translation table? If so what symbols? Thanks
nicole@seas.smu.edu

4960. Re: MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 17:45:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Jz2WisawUaU@semprini.waterloo-rdp.on.ca>
Source record: 185041

In <1869@usdtsg.DaytonOH.NCR.COM>, Robert Anisko writes:
> MPEGS (and others) are popular in the IBM world, so you might try
> looking around IBM FTP sites. One might be wuarchive.wustl.edu somewhere
> in the systems/ibmpc hierarchy...
>
> Anyone make an AVI viewer yet for the Atari?

That's strange, I still haven't seen an Intel box that could play an
MPEG at a reasonable frame rate without dedicated hardware; I suppose a
Pentium might, but I don't think a '486 can get anywhere near 30
frames/s.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4961. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 17:48:33 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.772048113@hosta>
Source record: 185027

In <8551@merlin.ukc.ac.uk> nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>In article <amiga.771967737@hosta> amiga@hosta.dircon.co.uk (Dino Dini) writes:
>>
>>The gameplay is identical to the Amiga version, which got review marks ranging
>>from 82% (from Amiga Power, not renouned fans of my games) to 93% from
>>CU AMIGA. Why the two reviews you mention gave it so low marks I can not say
>>... if you liked the original on ST, I can assure you that GOAL! is much
>>superior. The reason for the low marks is probably because the game does not
>>*look* that great graphically - it can't when I'm running the game at

>I think the reason for the low ratings was because the early version was too
>buggy - according to STF you were lucky if you could get through an entire game.
>Nice to hear that this is all fixed now - just make sure the mags know, perhaps
>they'd re-evaluate it. At least try and get it mentioned on the news pages, so
>people who aren't on the internet know........

Yes that would make sense. It would make sense to everybody wouldn't it?
It's a shame that Virgin seem to have the policy of keeping it as quiet as
possible so that they limit the number of disks they have to change. Same
thing happened on the Amiga version when I introduced version 1.1 with the
cup competition. That was released last Autumn and I still hear people saying
"... but shame it does not have a Cup Competition".

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

4962. Re: NetPBM - has anyone successfully decompressed the files?

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 17:49:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.475pdc0SiNA@semprini.waterloo-rdp.on.ca>
Source record: 185042

In <2ts9mj$4p2@nasim.sta.sub.org>, Frank Bartels writes:
> The archives really seems to be broken:
>
> % tar tzvf /pub/atari/Gnu/NetPBM/NetPBM-pbm.tar.gz
> -rw-r----- 143/104 2671 May 12 19:42 1994 0README.First
> [...]
> -rwxr-xr-x 143/104 29053 May 11 21:57 1994 bin/xbmtopbm
> gzip: stdin: unexpected end of file
> tar: Unexpected EOF on archive file

Argh. Why is it that anything large I send to atari.archive ends up corrupted? I *always* transfer in binary mode (my ftp client automagically sets it to binary when it detects a UNIX host, _and_ I always type binary as my first command).

Unfortunately, you'll have to wait a week before I an do anything about it; I'm on vacation this week. I'll download one of the files to test it, and if it's munged, I'll rebuild NetPBM. I'll warn you though, the new version will be MUCH smaller, but it will _require_ a minix partition to install it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4963. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 17:50:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.t2z9KvD6aJ_@semprini.waterloo-rdp.on.ca>
Source record: 185043

In <f46_9406161603@dswhq.omahug.org>, Jim Collins writes:
> In a message of <14 Jun 94 23:00:25>, Joan O'Bryan (1:286/2) writes:
>
> JO> Lastly, there's Gnu Pascal, which is way too big (and possibly
> JO> incomplete), but it is free, which certainly meets your 'cheap'
> JO> criterion! :^)
>
> Where can someone find GNU Pascal????

AFAIK GNU Pascal is p2c, the Pascal to C converter; I think Warwick just
built a version that works well with Heat & Serve C on atari.archive...
I don't know whether or not he sent it there.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4964. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 17:52:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._7J_Dzs&1FU@semprini.waterloo-rdp.on.ca>
Source record: 185044
Cross-posted to: comp.sys.atari.st,umich.archives

In <2ttrre$lui@terminator.rs.itd.umich.edu>, Atari Archive Robot writes:
> -rw-r--r-- molin 8475056 Jun 16 00:46 ./Games/Kids-games/core

This is an interesting game, but requires gdb... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4965. Re: where is awk.ttp/.bin and sort.ttp/.bin

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 17:55:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xwoW4zVzH1w@semprini.waterloo-rdp.on.ca>
Source record: 185045

In <2ts5mt$3cm@hermod.uio.no>, Chuck An writes:
> Hello, there, I need them for my MacMiNT, but as a novice, I don't know
> whether these have been included with some exiting shell installing files.
> I just can find 'em at atari.archive.umich.edu.

awk will be in gawk*.zoo in the Gnustuff/Tos/Gawk directory on
atari.archive.umich.edu; there might be a MiNT-specific sharable
version somewhere too, but that's only necessary if you'll be running
lots of awk jobs at once and memory is scarce.

sort is probably in the GNU textutils, look for txtutl*.zoo in
Mint/Utilities on atari.archive.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4966. Re: NameNet and NVDI??

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 18:03:56 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <772049036snz@nest.demon.co.uk>
Source record: 184802

In article <8553@merlin.ukc.ac.uk> nj1@ukc.ac.uk "N.Jones-Rodway" writes:

> Has anybody got the version of NameNet that comes with the Falcon Fact File
> to work with NVDI at all??

Yep no problems at all, what problems are you having?

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

4967. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 19:34:44 UTC
From: Koos_Kuil
Message-ID: <2e049e0d@f397.n282.z2.fidonet>
Source record: 185037

In a message of <Sun 12 Jun 94 05:46>, Steve Johnson (2:281/202.0) writes:

SJ> Except that Atari's CHKDISK3 is a DEVELOPER-ONLY utility (or at
SJ> least is SUPPOSED to be!). Atari doesn't even suggest that
SJ> developers use it due to some bugs in the program.

Atari did put it in the PD librarys for a long time ago and is
not a very worthfull utility when you see Diamond Edge or Diskus 2.7

Greetings,
Koos

--- JetMail 0.99beta8
* Origin: Willie's Atari STe/TT BBS, 05978-18087 ABC/V32B (2:282/397)

4968. Re: STOS does not work! HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 20:05:37 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2u28eh$qdr@golem.wcc.govt.nz>
Source record: 185029

] I have STOS which I purchased a year ago. I want to use it, but it does
] not work. I cannot load any sprite files. It tells me "Wrong file
] format" when I try to use it. I really want to use this software, and I
] feel that I have been robbed! Anyone know of what is going on here?
]
] Im using TOS 1.4 (Rainbow) on a 520fm w/ 2.5 megs ram.

Make sure you have version 2.5 or better. Other than that, I can't
think of any reason that it isn't working other than a corrupted extra's
disk!

4969. Re: Gaunlet II

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 20:08:33 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2u28k1$qdr@golem.wcc.govt.nz>
Source record: 185030

] Does any one know why Gauntlet II doesn't seem to work on my STE.
] Originally own an STFM (tos 1.02) and it worked fine, then bought my STE
] (Tos 1.62) and it wouldn't
] work at all. Would get to the title screen and then crash as loading
] continued. Both machines have 1 Meg.

Worked fine on my 1.64 1040STE. (UK TOS).

The disk might have become flaky over time, if it's the one that came with
the machine, it probably is, as about half of those disks I have are now
badly corrupted, (No more Bombuzal :(

4970. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 20:29:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.A2HLmXV9KSw@semprini.waterloo-rdp.on.ca>
Source record: 184954
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In <2tpv7p$or9@kantti.Helsinki.FI>, Kalle Marjola writes:
> It is said that jumping while running makes the man to move faster (have
> not tested, it completed it in the same evening I encountered it..)
>
> And smash all worms in the way or it becomes quite hard to run... ;)

How do you smash the worms?

--
----------==========----------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4971. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 20:34:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._tAH3hoezXI@semprini.waterloo-rdp.on.ca>
Source record: 184956

In <2tlvjp$2vu@mailer.fsu.edu>, Mickey Boyd writes:
> Annius Groenink (avg@cwi.nl) wrote:
> > boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >
> > >So, if a touchie-feelie text editor is desired, Tempus 2 is
> > >very difficult to beat.
> >
> > Wow. Where have you been for the last ten years?
>
> Wow. As I'm sure you have no interest in my physical whereabouts for the
> last decade, perhaps you should elucidate further, eh?

Annius finds it hard to believe that anyone would prefer another editor
to his own Edith Pro... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

4972. Re: Mag!x & MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 20:39:02 UTC
From: walra%moacs11@nl.net
Message-ID: <ir3ukudovoc@moacs11>
Source record: 185028

In <EFRVAAUQ1-UP@sos.sh.sub.de>, Soeren Schnee wrote:

> Hm, it is possible. You can start Mint Under Magix. But this
> will cause a crash in less than 5 minutes. But it works for
> a short time.... :-)

Wrong order. You should start MagiC's AES _after_ MiNT has started
from the auto-folder. Running GEM applications in parellel is not
possible, but it won't crash.

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

4973. For Sale: ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 21:06:26 UTC
From: ddlee@crl.com
Message-ID: <2u2c0i$ng1@crl3.crl.com>
Source record: 185031

```
For Sale:

Quantum Paint - $10
Electra Spell - $10

Chrono Quest - King's Quest like game by Psygnosis - $10
Captain Blood - Space graphical adventure game by Mindscape - $10

E-mail if interested.

-Dave Lee-
ddlee@crl.com
```

4974. again: Falcon IDE drives

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 21:48:23 UTC
From: azog@world.std.com
Message-ID: <Crnz8o.1wB@world.std.com>
Source record: 185032

I know this question has been asked a bajillion times, but I have yet to see a satisfactory answer.

Whats it take to get a 'regular' 3.5" drive on the IDE bus of the Falcon? I looked at the cable for the internal 2.5" and noticed its different, so I cant just yank that and replace it with a dual node cable. I would even consider taking the 2.5" out in favour of a 3.5", since I have three 340mb drives here acting as paper-weights that I wouldnt mind using in my Falcon.

--
Billy D'Augustine azog@world.std.com

Jesus Christ looks like me. (TO-)

4975. Re: MiNT on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 22:15:51 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2u2g2n$5fl@nasim.sta.sub.org>
Source record: 185046

William Kent (william@oslonett.no) wrote:
> The reason for all this is that I wish to use my Falcon with either a
> CLI like Bash or MGR. But since the Falcon boots in low-rez, running
> these programs from the Mint.cnf file is a ver useful thing.

Get BOOTCONF to edit the NVRAM settings in order to boot in 640x480x2.
The enjoy the fast console. After that install the virtual consoles
and forget about the console. ;)

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4976. .avi and .gl animation viewers

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 22:19:29 UTC
From: taylord@netcom.com
Message-ID: <taylordCro0oH.9J6@netcom.com>
Source record: 185036

Hi, I'm looking for an .avi or .gl animation viewer. Does a version exist for the ST?

Doug

4977. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 23:02:02 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun19.230202.3013@abo.fi>
Source record: 185038

Does anybody know the actual version of MicroProse Formula One GP for ST..?
I have 1.02 - but they (hopefully) must have updated it since that..

Tommi.

4978. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 23:08:22 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun19.230822.3150@abo.fi>
Source record: 185039

In <2ttmb4$8l9@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:

> Is there any way I can contact the author(s) of "Utopos" via the net,
> (aka "Aggression"). Or, failling that, does anyone know if a later
> version of Utopos exists than what I have, being v1.53.
>
> (There's no point me sending money for an upgrade if there isn't one!)

I'm not a member of Aggression, but I can send a message to their own BBS,
asking them to inform you in this area. There should be a new Utopos - even a
version for Falcon (!) - but unfortunately I can't recall its version... =-(
But let's try to find out.. =-)

Tommi

4979. TT/SLM Laser/Page Stream

Newsgroup: comp.sys.atari.st
Date: 1994-06-19 23:23:00 UTC
From: mike.hill@cccbbs.cincinnati.oh.us
Message-ID: <16234.264.uupcb@cccbbs.cincinnati.oh.us>
Source record: 184809

All,

I have an Atari TT with 2 Meg ST Ram and 20 Meg TT ram. I also have an SLM804 laser and use Page Stream. Recently after upgrading from a Mega STE to the TT I found the big problem that 2 Megs of TT ram isn't enough when using the Atari Laser and Page Stream. The problem is that the Laser needs ST memory for its DMA (roughly 930K). To do this Page Stream must load in ST memory and the Printer driver most have its flag set to use ST memory. This makes doing anything useful with Page Stream very tough. I tried using the print to disk option with the Diablo Emulator driver, and the direct SLM driver but neither will print to disk.

So my big solution was to grab the source code to the drivers (Softlogic placed the sources to all import/export/printer drivers for Page Stream version 2.XX for the Atari and Amiga's on Genie). I rewrote the driver for the diablo (you don't need the emulator loaded for this one) so it supported the print to disk. I then wrote a small external program that supports printed these disk images to your SLM laser.

Everything works great. I can now set Page Stream to use my TT ram and not worry about memory problems. I print my disk images to the hard drive and print them out with the external program. The external program only needs about 1 Meg free in order to print (thats ST memory) so it is no problem. I would suppose this program would help TT/SLM users who even have 4 Megs but run out of space quickly. (Those graphic files can eat up memory).

If anyone is interested in testing it please drop me a line at the below address. It isn't fully tested yet and has some limitations. It only works with Lasers that are ID #7, you must print each page separately to different disk files, it isn't a fancy GEM program (just pass it the filename and let it go). I plan on doing the above enhancements and some other stuff, after I know if there is interest in it. The program will be freeware when finally released.

Some other programs I have in the wings....

FLI/FLC/DL/GIF viewer. Views all mentioned formats and supports scripting with DMA sample playback also. Has special support for Crazy Dot/Cyrell/Nova graphic cards, and also works on TT/Falcon 256 color modes. Views every FLI/FLC I have found (I have about 30 meg) and does it fast. The GIF viewer has been reported as faster than Speed of Light by my beta testers. Support for GL files, FLX, and Possibly AVI (if some kind soul sends me format info on it!). (By the way Speed of Light is an excellent product. It does alot of very

nice things very fast. My program is geared as more of a program
to view animation and be able to create scripts. As such it doesn't
support resizing or any of the other powerful features of SOL.

Disk Librarian Program: Gem proram that lets you catalog your disk
library. It can read disks in a variety of ways. It can be set to
only log files with extensions you setup. (You may only want to
get certain extensions and want to leave out RSC files for instance)
You give generic descriptions to the extensions you want (for ZIP
for instance you might say "Pkzip Compressed File"). When it finds
files on the disk with that extension it logs the disk number/file size
/filename/date/and puts that generic description. You can also set
it to recurse or don't recurse sub directories. You can also tell
it to log all files regardless of extension (it will still put in
your generic descriptions for various extensions you set up). You
can set the above options in any configuration you want. You can
sort/edit/view this information and save it to disk. You can export the
listing as an ascii file, or print it to your printer. The program
also supports label printing so you can label all these disks you
catalog. Right now I need to finish the labeling code to support other
label formats and printers. It only does the labels right now that
fit on the front of a 3 1/2 only.

Anyway if you want to try the Page Stream printer driver/print program
drop me a line at one of the below addresses.

Mike Hill
m.hill13@genie.geis.com
mike.hill@cccbbs.cincinnati.oh.us
tekmar@oar.net

4980. Re: UUCP/USENET on an Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 00:27:50 UTC
From: Paul.Baker@mettav.royle.org
Message-ID: <772094846.0@mettav.royle>
Source record: 184804

In a previous message -Unknown- wrote

> From: sandersw@cgsvax.claremont.edu
> Organization: The Claremont Graduate School
>
>
> Does anyone out there on the net know of a way to get a UUCP feed to my
> atari. I have palyed with Mercury and Hermes, but there are either no
> docs or they are in german. I would be interested in source code.. a
> sompiled program that would let my Ratsoft BBS users get email and
> usenet from a UUCP feed. even a prgram that would convert USEnet
> messages to Fido messages would be greatly appreciated.
>

Steve Caple (If you have access to NeST you can contact him there) has written
a program to convert the two type of packets Usenet<->Fido , the latest
non-beta version is freq'able using FIDO mailers from several BBS , the name of
the program is ..... STUFIT.ZIP , I have it here.

It's supportware , you can use it but if you want improvements and/or changes
then you have to pay him a one off fee.

```
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
/ Comms Lnk Between USENET and Turbonet mettav.royle.org /
\ 300-14400 MNP5 V42Bis 44-(0)81-445-6514 24 Hours \
/ Turbonet 100:1011/0.0 Nest 90:102/140 AtariNet 51:502/0 Fido 2:254/108 /
\ Usenet access for 5 pound a quarter for Fido style Points \
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
```

4981. Wanted: Color Monitor for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 00:57:58 UTC
From: etat@delphi.com
Message-ID: <RoxTQgm.etat@delphi.com>
Source record: 185040

My monitor died and I would like to pick up another one that is in good shape and reliable in the 50-65 dollar range. If you have one you don't need leave me a message please.

4982. Re: Medusa Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 01:19:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2u2qr9$u1@uqcspe.cs.uq.oz.au>
Source record: 185047

In comp.sys.atari.announce, ringo@lexicor.com writes:

>MC 68040 at 64 Mhz
>Internal FPU (Math Co-Pro) and PMMU
>Performance is around 26 MIPS, 4.5 MFLOPS
^^^^^^^^^^

How was this measured?

Looking at the math speeds against the TT, we find:

>Math Routines: Medusa 0.93 (1780%)
>==========================
> TOS 301 (TT/fastram/cache) : 03.13

A TT gets under 0.6 MFLOPS. The Medusa rates 3.13 times faster for math operations. Therefore, the Medusa should only be about 1.9 MFLOPS.

Your MFLOPS figure is WAY OUT.

Please give references to what tests where used `Performance is around' is very dubious.

(this is one problem with comp.sys.atari.announce - no follow-ups)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4983. Re: pascal compiler for ST ??

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 01:29:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2u2rdo$1a9@uqcspe.cs.uq.oz.au>
Source record: 185048

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>AFAIK GNU Pascal is p2c, the Pascal to C converter; I think Warwick just
>built a version that works well with Heat & Serve C on atari.archive...
>I don't know whether or not he sent it there.

Not Heat & Serve. Sozobon. I tried to do it with H&S, but it crashed on
many things (don't remember). And I never uploaded it: my SO was using it
for her Uni work, but semester has finished, and she really hasn't given it
much of a test run (did one assignment, with complete success). Anyone
could repeat the work though - it's just a trivial recompile of the p2c
library.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

4984. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 02:32:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2u2v47$t6k@golem.wcc.govt.nz>
Source record: 185049

] NeoDesk 4 supports MultiTOS. That is why it works with Geneva (since
] Geneva duplicates all the MultiTOS AES features). In theory it should

I thought Neodesk 4 works with Geneva because:

1) The same company produced it
2) A large chunk of the reason NeoDesk 4 was written was to be a
better Geneva "Shell"!?

Why anyone would use MultiTOS if it was avoidable on anything less than
a Falcon or TT is beyond me, it makes things really unusable!

4985. Re: MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 04:19:58 UTC
From: taylord@netcom.com
Message-ID: <taylordCroHDB.1wr@netcom.com>
Source record: 185050

Joost van der Leij (Joost.vanderleij@phil.ruu.nl) wrote:
: So I downloaded the great MPEG viewer, but ehhh no MPEG's to view. Does
: anybody know if there's a site for them?

Wow! Is ther an ftp site at which to get this at?

Doug

4986. [Q] SWI-prolog on MiNT?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 04:32:03 UTC
From: dhshin@usceast.cs.scarolina.edu
Message-ID: <2u3643$pfl@poplar.cs.scarolina.edu>
Source record: 184801

Is there SWI-Prolog (binary or source) running on MiNT? I you know
something about this, please send an email to me. Thanks in advance,

----
Dongha Shin
dhshin@cs.scarolina.edu

4987. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 04:56:00 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <772165396.0@mettav.royle>
Source record: 184987

It was none other than Michael Olin that wrote on 18 Jun 94 that ,
MO> On my Falcon (TOS 4.04) and another one I use daily (TOS 4.02) I find
MO> that LZH Shell v3.10 can't deal with files that have been downloaded
MO> wherein the CTRL-Z padding remains appeneded to the end of the file.
MO> If I drag- and-drop these files onto the Shell program, it reports
MO> the garbage-at end-of-file stuff, then the shell window freezes
MO> before it's even half displayed. I have to run the program, then
MO> select the .LZH file. --

I'm not getting this at all using TOS 2,06 ot Mag!X so it must be something
to do with TOS 4.04 I guess.

MHYG
Graham

4988. Q: Best ST WWII flight sim

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 05:03:14 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <772165396.1@mettav.royle>
Source record: 184988

It was none other than Keith Bedford that wrote on 15 Jun 94 that ,
KB> I'm looking for opinions on the 'best' ST WWII flight-sim.
KB>
KB> I can get Reach for the Skies, Their Finest Hour & Dogfight locally,
KB> any opinion on a ranking?

I have the first two which are remarkably similar 'Battle of britain' sims and I'd rate the former 'Reach for the Skies' higher in term's of speed and implementation ... It doesn't suffer TFH's slow frame rate which nearly stops if you leave the sound effect's on during a dogfight :-(TFH might be better on an accelerated machine ...not much between them in the graphics or playability dept . Oh and RFTS doesn't like TOS2.06 and I would imagine latter ones either .

Dogfight I don't have but I don't think is a strict WW2 sim anyway but more a multiplane ...eh Dogfighter :-)

////
Graham Irvine
grin.mettav.royle.org

4989. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 05:28:36 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <772165396.2@mettav.royle>
Source record: 184989

It was none other than Dino Dini that wrote on 15 Jun 94 that ,

DD> a game retailing at about 30 UKP) of around 2 UKP a copy. So the
DD> whole deal is worth 6000 pounds.
DD> The conversion is likely to take 3 - 6 months, for which 6000 is not
DD> a lot.

No Good at all I agree . But IF someone was prepared to take that risk for you ...say PAY you an advance to do the work (and of course reap the profits IF it outsold your expectation's :-)) What would be your objections to that ? (or indeed Virgin games who presumably have you tied to some sort of contract ?) And maybe as a benchmark what would you want to do it :-)

The other angle is that what would stand in the way of say if you (and i am talking generally about commercial games developers) didn't want to convert it handing the project over to someone else to do it for you . Obviously then you wouldn't have to spend any time on it but would receive presumably some either payment for the source OR a royalty based payment. Now I can envisage a lot of legal and other problem's here but what is your feelings about this ?

Of course even if all the problem's etc could be surmounted I guess the biggest one would be finding someone to take any of this on ...
but HEY one step at a time !

////
Graham Irvine
grin.mettav.royle.org

4990. WANTED: SC1224 Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 07:23:14 UTC
From: etat@delphi.com
Message-ID: <Re2zgIq.etat@delphi.com>
Source record: 184803

I am looking for a color monitor for my ST...something in the $50-65 range.
In good condition only please.

4991. Top of monitor caving in

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 07:38:25 UTC
From: winnipeg@sys6626.bison.mb.ca
Message-ID: <qmH8Nc3w165w@sys6626.bison.mb.ca>
Source record: 184827

The top of my 1224 seems to be leaning in a little from midway to the top
is there a fix?

4992. Wanted:txt file to show how to connect enhanced vga mon.

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 07:39:36 UTC
From: winnipeg@sys6626.bison.mb.ca
Message-ID: <PoH8Nc4w165w@sys6626.bison.mb.ca>
Source record: 184828

I'm looking for any description on how to hook up an enhanced vga monitor up. Anyone done it?

4993. Re: "Hum" in my Falcon audio in!

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 08:34:25 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2u3kah$og8@rs18.hrz.th-darmstadt.de>
Source record: 184807

Hi!
In article <2tnafn$el5@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
> Well, the subject about says it all... I've purchased a ground loop
> isolator and plugged it in between the out of the device and the in
> on the falcon, but I still get some hum when I try to sample.
>
> Can anyone help me with this?
>
> How'm I supposed to set this up- I tried to use the outs from the back
> of my CD player but the output was too loud for the falcon and I wound
> up getting distortion.. so then I tried using the headphone jack on
> a low volume setting with the ground loop isolator in between..
Well, I had the same problem when I connected my Falcon to my stereo. Then some people told me to unplug the antenna-cable of the tuner, and that helped! Maybe you should try this...

About the too high input when using the line-out of your CD-player: Use a cable that has some resistors (about 100 Ohms), this will lower the output of the CD-player to an (for the Falcon) acceptable level.

Hope that helps

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore

```
| Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet! |
\-------------------------------------------------------------------------/
```

4994. Starball (Was Pinball Game)

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 09:17:40 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <2u3mrk$lc@m1.cs.man.ac.uk>
Source record: 184813

Wow it's glad to know that withing 24 hours people are spotting it and appreciating it (before I even had chance to publicise it here somebody beats me to it)!

At the moment it's our only game, but hopefully I will receive enough money from Starball to fund another project (aiming for roughly December I would have thought). Unfortunately, since I cease to be a student in a few months time, I won't be able to continue writing games unless people donate money for this one....

Anyway Starball is available now from atari.archive.umich.edu and it's mirrors (src.doc.ic.ac.uk in the UK is the one I usually use), it makes use (I won't say GOOD use but it does at least make use) of Falcon features and hardware, and I hope a lot of people out there will at least take a look at it. And some might even send some money! (and I can pass on the source code if you do....)

Hope everyone enjoys it
Dave Oldcorn, V11 Software.

4995. Re: Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 09:18:26 UTC
From: andrew@minster.york.ac.uk
Message-ID: <772103906.27480@minster.york.ac.uk>
Source record: 184811

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

> In a previous article, andrew@minster.york.ac.uk (Andrew Hague) says:

> >I tried to run Llamatron over the weekend for the first time on my
> >Falcon. It wouldn't work and I was sure it would. Can anyone
> >tell me how to set Backward so that it runs? Does it run?

> -from memory:
> everything@ 16MHz
> Exceptions table kept
> sound: correct (it might not matter)
> gem & hard drive on
> everything else should be set up as with BEST COMPATABILITY

> I can start it from either ST-LOW or ST-MED with one glitch:
> Once I set all the Backward options and try to run llamatron, it ALWAYS
> CRASHES the FIRST time. I do a warm boot, perform the correct adjustments
> with backward and try it again; this works for mepretty well but there
> might be a better solution that I am not aware of. Anyone?
>

I'll try this, but I'm sure I tried practically every combination! I'm
running a file called TRON1MEG.PRG, is this the only version?

Actually, I think I always selected the CPU at 8MHz assuming that
this would work and exception tables moved. I'll try again!

Does anyone have any comments on Llamazap? Will this ever get released?
Are any companies planning Falcon only versions of some of their games?
If they are planning ST versions then I'm only interested in better
graphics and sound in the Falcon version, at the moment.
Surely this would simply require the graphics and sound engines re-writing
and using the images and samples from the PC versions. In fact the
code should be smaller because their is only one graphics and sound
choice for any Falcon games. 16 bit stereo DMA sound and 256
highest res. colour. True colour isn't really necessary since
most PC-VGA games only have 256 colours.

Production costs would mean making a run or two of the Falcon disks
and sticking labels on the boxes with Falcon Only written on it.

I suppose that ST production of games is at an all time low now and so
Falcon games will be very hard to come by.

Even an high-tech music shop I went to recently only had one PC (plus
52 cards!) controlling their keyboards and synthesisers. I assumed

there would be at least one Falcon or ST.

I'm getting very depressed at Atari's home computer scene. Games magazines don't cover ST or Lynx games and are only talking about Jaguars. The UK games market is still waiting for the Jaguar to be "offically" released. Without an official release I don't think anyone here will actually believe it exists.

(sigh)

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

4996. TWO-IN-ONE...New Version Available

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 09:30:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrovMA.B5F@westminster.ac.uk>
Source record: 184812

Hello again, folks

Just a post to inform you that the latest version of 2-in-1, the
all in one archivers shell, is now available at micros.hensa.ac.uk

It is in the path...

micros/atari/tos/n/n140/2in1107m.lzh

This is a maintenance release over the last one...v 1.06e, and includes:

- Updates to the English TWO-VIEW documentation explaining how to set
up Two-in-One to call external file viewers, an exciting new option!

-Minor change to 'TWOINONE.PRG' and 'TWOINONE.SYS' to correct a
problem

- An updated 'TWOINONE.HLP' file which now works correctly! We
recommend changing over to the more complete on-line help provided
using ST-Guide and the 'TWOINONE.HYP' file, unless memory is tight.

- Minor updates to the other English documentation.

Just a part of the service i hope to increase.....

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4997. Wanted: Scott Sanders

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:12:09 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <05703YIGVJCVKLJAJBI@sterbbs.nl>
Source record: 184806

Kai_Evers@s3.maus.de wrote on 06-14-94:

>Hi y'all.

>Does Scott Sanders, author of 'SAM' and 'Atari Compendium' exist on the
>net?
>His pretty old CI$-address (71760,2140) is invalid.

You might use his GEnie account:

s.sanders2@genie.geis.com

Regards,

Wilfred

| Wilfred Kilwinger, wkilwngr@sterbbs.nl |

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4998. HELPPPPPPPPP software needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:21:28 UTC
From: ee92mar@brunel.ac.uk
Message-ID: <Croy3t.1D5@brunel.ac.uk>
Source record: 184815

dose anyone out there have any software that can analisys digital and
analouge electronic circuits. if so could plese plese plese send them to
me at the adress below. much thanks if it could be soon as ive olny get
access for another week.

cheers.....

--

/\/\/\

4999. Re: Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:31:07 UTC
From: steve-j@teleport.com
Message-ID: <2u3r5b$p34@elaine.teleport.com>
Source record: 184814

In article <771969358.32075@minster.york.ac.uk>,
<ae-a@minster.york.ac.uk> wrote:

>When the STE was released, it was released with a diskdrive that
>could only read 82 tracks. Gauntlet II might use more than that.
>This is the reason why loads of games do not work on the STE.
>Copy protection m,ay also be to blame). This may not explain
>why the game doesn't work on the STE, but this explanation holds for a
>lot of games. You might want to try and get hold of a pirated version.
>I know that technically, this is illegal, but if you already have a copy of
>the original program, then I think you are allowed to own the pirated
>version if it works on your STE and the original doesn't.
>
>Another reason (applies only to owners of 512kb STEs) is that due to
>the larger size of the operating system, the STE needs 1 megabyte to
>run programs that run fine on 0.5 meg STFMs.
>
>I remember when the STE was first released, all the magazines
>seemed to think that the incompatabilities were solely due to the
>differences in the TOS. I remember writing to 11 computer magazines
>telling them about the diskdrive, but only one of them published
>my letter.
>
>The reson why there are not enough games for the STE was that the
>magazines often wrongly insulted it.

I've used about 4 different STEs and never had any of them
unable to handle more than 82 tracks. While I normally
don't format disks above 82 tracks, I have formatted disks
up to 85 tracks on all the STEs (and STs) I've used. While
I have heard several reports from some STE users saying
that their machines don't handle disks with over 80 tracks
well, they SEEM to be in a minority.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5000. Re: MiNT 1.11 will be public... :^D

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:35:06 UTC
From: steve-j@teleport.com
Message-ID: <2u3rcq$p4r@elaine.teleport.com>
Source record: 184816

In article <2u0psa$sh2@Mercury.mcs.com>, Anupam Razdan <raz@MCS.COM> wrote:
>
>
>One question: *WHEN* will someone post it to atari.archive or similar ???

As soon as Atari releases it, which may not be for a few months
yet.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5001. Re: Printing from Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:47:46 UTC
From: steve-j@teleport.com
Message-ID: <2u3s4i$p8o@elaine.teleport.com>
Source record: 184817

In article <2e0422c1@p10.secom.ct.se>,
Stein Arne Jensen <stein.arne.jensen@p10.secom.ct.se> wrote:
>The Gfa basic command LPRINT doesn't work on the Falcon.
>
>I've been told that there is a BIOS call which can replace LPRINT.
>
>Could someone please tell me which one - and include a short description on how
>to use it.

I don't know about that specifically, but Atari changed a few
things in TOS 4.xx that causes some applications (STalker, for
instance, to not handle printing routines correctly). There's
a shareware fix called TOS4TRAP that fixes that problem, but I
don't know if this is the same problem with GFA's LPRINT
command.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5002. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:51:47 UTC
From: steve-j@teleport.com
Message-ID: <2u3sc3$paf@elaine.teleport.com>
Source record: 184818

In article <2e049e0d@f397.n282.z2.fidonet>,
<Koos_Kuil@nextjk.textlitho.nl> wrote:
>In a message of <Sun 12 Jun 94 05:46>, Steve Johnson (2:281/202.0) writes:
>
> SJ> Except that Atari's CHKDISK3 is a DEVELOPER-ONLY utility (or at
> SJ> least is SUPPOSED to be!). Atari doesn't even suggest that
> SJ> developers use it due to some bugs in the program.
>
>Atari did put it in the PD librarys for a long time ago and is
>not a very worthfull utility when you see Diamond Edge or Diskus 2.7

According to Atari Corp., it has NEVER been authorised for
public release.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5003. Re: .avi and .gl animation viewers

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:55:33 UTC
From: steve-j@teleport.com
Message-ID: <2u3sj5$pcb@elaine.teleport.com>
Source record: 184820

In article <taylordCro0oH.9J6@netcom.com>,
Doug Taylor <taylord@netcom.com> wrote:
>
>Hi, I'm looking for an .avi or .gl animation viewer. Does a version exist
>for the ST?

No, there isn't...well, not QUITE yet anyway! <grin> Actually,
there MAY be a fairly rudimentary .GL viewer.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5004. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:55:55 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2u3sjr$opk@lyra.csx.cam.ac.uk>
Source record: 184819

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>The Fan in my Mega makes mor noise than the dive does...

What do you dive into? :)

>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
> GEnie - r.sheppard5

Sorry, I just had to get there before John did!!! :) :) :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

5005. Re: Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 10:56:06 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun20.105606.10190@bradford.ac.uk>
Source record: 184824

```
: I've used about 4 different STEs and never had any of them
: unable to handle more than 82 tracks. While I normally
: don't format disks above 82 tracks, I have formatted disks
: up to 85 tracks on all the STEs (and STs) I've used. While
: I have heard several reports from some STE users saying
: that their machines don't handle disks with over 80 tracks
: well, they SEEM to be in a minority.

Yep, come to think of it, this is a replacement because my other STE
buggered up, and they both managed to handle disks with extended tracks
with no problems.

: --
: | Steve Johnson | "People will always be tempted to wipe |
: | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
: | or steve-j@teleport.com | written on it." -- Andy Partridge |
--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_( \__/ )_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_( \__/ )_\
\__U_/ Mr.BeNn RiDeS AgAiN!!! \__U_/
```

5006. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:00:24 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2u3ss8$kf0@canopus.cc.umanitoba.ca>
Source record: 184822
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Firezone.....................$ 10.00
Sherman M4...................$ 10.00
TV Sports Football...........$ 8.00

Michtron BBS.................$ 4.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest)....$ 6.00 (no box)
DC Shower v1.0e (latest).......$ 6.00 (no box)

=====================================================================
MAGAZINES
=====================================================================
STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$35+shipping

=====================================================================
MISCELLANEOUS
=====================================================================
4 different 5.25" disk cases & drive cleaner all for.....$8 !!!!!!!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=====================================================================
```

5007. Re: Gaunlet II

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:02:21 UTC
From: jpb3@ukc.ac.uk
Message-ID: <8569@merlin.ukc.ac.uk>
Source record: 184821

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Does any one know why Gauntlet II doesn't seem to work on my STE.
:] Originally own an STFM (tos 1.02) and it worked fine, then bought my STE
:] (Tos 1.62) and it wouldn't
:] work at all. Would get to the title screen and then crash as loading
:] continued. Both machines have 1 Meg.

: Worked fine on my 1.64 1040STE. (UK TOS).

Worked fine on mine too.. (Tos 1.62, 2MB 1040STE)

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

5008. ST Cycling Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:23:47 UTC
From: crm-a@minster.york.ac.uk
Message-ID: <772107827.55@p9news.cs.york.ac.uk>
Source record: 184825

Last year I remember reading about two cycling programs for the ST in a PD catalogue. One logged your riding/training and the other calculated gear ratios. I have never heard of or seen either of these programs since. Does anybody :

a) know what they're called
b) know what PD library has them
c) have them themselves and be willing to pass me a copy
d) know and FTP servers which have them ???

I would be grateful for any information you can offer. Please mail me at :

crm-a@minster.york.ac.uk

Cheers,

Chris.

5009. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:31:19 UTC
From: diehl@io.org
Message-ID: <2u3um7$63@ionews.io.org>
Source record: 184843

cb170@city.ac.uk writes:

> Several people have noticed this. Do you use TOS 1.62?
> I have a TOS 1.6 machine, and LHARC shell works fine with neodesk,
> whereas my friend has 1.62 and his shows up this bug.

Actually, I'm using TOS 1.02 (MegaTOS). Evidently I read that it has
something to do with using Turbo ST (or any screen accellerator?) ...
apparently that's what's causing the problem, though I have not yet tested
this hypothesis.

___________ ______ ______ ___________________________________
___<___ ___// __ // ___/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

5010. Re: MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:32:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1872@usdtsg.DaytonOH.NCR.COM>
Source record: 184965

In article <H.eg.Jz2WisawUaU@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>That's strange, I still haven't seen an Intel box that could play an
>MPEG at a reasonable frame rate without dedicated hardware; I suppose a
>Pentium might, but I don't think a '486 can get anywhere near 30
>frames/s.

Well, I didn't say it plays them at a great speed, but I
suppose "adequate" describes it on a 486/33 (with the occasional
"stutter" as it's trying to keep pace). I think the player requires
the Win32s package to be installed as well (the software that fakes
the Win 3.1 to using *some* NT/32-bit stuff)...

I imagine a TT could probably do a good job - dunno bout my
MSTe tho...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5011. Re: slow boot up without IDE?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:33:43 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2u3uqn$6g1@rs18.hrz.th-darmstadt.de>
Source record: 184823

> > AHDI seems to spend ages trying to talk to the IDE which isn't there.
> > Is this normal? I have tried turning off the IDE checking with
>
> This is normal... The Falcon first tries to load AHDI from IDE. Then
> AHDI searches for drives in sequencial order starting from the IDE and
> stops to the first SCSI device which isn't connected.
>
> Is there anything I can do to speed things up?
>
> Yes... Get XHDI. It comes with a config program so you can turn the IDE
> searching off.

How will this help ? You said that the Falcon tries to load AHDI and that's
right. So the Falcon will ALWAYS try to boot from IDE.
By the way, there is also a config program for AHDI available.
I think it's named AHDICNFG.xxx or something like that.

Alex

Alexander Graham Informatik TH-Darmstadt

```
Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/
```

5012. Re: pop up menus?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:36:52 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun20.113652.4186@unix.brighton.ac.uk>
Source record: 184826

In article <2e016fc7@p10.secom.ct.se> stein.arne.jensen@p10.secom.ct.se writes:
> MD> this weekend i thought about how nice it would be to have a pop-up menu
> MD> on the desktop with all your favorite programs in it (like under X).
> MD> pondering on how to program such a thing i got real enthusiastic about
> MD> the idea. So: does such a program already exist (for a ST)?
> MD> if not, i will write one (or try to write one ;)
>
>Ease 3.0 - the alternative desktop includes that option - just press the right
>mousebutton - and it's right there!
>
>STein Arne Jensen / Atari Users Of Norway
>Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
>Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
>Internet: stein_arne_jensen@p10.secom.ct.se
>
>
So tell me more about Ease 3.0 - Is it PD/Shareware? If not, what
company sells it?
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

5013. Re: Gribnif Dead?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:37:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1873@usdtsg.DaytonOH.NCR.COM>
Source record: 184966

In article <2u2v47$t6k@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] NeoDesk 4 supports MultiTOS. That is why it works with Geneva (since
>] Geneva duplicates all the MultiTOS AES features). In theory it should
>
>I thought Neodesk 4 works with Geneva because:

Guaranteed it should work together, since there was a small
upgrade/patch (from Neodesk 3.03 to 3.04) to accomodate the
compatibility between Neodesk and Geneva. Now when Geneva becomes
MiNT-friendly, then there'll be the best of both worlds :-)

>Why anyone would use MultiTOS if it was avoidable on anything less than
>a Falcon or TT is beyond me, it makes things really unusable!

Well, the MiNT-specific stuff would be reason enough (tho you could
do that with plain ol MiNT anyways). Now if they'd just release
AES 4.1...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5014. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 11:53:48 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jun20135348@dxhrb3.desy.de>
Source record: 184829

In article <c58_9406190056@wmeonlin.sacbbx.com>
Steve.Goldfein@mindkeep.wmeonlin.sacbbx.com (Steve Goldfein) writes:

>
> Wolfgang
>
I am curious, are you the author of Connect? I am looking for a terminal
program and well, am tired of all those currently out becuase they need
mega memory and dont use a gem interface...

I am. CoNnect uses a GEM interface but I'm afraid to say that 1meg is
also required ;-)

Wolfgang

5015. CDK --> CVG ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 13:03:26 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2u442u$3dm@infa.central.susx.ac.uk>
Source record: 184832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it possible to turn my Calaums documents, or rather pages of documents into
Calamus CVG files?

--
Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

5016. Re: Printing from Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 13:12:41 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun20.131241.5380@cen.ex.ac.uk>
Source record: 184830

```
Stein Arne Jensen <stein.arne.jensen@p10.secom.ct.se> wrote:
>The Gfa basic command LPRINT doesn't work on the Falcon.
>
>I've been told that there is a BIOS call which can replace LPRINT.
>

Easy way to get around the lprint problem is to use the following:

OPEN "O",#1,"PRN:"
PRINT #1,"the text you want printed goes here"
CLOSE #1

Of course you can do as many PRINT #1 commands as you like before closing
the channel.

For even easier use, make a procedure:

PROCEDURE printl(t$)
OPEN "O",#99,"PRN:"
PRINT #1,t$
CLOSE #99
RETURN

And then use:

printl(text$)

instead of

LPRINT text$

--
+-------------+-----------------------------------------------------+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 (SOB!) |
+-------------+-----------------------------------------------------+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---------------------------------------------------------------+
```

5017. Re: Printing from Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 13:22:40 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun20.132240.6354@cen.ex.ac.uk>
Source record: 184831

In article <1994Jun20.131241.5380@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

```
> PROCEDURE printl(t$)
> OPEN "O",#99,"PRN:"
> PRINT #1,t$
^^^^^^
```

Sorry, that should of course have been PRINT #99,t$ please blame lack of sleep for the error...

```
> CLOSE #99
> RETURN
```

--

```
+-------------+-----------------------------------------------------+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 (SOB!) |
+-------------+-----------------------------------------------------+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---------------------------------------------------------------+
```

5018. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 13:35:46 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <Crp73n.BKA@midge.bath.ac.uk>
Source record: 184833

In the referenced article, hutch@ilmen.a5-ilmen writes:
>In article 8494@merlin.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>
>>According to Bob Gleadow a few months ago, there were 80,000 Falcons in Europe
>>(according to an ST Review interview)... [...]
>
>This unsubstantiated comment is _exactly_ the kind of 'rose-colored hogwash'
>I posted about yesterday. 80,000 Falcons in Europe??? Good grief, people, get
^^^^^^

So let me get this straight , you claim to be more informed on the number of Falcons sold than the head of Atari Europe? The statement concerning the number of falcons sold wasn't an offhand comment , it was part of a two page interview with Bob Gleadow on the future of Atari and their computers. The 80,000 quoted wasn't the number of Falcon's in Europe , it was the number SOLD in Europe up to March 94.If you have evidence to contary , please supply it.

Les

5019. Re: CDK --> CVG ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 13:56:53 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.772120613@Luxulyan>
Source record: 184837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

andrewc@cogs.susx.ac.uk (Andrew Collington) writes:

>Is it possible to turn my Calaums documents, or rather pages of documents into
>Calamus CVG files?

I think you should be able to do this with the Bridge module (Calamus SL, not
1.09).

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

5020. Re: "Hum" in my Falcon audio in!

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 13:57:34 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Crp83y.8w2@freenet.carleton.ca>
Source record: 184834

In a previous article, binder@rbg.informatik.th-darmstadt.de (Thomas Binder) says:

>Hi!
>In article <2tnafn$el5@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>> Well, the subject about says it all... I've purchased a ground loop
>> isolator and plugged it in between the out of the device and the in
>> on the falcon, but I still get some hum when I try to sample.
>>
>> Can anyone help me with this?
>>
>> How'm I supposed to set this up- I tried to use the outs from the back
>> of my CD player but the output was too loud for the falcon and I wound
>> up getting distortion.. so then I tried using the headphone jack on
>> a low volume setting with the ground loop isolator in between..
>Well, I had the same problem when I connected my Falcon to my stereo. Then
>some people told me to unplug the antenna-cable of the tuner, and that helped!
>Maybe you should try this...
>
Play something through your Falcon, or just listen to the hum and
then turn off your monitor. I find that my RGB adds an unbearable amount
of noise (a steady hum that shows up on the DMA oscilloscope) while my
SVGA induces only a very small amount of noise. When my monitors are shut off
I get NO NOISE! Plugging the monitor into another wall soket should help I
think. The monitor interference is propably what caused ALL of the
mysterious 'humming' Falcons.

(I have my RGB connected to the same power bar as the SVGA and when both
the SVGA and RGB are on, the picture on the SVGA is jittery.)
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

5021. Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 14:10:24 UTC
From: alpldbia@w350zrz.zrz.tu-berlin.de
Message-ID: <2u480h$461@brachio.zrz.TU-Berlin.DE>
Source record: 184835

Someone (Ofir Gal?) needed the new email address of Martin Osieka, the author of WINX and GEMRAM. Here it is:

Martin_Osieka@of2.maus.de

Please remember not to send him mails >16 KB (this is a limit of the German MausNet).

Current versions of the above programmes are: WINX 2.3h BETA
GEMRAM 1.7 BETA

Both programmes may be downloaded from a Mailbox in Germany (MAUS OF2) and they may be testet by anyone likes to. The upload to other BBSs is not allowed.

Andre

5022. Re: DAVEKTOR

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 14:14:03 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.141403.9891@boojum.lanl.gov>
Source record: 184836

In article 771862155@otto, s9205525@otto.bf.rmit.oz.au (Glenda MOON) writes:
>Hello Nathan if this finds you at GENIE, thank you for your reply courtesy

[...]

>I want. Thanks for your help. If anyone on the Net can feed this
>thru to Nathan at GENIE i would be most thankful. Bye 8-)
>
>John Moon s9205525@otto.bf.rmit.edu.au

I forwarded your message, John. Be advised you can send email directly to
Nathan's GEnie account by sending to potechin@genie.geis.com .

Cheers,

-Hutch- @ Fair Dinkum Tech

5023. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 14:27:00 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.142700.10264@boojum.lanl.gov>
Source record: 184838

In article 27720@abo.fi, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

[...]

>Have you ever wondered what will the conversation be like in advocacy areas in
>the future..? Data-gloves, virtual cyber reality => quite tough virtual fights
>between angry people ;-) !
>
>Greetings (friendly ones), Tommi

Hahahaha... that could make things really interesting, eh? Just watched a rather poor B-grade movie last night called 'Arcade' which literally absorbed the player into the _game's_ reality. Plot was really awful but some of the arcade graphics were top notch, albeit not enough of them to make up for poor acting.

Tommi, thanks for sharing your views and comments. My last post sounded a bit self-serving and indeed, overly-defensive. I apologize for that as it wasn't my intent. My suggestion to all who want to see more games specifically for the Falcon is to BUY the games you do find and to write to the developers/publishers encouraging their support.

Nothing speaks louder than your dollars (pounds, yen, rubles, etc). :)

For those who want to know the facts about where Atari is heading, obtain a copy of their last stockholders' report. You'll find it, er, enlightening.

Cheers,

-Hutch- @ Fair Dinkum Tech

5024. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 14:30:14 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.143014.10431@boojum.lanl.gov>
Source record: 184839

In article i2r@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>Sorry Hutch but they are not active on GEnie, their software and Information
>on there is old old..

No worries, Roger. I still 'see' Tom on GEnie in the IAAD category quite often so
I'll check with him about what's going on. Maybe he'll post an update.

>My fault, I can't spell...!!!!

No worries... sometimes I don't think! ;-)

>So may be you need to get onto GEnie and find out...:-)..

Consider it done, my friend.

-Hutch- @ Fair Dinkum Tech

5025. Re: NameNet and NVDI??

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 14:37:41 UTC
From: nj1@ukc.ac.uk
Message-ID: <8574@merlin.ukc.ac.uk>
Source record: 184840

In article <772049036snz@nest.demon.co.uk> dbrewood@nest.demon.co.uk writes:
>In article <8553@merlin.ukc.ac.uk> nj1@ukc.ac.uk "N.Jones-Rodway" writes:
>> Has anybody got the version of NameNet that comes with the Falcon Fact File
>> to work with NVDI at all??
>
>Yep no problems at all, what problems are you having?

I load it up, the opening window appears (the one which says scrollable windows on and so on), the FFF dialog opens up, and when it closes, two bombs appear and I get booted back to the desktop.

It works okay when I disable NVDI, though, so I presumed that was the problem..

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

5026. Re: Llamatron on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 14:42:48 UTC
From: nj1@ukc.ac.uk
Message-ID: <8575@merlin.ukc.ac.uk>
Source record: 184841

In article <772103906.27480@minster.york.ac.uk> andrew@minster.york.ac.uk (Andrew Hague) writes:
>I'll try this, but I'm sure I tried practically every combination! I'm
>running a file called TRON1MEG.PRG, is this the only version?

This was the 1 Meg version (suprise) which had clearer samples than the 520k version

>Does anyone have any comments on Llamazap? Will this ever get released?
>Are any companies planning Falcon only versions of some of their games?

I had this reply from atari the other day....

They will be available through a third party publisher

3 games
Llamazap, Steel Talons & Dino Dudes. No date yet, but before
the end of Summer.

Hmmm..... Real Soon Now :)

Looking forward to Llamazap :)

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

5027. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 15:11:59 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.151159.11379@boojum.lanl.gov>
Source record: 184842

In article 9si@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>
>I do suguest you fit a Quantum 240 LPS, 240 Megs very very quite,
>and fast, in side your Mega ST, get a ICD Micro Host adapter,
> its simple to fit..

The Quantum 240 is a very nice mechanism, Roger, but how about the following?

APS Technologies, a large hard disk supplier primarily for the Mac market, has announced availability of the Quantum ProDrive LPS 525S, a 525Mb SCSI hard disk in 3.5" 1/3 height form factor (will fit in the Mega) with 9.7ms avg seek time for only $379. That's a good deal, people. Heck, I bought a 340Mb drive for about that just a couple of months ago. This drive mech should be available from other sources (like Toad in the US) but just in case, the APS address is:

APS Technologies
6131 Deramus
Kansas City, MO 64120
800-677-3294

International Sales: 816-920-4109 or fax 816-483-3077

They have separate numbers for French, Spanish, Italian and German, too.

Me, I'm saving for their Quantum Q1080 (1.08 Gb) drive for $749. :)

-Hutch- @ Fair Dinkum Tech

5028. Re: Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 15:30:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nCV4o9l5oTs@semprini.waterloo-rdp.on.ca>
Source record: 184955

In <1994Jun15.172735.20810@bradford.ac.uk>, Steve Taylor writes:
>
> Does anyone know of a Random Dot Stereogram picture creator for the Falcon
> or the ST. (the pictures that look 3D after staring at them for a long
> time). If you know of one, and know from which FTP site I can get it from
> (and the name of the file please) could you please E-mail me NOW. Thanks

I think there's a program on atari.archive that does this, but I could
be wrong (memory hazy...). I know I downloaded something like that a
while ago (might've been GEnie though).

Am I the only person that can't see anything in these pictures? I'm
very good with other types of optical illusions, but I simply can't see
anything in these images. I stare, I let my focus drift out, but I
can't see anything. Not that I feel inadequate, but still... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5029. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 15:44:33 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.154433.12060@boojum.lanl.gov>
Source record: 184844

In article BKA@midge.bath.ac.uk, ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
>
> So let me get this straight , you claim to be more informed on the
>number of Falcons sold than the head of Atari Europe?

Yes, Les, in this particular case, I do.

> The 80,000 quoted wasn't the number of Falcon's in Europe , it was the
>number SOLD in Europe up to March 94.If you have evidence to contary , please
>supply it.

The evidence I have I consider irrefutable. However, I also have it in
confidence so unfortunately, I cannot share it for your verification. Sorry.

I am frankly amazed that Bob Gleadow would actually go on record with that
kind of number but that's his business and perhaps _he_ was misinformed. I
am NOT implying he was lying, of course. ;-) BTW, could you give me a reference
to the magazine article (?) in which he made this claim? Thanks.

Feel free to believe in whatever pipe dream strikes your fancy as I cannot
offer any proof. And to be honest, what does it really matter anyway, eh?

I would be curious, however, in finding the highest serial numbered Falcon
from among all Falcon owners who also read this newsgroup. The last I heard,
all Falcons were still being serial numbered sequentially.

-Hutch- @ Fair Dinkum Tech

5030. Re: Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 16:31:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u4g8a$cr6@mailer.fsu.edu>
Source record: 184952

Paul Booth (P.A.Booth@bradford.ac.uk) wrote:
> : I've used about 4 different STEs and never had any of them
> : unable to handle more than 82 tracks. While I normally
> : don't format disks above 82 tracks, I have formatted disks
> : up to 85 tracks on all the STEs (and STs) I've used. While
> : I have heard several reports from some STE users saying
> : that their machines don't handle disks with over 80 tracks
> : well, they SEEM to be in a minority.
>
> Yep, come to think of it, this is a replacement because my other STE
> buggered up, and they both managed to handle disks with extended tracks
> with no problems.

Just a quick note: the program DC MaxTracks can positively tell you how far out your floppy drive can format. I mention this because lots of formatters don't verify their format, so just because an 83 or 84 track format seemed to work does not mean that data can be reliably read/written to those extra tracks. This program is available from atari.archive. It is designed to find out this information (it is not a general formatter like DC Format, which is a fine program as well). I have a buddy that intends to have a floppy drive repaired, and I suggested that he send a copy of this program along (and demand that a drive be installed that goes out to at least 83 tracks reliably). I am in the market for an external floppy, and I intend to do roughly the same thing. So, this is a handy tool to have lying around, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5031. Re: Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 16:35:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrpFAt.Arl@westminster.ac.uk>
Source record: 184845

Andre Leistner (alpldbia@w350zrz.zrz.tu-berlin.de) wrote:

: Current versions of the above programmes are: WINX 2.3h BETA
: GEMRAM 1.7 BETA

: Both programmes may be downloaded from a Mailbox in Germany (MAUS OF2) and they may be testet by anyone likes to. The upload to other BBSs is not allowed.

Anyone know how to get onto of2?

I've tried telnet and ftp, but to no avail...

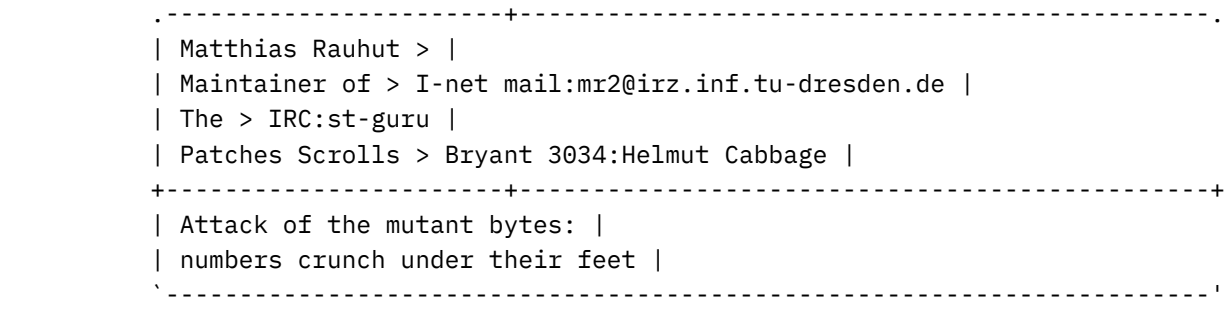
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5032. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 16:40:53 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2u4gql$pjb@irz401.inf.tu-dresden.de>
Source record: 184846

In article <1994Jun20.142700.10264@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:

>For those who want to know the facts about where Atari is heading, obtain a
>copy of their last stockholders' report. You'll find it, er, enlightening.
Yo Hutch,why don't you post it here?

Matthias (always interested in f-Acts)
--

Matthias Rauhut >
Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de
The > IRC:st-guru
Patches Scrolls > Bryant 3034:Helmut Cabbage
Attack of the mutant bytes:
numbers crunch under their feet

5033. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 16:42:20 UTC
From: g051@cpcw2.uea.ac.uk
Message-ID: <2u4gtc$htt@cpca3.uea.ac.uk>
Source record: 184848

>In article <amiga.771967737@hosta> amiga@hosta.dircon.co.uk (Dino Dini) writes:
>>
>>The gameplay is identical to the Amiga version, which got review marks ranging
> 82% (from Amiga Power, not renouned fans of my games) to 93% from
>>CU AMIGA. Why the two reviews you mention gave it so low marks I can not say
>>... if you liked the original on ST, I can assure you that GOAL! is much
>>superior. The reason for the low marks is probably because the game does not
>>*look* that great graphically - it can't when I'm running the game at
>
>I think the reason for the low ratings was because the early version was too
>buggy - according to STF you were lucky if you could get through an entire game.
>Nice to hear that this is all fixed now - just make sure the mags know, perhaps
>they'd re-evaluate it. At least try and get it mentioned on the news pages, so
>people who aren't on the internet know........

Yes, let's hear again from STF, STU and STR - if it really has been fixed,
then maybe I'll try and find a shop that will let me play-test it. If it had
been fixed when it first came out, I'd have been able to afford it then and
there, unfortunately however, my contract runs out on Friday and then it's
a case of

sign on, sign on,
with pen in your hand,
'cos you'll never work again,
you'll never work again.

Well, hopefully the above isn't totally true but no new job yet. Me and several
thousand recent graduates....

Ian B.

g051@uea.ac.uk

5034. Apple Power CD

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 16:52:25 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun20.165225.27515@bradford.ac.uk>
Source record: 184850

Is it possible to use one of these like a personal CD player?
I.e. does it run of batteries?
How would you get one working on an ST? Is it feasible?
Erm, is it multi-session? (and what exactly does multi-session mean? ;).

Thanks for anyone who can help.

Paul.

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

5035. 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 16:52:32 UTC
From: raz@MCS.COM
Message-ID: <2u4hgg$b1b@Venus.mcs.com>
Source record: 184847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with disks and I know I have seen some response related to this so here goes:

I have a 1040ST at home and a 486 at the office. The computer at the office has a much faster modem, so I download the ST programs from the Unix computer I link up to. I then unarchive (ZIP, LZH, ZOO, ARC, etc.) the programs and copy them onto an IBM formatted disk. I am starting to have problems with a few of my disks. Suddenly, *every* time the disk has to be accessed, the machine gives me a warning "Disk retry fail - If it is a hard drive, check connections. Floppy, then insert disk, etc." If I take out the disk and then put it back, making sure I get a definite click on the internal ST drive, then the machine is able to read the disk....until the next time the disk is accessed.

Questions:

1. I am using 3M preformatted disks. I am pretty sure I formatted them on the IBM anyway, but not positive. Is this having an effect ? I have heard that preformatted disks have serial #s of 0, is this a problem?

I used Norton Disk editor at work and I compared an MSDOS formatted disk to a disk I formatted with ps2form (from Diskutils in atari.archive). Here are the differences:

PS2FORM (on ST) MSDOS 5.0 (on IBM)

OEM ID IBM.. MSDOS5.0
Extended Boot Record
Signature 00 Hex 29 Hex
Serial # 0 173938138
LABEL .....1.... NO NAME
System ID (weird chars) FAT 12

These are the differences between the two Boot Records. Should I change the Serial # to a large number? Does the ST have problems with seeing two disks with the same serial # in sequence ? How does this cause my problem?

Eventually, the drive can no longer access the disks. Should I get unformatted disks ? Is ps2form a good program to format disks for the ST and IBM ? Or, should I just format them at the office?

Help!!!

Anupam Razdan
raz@mcs.com

5036. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 17:08:17 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.170817.14240@boojum.lanl.gov>
Source record: 184849

In article pjb@irz401.inf.tu-dresden.de, mr2@irz.inf.tu-dresden.de (Matthias Rauhut) writes:
>
>In article <1994Jun20.142700.10264@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:
>
>>For those who want to know the facts about where Atari is heading, obtain a
>>copy of their last stockholders' report. You'll find it, er, enlightening.

>Yo Hutch,why don't you post it here?

Hmmm, let me check on the legality of doing so. Perhaps I can post a few of the more interesting highlights here.

-Hutch- @ Fair Dinkum Tech

5037. Another MultiTOS problem

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 17:11:02 UTC
From: KUCIK@ft1.zlin.vutbr.cz
Message-ID: <KUCIK.1.2E05CDA6@ft1.zlin.vutbr.cz>
Source record: 184775

Hi all!

I have problem with MultiTOS. In a program I make an appl_init call to init GEM. Then I do something like pause(), sleep(10), Psigpause(..), Pkill(0,SIGSTOP). You may see that I wanna suspend the process. But GEM responds in very mysterious way - it hangs up a while like if I called wind_update(BEG_UPDATE) without successive END_UPDATE call: I can't access menus, windows gadgets etc, but everything runs alright. After a given pause time counts down or signal arrives, everything gets ok again. If I move my mouse while start-up this thing doesn't happen! Any clue? (I use MiNT 1.04, AES 4. 0, MiNTlibs pl44, PureC)

Fufin

5038. Atari 520ST with SF354 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 17:13:45 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2u4io9$9hh@ucsbuxa.ucsb.edu>
Source record: 184951

I have a 520ST (no modulator) with a single sided drive
I would like to sell. $50 + shipping.
Send e-mail.

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

5039. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 18:03:20 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.772135400@Paddington>
Source record: 184953

diehl@io.org (Eric March) writes:

>Actually, I'm using TOS 1.02 (MegaTOS). Evidently I read that it has
>something to do with using Turbo ST (or any screen accellerator?) ...
>apparently that's what's causing the problem, though I have not yet tested
>this hypothesis.

Well I'm using NVDI and that doesn't show up any problems...

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

5040. Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 19:19:13 UTC
From: jd@flash.jpl.nasa.gov
Message-ID: <JD.94Jun20121913@flash.jpl.nasa.gov>
Source record: 184959

I have a Mega ST and had trouble with the Atari mouse because it's
motion was not very accurate or smooth. I bought an SQuick mouse but
the ball get's hung up inside sometimes and I have to shake it down.
It too is not brilliant.

I need something fairly accurate, editing 32nd notes with a fincky
mouse is not recommended if you wanna keep your sanity.

Anyone have recommendations on a good solid accurate tracking well
make me happy again mouse??

Thanks in advance
Jeremy.Daw@jpl.nasa.gov
--

Permanent 1000 year X.500 address:
Jeremy.Daw@jpl.nasa.gov

Telos Corp.

5041. **YES!!** (Speedo 5.0)

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 19:20:12 UTC
From: error@blade.stack.urc.tue.nl
Message-ID: <2u4q5c$40o@tuegate.tue.nl>
Source record: 184960

Yes!

The latest issue of ACN news has a full page advertisement for Speedo 5.0!!! I had been dreaming of a modular Speedo that could rescale any sort of font. It exists, well almost, the new Speedo 5.0 is able to use Speedo, Type 1 (postscript) and Truetype fonts. This is really too good to be true. Okay, the upgrade is as much as my original Speedo 4.1, but it is worth it when I look at all the free fonts available.
I'm not sure anymore I want free fonts, because on the same page they offer 2 speedo packages with 100 fonts each. I won't name the price, since I don't want to be advertising for Compo or anyone else for that matter.

This might be the reason Compo was holding off the sale of SPeedo 4.2, because it saves them the trouble of having to offer extra upgrade paths to people that bought the upgrade to 4.2 very recently.

I hope to hear compatibility reports and such very soon ;-)

Erlend.

--

5042. Re: Apple Power CD

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 19:33:05 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.193305.17294@boojum.lanl.gov>
Source record: 184957

In article 27515@bradford.ac.uk, P.A.Booth@bradford.ac.uk (Paul Booth) writes:
>
>Is it possible to use one of these like a personal CD player?

Most all come with a software utility to allow them to play audio CD's.
You would need one written for an Atari, of course. I'm sure they are
available.

>I.e. does it run of batteries?

I'm pretty sure the Apple PowerCD can run off batteries as well as AC.

>How would you get one working on an ST? Is it feasible?

You need a CD driver for an ST. And while there are not a bunch of titles
just yet for Ataris, it's still feasible for some shareware collections on
CD. It's a lot more feasible for Falcons due to their better graphics/sounds.

>Erm, is it multi-session? (and what exactly does multi-session mean? ;).

Yes, the Apple PowerCD is multi-session. All that really means is that
it can read 'multi-session' CDs, such as Kodak Photo CD's. Apple made a
big deal out of the PowerCD unit as it can hook up to a Mac, TV or stereo.
I don't know how good it is as computer CD reader, however. I imagine it
is a double-speed unit but I seem to recall the ergonomics of the unit
being rated poorly. It's $199 out of MacWarehouse.

Even so, you would probably be better off buying a unit from a supplier
who has it set up specifically for an Atari. Less worries that way.

-Hutch- @ Fair Dinkum Tech

5043. Re: CDK --> CVG ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 19:37:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2u4r5v$rd3@mother.usf.edu>
Source record: 184958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
: Is it possible to turn my Calaums documents, or rather pages of documents into
: Calamus CVG files?

Talk to pdirect@delphi.com. He's a Calamus guru.

5044. current MiNT/Minix versions?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 20:15:25 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2u4tde$ql0@ornews.intel.com>
Source record: 184964

Could someone please tell me the current MiNT version and the current Minix version? I have seen a 1.5 upgrade for Minix but elsewhere I've seen version 6.09 binaries.

I just installed MiNT/Minix this weekend on my Mega STe. I'm having SOME difficulties getting the rc and profile files straight. I'm actually able to log in, but as it turns out with my id with a uid of 100, I have more permissions than when I log in as root! Something's terribly messed up... guess I'm not as Unix literate as I thought I was.

Can someone recommend a GOOD document that will go into a little more detail about setting this environment up?

Also.. have I read incorrectly, or is TOSWin supposed to load GEM and TOS programs to allow GEM to multitask. The version I have doesn't do that so well, but does load the .ttp files without crashing.

Thanks for any input,

Michael

--
=-=-=-

5045. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 20:27:50 UTC
From: hallvart@ifi.uio.no
Message-ID: <2u4u46$4br@solva.ifi.uio.no>
Source record: 184962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Lots' of stuff about pre-formatted MS-DOS disks...

Yes!! Pre-formatted MS-DOS disks on an Atari ST will cause problems
because of the serial numbers that seem to be the same. I bought a pack of pre
formatted MS-DOS disks once (because they only had those and they cost the same
as the usual un-fomratted disks), and checked the serial numbers- which were all
the same!
There are utility programs that change the serial numbers of disks without erasing any
data on them.
Look up in the usual FTP sites and look under "utilities" or "disk" or something.
I **think** one of them is called "Uneekit" or something.

Hallvard, Oslo, Norway

5046. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 20:30:24 UTC
From: hallvart@ifi.uio.no
Message-ID: <2u4u90$4c6@solva.ifi.uio.no>
Source record: 184963

.....(snip).....

> APS Technologies, a large hard disk supplier primarily for the Mac market, has
> announced availability of the Quantum ProDrive LPS 525S, a 525Mb SCSI hard disk
> in 3.5" 1/3 height form factor (will fit in the Mega) with 9.7ms avg seek time
> for only $379. That's a good deal, people. Heck, I bought a 340Mb drive for
> about that just a couple of months ago. This drive mech should be available
> from other sources (like Toad in the US) but just in case, the APS address is:
>
..... (snip)

what about 2.5" IDE drives that fit internally in the ST(E)- anyone know prices of those?

Hallvard, Oslo, Norway

5047. [NEWS] version 0.24 of Okami Newsreader

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 20:49:44 UTC
From: josdb@hacktic.nl
Message-ID: <CrppM8.3q1@world.std.com>
Source record: 184961
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st

RE: Announcing version 0.24 of Okami Newsreader.

Version 0.24 of the Okami Newsreader is now available on
sun.rz.tu-clausthal.de, pub/atari/telecomm/news/o_024.lzh and on
ftp.informatik.rwth-aachen.de, pub/atari/uucp/o_024.zip.

Unfortunately, there is a bug in two of the ttp-programs (oimport.ttp
and omausimp.ttp). A file o_024upd with debugged versions is on its
way to the above mentioned FTP-sites. New users are advised not to
install the package without the revised versions. Users who are in a
hurry can have the update package sent to them by e-mail. Contact the
author, Wolfram Roesler:

wr@bara.oche.de
or:
Wolfram_Roesler@ac2.maus.de

5048. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 21:12:43 UTC
From: marjola@cc.Helsinki.FI
Message-ID: <2u50ob$lo5@kantti.Helsinki.FI>
Source record: 184967
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
< In <2tpv7p$or9@kantti.Helsinki.FI>, Kalle Marjola writes:
< > It is said that jumping while running makes the man to move faster (have
< > not tested, it completed it in the same evening I encountered it..)
< >
< > And smash all worms in the way or it becomes quite hard to run... ;)

< How do you smash the worms?

Kick them

< --
< ------------------==------------------
< cherborth@semprini.waterloo-rdp.on.ca
< Chris Herborth

--
--Kalle 'Reaper' Marjola@cc.helsinki.fi-//-There Can Be Only One!--
---Computer Science, University of-\X/-Helsinki, Finland---

5049. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 21:21:49 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun20.212149.24306@bradford.ac.uk>
Source record: 184968

Hallvard Tangeres (hallvart@ifi.uio.no) wrote:

: .....(snip).....

: > APS Technologies, a large hard disk supplier primarily for the Mac market, has
: > announced availability of the Quantum ProDrive LPS 525S, a 525Mb SCSI hard disk
: > in 3.5" 1/3 height form factor (will fit in the Mega) with 9.7ms avg seek time
: > for only $379. That's a good deal, people. Heck, I bought a 340Mb drive for
: > about that just a couple of months ago. This drive mech should be available
: > from other sources (like Toad in the US) but just in case, the APS address is:
: >
: ..... (snip)

: what about 2.5" IDE drives that fit internally in the ST(E)- anyone know prices of
: those?

Eh, I never heard this one before.....
Are you sure they fit in STEs and not just Falcons?

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

5050. SM124 MONITOR FOR SALE $75.00+Shipping

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 21:33:20 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94171.173320SAW151@psuvm.psu.edu>
Source record: 184970

```
SM124 Monitor for sale -$75.00 +Shipping
This is the monomonitor, made for the ST/STe line of atari computers..
If you are interested please e-mail.

I also have a 1040 STe for sale....
1040 STE
1 meg ram
Track Ball -one month old
all ports
all manuels
Some Software.... (about 30 disks)

$150 + shipping

==========================================================================
Scott Weiland - SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"If you choose not to decide... you still have made a choice.."-Rush
==========================================================================
```

5051. STE + TRACKBALL+SOFTWARE $150+Shipping

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 21:36:46 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94171.173646SAW151@psuvm.psu.edu>
Source record: 184971

```
1 meg Ste +
Track ball
and I'll give away 30 disks of misc. software I have acquired over the years..
all for $150 +Shipping
E-mail if interested...

=====================================================================
Scott Weiland - SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"If you choose not to decide... you still have made a choice.."-Rush
=====================================================================
```

5052. Re: mint net

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 21:49:59 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2u52u7$cdb@coli-gate.coli.uni-sb.de>
Source record: 184969

> The ICMP message required for ping is not yet implemented.

Hm.....
My TT (schlunz) is connected to a SunOS machine using SLIP.
Ping seems to work:

```
benni@pfsparc02[p0] ~% /usr/etc/ping schlunz.dfki
schlunz.dfki is alive
benni@pfsparc02[p0] ~% /usr/etc/traceroute schlunz.dfki
traceroute to schlunz.dfki (134.96.188.53), 30 hops max, 40 byte packets
1 agsb15 (134.96.80.1) 3 ms 2 ms 2 ms
2 agsb43.rz.uni-sb.de (134.96.100.43) 2 ms 55 ms 2 ms
3 bardot.dfki.uni-sb.de (134.96.188.107) 3 ms 3 ms 2 ms
4 schlunz.dfki (134.96.188.53) 250 ms 238 ms 259 ms
5 schlunz.dfki (134.96.188.53) 428 ms 294 ms 269 ms
benni@pfsparc02[p0] ~%
```

:-)

Benni

--
Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

5053. Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 22:09:58 UTC
From: mboldt@news.kn.PacBell.COM
Message-ID: <2u543m$90d@ohlone.kn.PacBell.COM>
Source record: 184972

Hello, I was wondering when the next version of Freeze Dried term is coming out. I beleive it was planned for may, but it never happened. Any info would be appreciated!

--

```
------------------------------------------------------------------------------
Marco Boldt |"The more we think we know about|:) :) :) :) :) :) :)
mboldt@kn.pacbell.com| The greater the unknown" |=] =] =] =] =] =] =]
Starfall @>--',-- | Rush, Mystic Rhythms |8> 8> 8> 8> 8> 8> 8>
------------------------------------------------------------------------------
```

5054. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 22:41:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun20.224144.21093@boojum.lanl.gov>
Source record: 184973

In article 4c6@solva.ifi.uio.no, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>what about 2.5" IDE drives that fit internally in the ST(E)- anyone know prices of
>those?

Well, I don't know about fitting them in an STe but here are some reprsentative
prices, again from APS Technologies. Pays to shop around, though.

160Mb $269
202Mb $269
240Mb $309
324Mb $499
500Mb $649

LaCie (a Quantum company) is advertising a 2.5" 85Mb drive for $199.

-Hutch- @ Fair Dinkum Tech

5055. Repair source for Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 22:51:58 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <86F5FA93@starnetbbs.com>
Source record: 184974

It seems the Mega 4 I recently purchased had the internal floppy drive just about dead.

Any way when I began loading programs I would get drive A not responding. So I opened up the unit to se if there were any loose connections which would cause thes problems.

The floppy now wont do anything and I now have a desktop which has no disk icons. I need to know where a reliable and reasonably priced repair facility for the Mega computer is. (Note this should be in the United States).

The South Eastern portion of the country would be preferred, but the UPS shipping charges will not differ by much regardless of where the unit goes.

gary.ratliff@starnetbbs.com

* OLX 2.1 TD * Chicken heads are the chief food of captive alligators.

5056. For Sale: Lots of Atari ST hardware and software

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 23:23:37 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <2u58dp$77p@agate.berkeley.edu>
Source record: 184975

Hello there. I have a complete Atari Mega ST system with software and accessories to sell. The prices listed are not necesarily firm, but are are my guesses as to the fair value of the items (not including shipping, if necessary). I am also open to REASONABLE offers and package discounts. If you are at all interested in anything or if you have any questions, please contact me (email or phone) and we'll talk. Of course, I'd like to sell most of the items in packages as much as possible. I will also give preference to local buyers (San Francisco Bay area). Thanks for reading!

<< HARDWARE >>

Mega ST: 4 meg RAM, TOS 1.4, Overscan installed, supports 1.4 meg floppy drives, internal floppy drive is shielded for use with Spectre GCR. Excellent condition with keyboard, mouse, joystick, and original box and manuals.
$350

Tweety Board: Provides 3-channel "stereo" sound on all ST computers.
$10

AT-Speed C16: Hardware IBM PC emulator, has 16 MHz 80286 processor and 80287 math coprocessor, mounts directly on CPU of 520/1040/Mega ST. With appropriate adaptor, it can also fit in the Mega expansion slot. I don't know if a STE adaptor is available. Runs as a program or a desk accessory. Supports many video modes, including 16 color CGA ,and monochrome EGA and VGA. Even runs Windows 3.1.
$175

Spectre GCR: Macintosh emulator for all ST/STE's and TT. Includes genuine Apple 128k ROMs, Spectre 3.0 software, Mac System 6.0.5, a Macintosh reference manual, and Epstart printer driver which allows printing on Epson-compatible dot matrix printers.
$225

Atari SM124 monochrome monitor: Very sharp picture.
$70

Atari SC1224 color monitor: This is the nice JVC-built one with the controls on the front.
$120

Monitor Master switchbox: Allows both monitors to be connected simultaneously, switch between them by pushing a button.
$10

External Hard Disk/Floppy Disk system: This in an excellent unit! It contains a Maxtor 200 Mb 3.5" SCSI hard disk, ICD AdSCSI controller, and a TEAC 3.5" 1.4 Mb floppy drive. These are all mounted in a nice looking, sturdy metal shoebox-style case with power supply and a good-size fan to keep everything cool.
$400

TOS 1.2: 2-chip set.
$10

Turbo Blitz cable and software: If you have 2 floppy drives, this allows you to backup copy-protected disks (or any other disks). It works VERY fast because it writes the backup disk at the same time that it is reading the source disk.
$10

Time Source battery-backed up clock for 520/1040 ST: Mounts under the keyboard chip (plugs in, no soldering). Last time I used it, it worked fine except that it would occasionally lose the time if the computer was not used for a while.
$5

A-B switchbox for modems or printers. It has female DB-25 connectors, good quality construction in a nice metal case. I also have a cable with male DB-25 connectors at both ends if you need it.
$10 (switchbox), $13 (switchbox, cable)

Epson EX-800 dot matrix printer with color kit: Can print black and white or color. It is fast: 300 cps draft, 50 cps NLQ, and bi-directional printing for everything including graphics and NLQ. Has both serial and parallel interfaces. Has an expansion slot for adding other interfaces, larger print buffers, etc. Low usage since new print head was installed. Includes manual, several black ribbons and a color ribbon. Can also include a parallel cable, a stand, and paper if desired.
$140

<< SOFTWARE >>
(* indicates that I don't have any printed documentation. A few of those have some documentation on the disks. The list format is:
Title, Version (if any), Vendor, Price: Description)

Productivity:

DynaCADD, 1.4, Ditek International, $90: Professional-quality 2D/3D CAD program. 640x400 minimum monitor resolution, 1 Mb minimum RAM, supports math coprocessor, can work with AutoCAD files, fully registered and upgradeable.
Word Writer ST, 2.0, Timeworks, $10: Word processor.
Data Manager ST, 1.1, Timeworks, $10: Database.
SwiftCalc ST, 2.0, Timeworks, $10: Spreadsheet with graphics.
Publishing Partner, Soft Logic, $15: Desktop publishing software. Mono and color versions. Includes extra fonts.
*MichTron BBS, 1.8, MichTron, $5: Electronic bulitten board host software
Financial Cookbook, Electronic Arts, $3: Financial planning.

HabaCom, 1.06, Haba, $3: Telecommunications, terminal emulator.
*Flash, 1.6, Antic, $5: Telecommunications, terminal emulator.
*Kermit & Remote Control accessory for Flash, Antic, $3: Adds the kermit file transfer protocol and remote access capabilities to Flash.
STalker/STeno, 2.06/1.04, Strata, $10: Terminal emulator and text editor respectively. They work together and can also be used separately.
*Degas Elite, 1.1, Batteries Included, $5: Painting, drawing.
Easy Draw, 2.26, Migraph, $20: Nice Vector-based (object oriented) graphics drawing with page-layout capabilities.
Supercharger, 1.02, Migraph, $5: Allows bit-mapped images to be imported and edited/manipulated for use with Easy Draw.

Programming:

*BASIC, Atari, $3: The BASIC that was distributed with some ST's.
DevPac ST, 0.91, Hisoft, $3: 68000 assembler.
Personal Pascal, 1.11, Optimized Systems, $10: Integrated Pascal development environment and compiler.

Utilities:

PC-Ditto, 3.01, Avant Garde, $20: Allows the ST to emulate an IBM PC. Slow, but works well. Runs on all 68000-based ST/STEs. Includes MS-DOS 3.3.
NeoDesk 3, 3.01, Gribnif, $15: Provides a greatly ehnanced desktop with many extra features and capabilities.
Cleanup ST, 4.18, ICD, $10: Hard disk data repair and recovery utilities.
Diamond Back II, 2.42, Oregon Research, $15: Excellent hard disk backup utility.
*Encrypt, 2.0, Stone Age, $5: File and data encryption.
*Supra Hard Disk Utilities, 4.04, Supra, $3: Formatting, partitioning, etc. Usually supplied with Supra hard drives.
*Calendar, 1.0, MichTron, $4: Appointment and reminder calendar accessory.
Micro C-Shell, 2.61, Beckmeyer, $5: Unix-like command shell.

Games:

*Moon Patrol, Atari, $5.
Death Sword, Epyx, $5.
*Arctic Fox, Electronic Arts, $5.
*Dungeon Master, FTL, $5.
Star Trek: The Rebel Universe, Simon & Schuster, $8.
*ST Protector, Paradox, $4.
*World Games, Epyx, $5.
The Pawn, Rainbird, $5.
*Transylvania, Polarware, $4.
*BattleZone, Atari, $5.
*GoldRunner, MicroDeal, $5.

<< MISCELANEOUS (free with other purchases) >>

Public Domain and Shareware software.
Magazines, catalogs, and other Atari-related info.

Tilt/swivel monitor stand.

Doug Tarico
dtarico@ocf.berkeley.edu
doug@catalina.sie.arizona.edu
(510)-669-9839 <-- (during the day, please leave a message)

5057. Re: Medusa Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 23:26:25 UTC
From: Lexicor@world.std.com
Message-ID: <CrpyG2.8Jo@world.std.com>
Source record: 184976

In article <2u2qr9$u1@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>In comp.sys.atari.announce, ringo@lexicor.com writes:
>
>>MC 68040 at 64 Mhz
>>Internal FPU (Math Co-Pro) and PMMU
>>Performance is around 26 MIPS, 4.5 MFLOPS
> ^^^^^^^^^^
>
>How was this measured?

Ringo was only posting the information he was given. The specs 4.5 MFLOPS
were specs FROM Medusa Systeme. They are correct according to manufacturer
Medusa Systeme advertises the system at this performance as well

>
>Looking at the math speeds against the TT, we find:
>
>>Math Routines: Medusa 0.93 (1780%)
>>==========================
>> TOS 301 (TT/fastram/cache) : 03.13
>
>A TT gets under 0.6 MFLOPS. The Medusa rates 3.13 times faster for math
>operations. Therefore, the Medusa should only be about 1.9 MFLOPS.
>

That is not correct warwick, The NEss Benchmark always gives 3.13 as a
comparitivte value, ST, TT or any other atari sytem. The rating you should
be comparing it to is 0.93 which is 1780%, the value offered by NBM on a
TT was 3.83 which is 430%

Real time application test have shown that the Medusa is about 4-6 times
faster, to understand how NBM works you need to read the NBM docs first!

>(this is one problem with comp.sys.atari.announce - no follow-ups)
>

follow-ups are meant to be at comp.sys.atari.st

Yat @ Lexicor

-ysiu@lexicor.com

>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
> / * <- Computer Science Department, |||||| GEM++ is Free Software

```
> \_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
> v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

5058. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 23:30:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u58q8$mvm@mailer.fsu.edu>
Source record: 184982

Jeremy Daw (jd@flash.jpl.nasa.gov) wrote:
> I have a Mega ST and had trouble with the Atari mouse because it's
> motion was not very accurate or smooth. I bought an SQuick mouse but
> the ball get's hung up inside sometimes and I have to shake it down.
> It too is not brilliant.
>
> I need something fairly accurate, editing 32nd notes with a fincky
> mouse is not recommended if you wanna keep your sanity.
>
> Anyone have recommendations on a good solid accurate tracking well
> make me happy again mouse??

Well, I personally like the Atari mice, and have never found them to be inaccurate or rough. There are at least two different models of Atari mice, and I strongly prefer the newer ones (round ball door, metal around the plug, nylon rollers on the bars, made in Japan). I have a couple of suggestions for you:

1. Adjust your mouse acceleration, if any. Poor mouse acceleration can make things erratic. You can choose from linear or proportional mouse acceleration. I suggest you try Mouse Doubler 2 from atari.archive.umich.edu. It does linear acceleration in the following way. In low res, nothing happens. In medium res, vertical movement is doubled. In high res, both axis are doubled. What ends up happening is that the mouse moves a constant amount no matter what resolution you are in. Also, it has a feature which you might like a lot. If you hold down ALT, it halves everything, so the mouse can be moved very precisely (thought not very fast). I find this very handy when doing very detailed work with drawing programs and such.

Proportional mouse acceleration can be OK (the one built into NVDI, for example), or it can be really horrible. Basically, the faster you go, the farther the pointer goes. So, you can literally "throw" your mouse pointer around when the acceleration is set to be high (which I find increadibly irritating, as I always overshoot stuff when I get in a hurry).

2. Get a track ball. Some folks swear by them (not me, but I also like Atari mice). There is a company that advertises in Current Notes that will sell you an Atari CX-80 track ball converted for mouse use. I seem to remember that these were built very stoutly. You can even pay extra and get a billiard ball instead of a plain trackball. You can also specify exactly where you want the buttons and such. They are:

MTS Creations
P.O. Box 56762
Chicago, IL 60656
1-312-763-1822

There is at least one other trackball made for the ST out there. Also, any Amiga mice/trackballs can be converted to Atari use by switching two wires. On Amiga mice, you don't even have to cut or solder anything (the wires are on little plugs that you can move around easily).

Hope that helps.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5059. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 23:37:39 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun20.233739.11922@abo.fi>
Source record: 184977

In <1994Jun20.142700.10264@boojum.lanl.gov> hutch@ilmen.a5-ilmen writes:

> Hahahaha... that could make things really interesting, eh? Just watched a rather
> poor B-grade movie last night called 'Arcade' which literally absorbed the
> player into the _game's_ reality. Plot was really awful but some of the arcade
> graphics were top notch, albeit not enough of them to make up for poor acting.

The difference between "awful" and awful is often very small... Take Douglas Adams, for example; the guy has created such cookings (e.g. Hitchhiker's...) that one can only wonder. Fantastic mess! But when someone with less talent tries the same: some sci-fi, some fantasy, some crazy jokes: very often the result is just silly... But I just got some horrible images in front of my eyes: there are lots of potentially _very_ dangerous Virtual Reality talking areas in Internet...! Sadomasochistic sex-areas especially might become some kind of a problem.. ;-) ?

> Tommi, thanks for sharing your views and comments. My last post sounded a bit
> self-serving and indeed, overly-defensive. I apologize for that as it wasn't my
> intent. My suggestion to all who want to see more games specifically for the
> Falcon is to BUY the games you do find and to write to the developers/publishers
> encouraging their support.

Yes - I've tried myself to encourage Silmarils by buying Ishar 2 for Falcon.. ;-). I'd do that again; good game. What, however, makes me worried, is this: it's so unbeliavably easy for software houses to "forget" Atari - and }}especially Falcon. There are so few of us, after all.. Maybe success would activate both game-makers and us, Atari users. But before things get better, there's a heavy barrier of certain "apathy" to climb over. In my own "neighbourhood" many people have Falcons (about 10..) - and most of them still wait for those promised Tornado, etc. Falcon-games, asking all the time: "WHEN can we buy them..??". I'd hate to disappoint them (and myself) telling them the most probable "truth" in a moment: that those games most likely will never come out. The moment they'd believe that - they'd not ask for those games anymore. They'd surrender in a way: "so - then we'll have to be without good new games. Sad, but one can't help it..."

Back to apathy. That's why such feelings have to be kept far away; people have to believe in Atari, which means buying new machines, new programs - not standing in a corner, waiting what'll happen... There's some feeling of that "standing" all around; even in German Atari market. People just wait for something to happen - and meanwhile soft- and hardware producers think: "Oh, now they don't buy anymore... Should we support them anymore?"
That way may lead to a disaster; people quietly lift their hands up, one by one. And when Atari, finally, is on its feet again, and that long awaited Falcon-060 ;-) comes out with 32 bit graphics, etc... There are no Atari users left. No software. Nothing. That's a very real vision - but fortunately also

one we may be able to avoid. By acting, buying, talking about new things..

It all may depend on pretty little things; when there are over 100.000 Falcons around, some famous game house _may_ decide to test the market with some new Falcon game. Then the wheel _might_ start turning... Other firms just might follow that example, and try themselves. So, in the end, we might have a rather healthy Falcon game-situation in a relatively short time. But as long as nobody seems to take the first step.... We're in trouble. I'm a bit sad about Dino Dini not (obviously) wanting to even consider Atari/Falcon-support. He seems to very strongly believe this "games for Falcon" -idea is totally mad; not worth one thought. If those other developers share that feeling, as I'm afraid, they very well may... Then whatever people write to them, even in masses, asking for games, will never be taken seriously. I'm afraid that this scene has already been decided for us: people behind money (and games..) have simply decided that Atari _is_ dead - and if it isn't... Well, it should be - and anyway, who cares..? Well, WE do - but they don't know it. So, we'll have to tell them more loudly what we want - and that we exist.

It's _really_ a pity we can't contact game-makers (most of them) via InterNet... I wouldn't probably be the only one who'd have something to say to them ;-) ! Maybe it's their luck. An army of angry Atarians might be a problem for them...

> For those who want to know the facts about where Atari is heading, obtain a
> copy of their last stockholders' report. You'll find it, er, enlightening.

That's some good news, if anything =-) !

In the mean time: let's buy tons of Silmarils' great games - and by that way show them we're worth supporting!

P.S: I believe "Sim City" could be patched to work in TT and Falcon 16 color GEM modes 640x480, etc... I just haven't found that query inside the code that checks the resolution ST-Low, and refuses to work, if that isn't correct. Can anybody more skillful (or luckier ;-) find a solution? That game would be great in e.g. 800x600x16 ! (like in Macintosh)

" A man without a woman is like a fish without a bicycle.. "

(Allan Von Sandwich, 1833)

If you understood that - then there's some reason to feel worried ;-) !

g: Tommi.

5060. Re: Repair source for Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 23:44:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u59ln$mvm@mailer.fsu.edu>
Source record: 184983

gary ratliff (GARY.RATLIFF@starnetbbs.com) wrote:
> It seems the Mega 4 I recently purchased had the internal floppy drive
> just about dead.

Rising Star computers specializes in floppies and memory. They are at
1-800-252-2787. Toad does repairs (I have not tried them) at 1-800-448-TOAD.
D&P Computers also specialize in Atari hardware stuff at 1-800-535-4290.

I have personally found the Toad hardware guy to be a bit rude, but he has
not done any actual work for me so I cannot comment on his competence.
D&P made my first hard drive, and given that the ownership has not changed,
would be my first choice if I were to have hardware problems. Rising Star
once sent me a real dog of a color monitor refurb, but they did promptly
return my money with no hassles. It is possible that the monitor was damaged
in shipping (I bought a used unit from the net afterward, so I never did
end up with anything from Rising Star). They struck me as nice guys, and
I would not hesitate to try them again.

I just commented on this in the Gauntlet II thread, but briefly I suggest
that you send a copy of DC MaxTracks along with your computer, and ask that
the new or repaired drive be tested to see how far it can reliably format
(82, 83, 84 track). See my other post for details.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5061. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-20 23:54:12 UTC
From: rsnyder@panix.com
Message-ID: <2u5a74$ej5@panix2.panix.com>
Source record: 184978

I see posts from ICD all the time on GEnie. Their bulletin may be old (though I though I have seen newer ones than that, maybe a GEbnire error?) but they have more recent files in the library, (and the host software is update all that often--who wants to be DL a new version every month?).

The latest version of the host software is in the lib. and is fairly recent.

--Roger

5062. Re: SCSI host adaptors

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 00:00:35 UTC
From: rsnyder@panix.com
Message-ID: <2u5aj3$es5@panix2.panix.com>
Source record: 184979

Well that reply covered most everything, but I will add that the Apple 300 CD-ROM drive is supposed to work with an ST, (with a SCSI adapter) but you need special software to read ir (ExtendDOS I think it is called).

--Roger

5063. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 00:05:01 UTC
From: rsnyder@panix.com
Message-ID: <2u5ard$f2t@panix2.panix.com>
Source record: 184980

Jeremy Daw (jd@flash.jpl.nasa.gov) wrote:
: I have a Mega ST and had trouble with the Atari mouse because it's
: motion was not very accurate or smooth. I bought an SQuick mouse but
: the ball get's hung up inside sometimes and I have to shake it down.
: It too is not brilliant.

: I need something fairly accurate, editing 32nd notes with a fincky
: mouse is not recommended if you wanna keep your sanity.

: Anyone have recommendations on a good solid accurate tracking well
: make me happy again mouse??

I used a Beetle mouse for a couple of years, and liked it a lot
(and it was pretty rugged). I have recently got a GoldenImage mouse, and
I prefer it to anything esle I have tried.

--Roger

5064. Re: Apple Power CD

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 00:07:55 UTC
From: rsnyder@panix.com
Message-ID: <2u5b0r$f7g@panix2.panix.com>
Source record: 184981

The Apple Power CD player is fairly slow, but it can be made to work with and Atari. I believe it has buttons on it so you can use it as a stand alond player (of music CDs).

--Roger

5065. Re: Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 00:48:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u5ddl$bcn@golem.wcc.govt.nz>
Source record: 184984

In article <771969358.32075@minster.york.ac.uk>, ae-a@minster.york.ac.uk writes:
>In article <2tlvmu$39e@goanna.cs.rmit.oz.au>,
>Steven John Mcintyre <s9104948@yallara.cs.rmit.OZ.AU> wrote:
>> Does any one know why Gauntlet II doesn't seem to work on my STE.
>
>When the STE was released, it was released with a diskdrive that
>could only read 82 tracks. Gauntlet II might use more than that.
>This is the reason why loads of games do not work on the STE.
>Copy protection m,ay also be to blame). This may not explain
>why the game doesn't work on the STE, but this explanation holds for a
>lot of games. You might want to try and get hold of a pirated version.
>I know that technically, this is illegal, but if you already have a copy of
>the original program, then I think you are allowed to own the pirated
>version if it works on your STE and the original doesn't.

This is untrue, I have seen 3 different drives fitted to STE's, one does 84
tracts, the Sonny drive does 82 Tracts..

I have never ever seen a game that used more than 81 tracts, and that was very
old stuff...

The main problem with Games is the protection, very drive dependant, one of
the problem ones is Rob Northern, will work on one machine but not on another,
and it only uses 80 tracks..

The reason the STE was not support, is it did not offer much more than a ST,also
you would need 2 versions of the game, not very practicle...

>magazines often wrongly insulted it.

Did they,,! I don't think so, what will all the OS problems the Res problems the
DMA problem, Sound problems, it should have been recalled...

>AE.

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5066. Re: Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 00:59:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2u5e13$bmt@golem.wcc.govt.nz>
Source record: 184985

] When the STE was released, it was released with a diskdrive that
] could only read 82 tracks. Gauntlet II might use more than that.
] This is the reason why loads of games do not work on the STE.

Loads of games? I've _Never_ seen _any_ commercial game using more than
82 tracks! (The drive in my STE will do 00 to 83 (84 tracks), and the old
520STe I have here will manage 00 to 82 (83 tracks).)

I've yet to find a game that doesn't work on my STE out of all my old
software I bought when I had by STFM, not that I've tried all of it!

5067. STacy for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 02:33:29 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2u5jhp$9dh@charm.magnus.acs.ohio-state.edu>
Source record: 184986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari STacy laptop computer $ make an offer $
4 Meg memory (SIMMs)
130 Meg Maxtor HD
16 MHz AdSpeed ST
Switchable Mega ST
external keyboard
hookup
DragonWare batteries
Padded carry case

Atari Mega STe external $100.00
keyboard

Atari PS3000 monitor $200.00
12" color
Built in DS/DD floppy
Only ~1000 built

Atari SF354 floppy drive $12.00
External, SS/DD
Lacks circuit board

ZOOM VFX V.32bis modem $75.00
External
14.4k baud data/fax
RS232-C cable

Software:
Word Writer ST $5.00
Black Lamp $5.00
Vindicators $5.00
GFA BASIC 3.5E $35.00

All prices are, of course, negotiable.

Prices do NOT include shipping (U.S. only, please). The modem,
monitor and keyboard will not be shipped (but I will still take offers
to buy) until after the STacy has been purchased. If you are interested
in those items, get a friend to buy the STacy for you. Tell them it's
an advance on the Christmas presents they'll be getting you over the
next several years.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

5068. Re: Latest ICD software (really)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 06:01:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u5vnm$f09@golem.wcc.govt.nz>
Source record: 184992

In article <772050830.1@mettav.royle>, Steve.Basford@mettav.royle.org (Steve Basford) writes:
>On 18 Jun 94, just as the UFO was taking off, you yelled...
>
>I'm using v5.6.1 of ICD, what new features are in v6.5.5, or indeed any
>of the v6.x.x versions. I don't have any problems with v5.6.1 but
>just wondered if there was a major reason to upgrade..

A lot of new feature were added to version 6.x.x, like you can boot
from 'D' drive...

Also skip booting with just the Alt key, plus many othere features,
Falcon Support...

Plus you should allways update old Software.....

>
> +----> InterNet: Steve.Basford@mettav.royle.org <----+

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5069. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 06:07:48 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <CrqH14.Lp5@cs.dal.ca>
Source record: 184991

Marco Boldt (mboldt@news.kn.PacBell.COM) wrote:
: Hello, I was wondering when the next version of Freeze Dried term is
: coming out. I beleive it was planned for may, but it never happened. Any
: info would be appreciated!
I would also like any new info, I have been off of the net for a few months.

5070. Are ICD in trouble..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 07:54:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u66b8$fms@golem.wcc.govt.nz>
Source record: 184993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Are ICD closing down...??

Well there is NO SUPPORT on GEnie and from message here there BBS is down..

From some of the resent messages posted on there RTC on GEnie,
people are taking them to Court..!!!

This sort of behaviour is reminiscence of a company with
big financial problems and soon to close its doors...

They don't answer the phone or e-mail or faxes and there BBS is down..!!!

So can some one that realy knows, Please put us right..

And if they do know, can they tell ICD to pull its finger out, and Support
Atari, GEnie and there BBS, (with V32bis Modems)....

And Please post a statement to these facts good or bad...!!

Fed up user...!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5071. Help on interrupt-programming needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 08:00:26 UTC
From: forg@cent.gud.siemens.co.at
Message-ID: <1994Jun21.080026.10149@siemens.co.at>
Source record: 184994

--

****
Gerald Forthuber e-mail: forg@cent.gud.siemens.co.at
Siemens AG Austria phone: (+43-1) 601 71 - 6326
Gudrunstrasse 11 FAX: (+43-1) 601 71 - 6399
A-1100 Wien
****

5072. Re: Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 08:03:31 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jun21.080331.4987@peavax.mlo.dec.com>
Source record: 184995

In article <H.eg.nCV4o9l5oTs@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <1994Jun15.172735.20810@bradford.ac.uk>, Steve Taylor writes:
|> >
|> > Does anyone know of a Random Dot Stereogram picture creator for the Falcon
|> > or the ST. (the pictures that look 3D after staring at them for a long
|> > time). If you know of one, and know from which FTP site I can get it from
|> > (and the name of the file please) could you please E-mail me NOW. Thanks
|>
|> I think there's a program on atari.archive that does this, but I could
|> be wrong (memory hazy...). I know I downloaded something like that a
|> while ago (might've been GEnie though).
|>
|> Am I the only person that can't see anything in these pictures? I'm
|> very good with other types of optical illusions, but I simply can't see
|> anything in these images. I stare, I let my focus drift out, but I
|> can't see anything. Not that I feel inadequate, but still... ;-)

Don't worry Chris -- you're not the only one! I've only ever managed to see
anything in a SIRDS by focussing _in front_ of the picture (i.e. by _crossing_
my eyes), but then the virtual image is inside-out! There's a program available
for X11 which allows you to choose whether you wait to cross or `uncross' your
eyes to see the 3D image (xpgs, I think). Perhaps this could be ported?

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

5073. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 08:06:49 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jun21.080649.5077@peavax.mlo.dec.com>
Source record: 184996

In article <JD.94Jun20121913@flash.jpl.nasa.gov>, jd@flash.jpl.nasa.gov (Jeremy Daw) writes:
|> I have a Mega ST and had trouble with the Atari mouse because it's
|> motion was not very accurate or smooth. I bought an SQuick mouse but
|> the ball get's hung up inside sometimes and I have to shake it down.
|> It too is not brilliant.
|>
|> I need something fairly accurate, editing 32nd notes with a fincky
|> mouse is not recommended if you wanna keep your sanity.
|>
|> Anyone have recommendations on a good solid accurate tracking well
|> make me happy again mouse??

For a number of years now, I've been using a Golden Image optical mouse: no balls to get stuck! I don't know if this particular one is still available, but I've seen a number out there (albeit in the UK: I imagine you must be able to find one Stateside too). Summary: recommend an optical mouse.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

5074. Re: **YES!!** (Speedo 5.0)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 08:09:07 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jun21.080907.5366@peavax.mlo.dec.com>
Source record: 184997

In article <2u4q5c$40o@tuegate.tue.nl>, error@blade.stack.urc.tue.nl (Erlend Nagel)
writes:
|> Yes!
|>
|> The latest issue of ACN news has a full page advertisement for Speedo
|> 5.0!!! I had been dreaming of a modular Speedo that could rescale any
|> sort of font. It exists, well almost, the new Speedo 5.0 is able to use
|> Speedo, Type 1 (postscript) and Truetype fonts. This is really too good
|> to be true. Okay, the upgrade is as much as my original Speedo 4.1, but
|> it is worth it when I look at all the free fonts available.
|> I'm not sure anymore I want free fonts, because on the same page they
|> offer 2 speedo packages with 100 fonts each. I won't name the price,
|> since I don't want to be advertising for Compo or anyone else for that
|> matter.
|>
|> This might be the reason Compo was holding off the sale of SPeedo 4.2,
|> because it saves them the trouble of having to offer extra upgrade paths
|> to people that bought the upgrade to 4.2 very recently.
|>
|> I hope to hear compatibility reports and such very soon ;-)

So do I :-)

Can anyone at HiSoft (in the UK) say anything about their plans to move to 5.0?

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

5075. 1040STe for sale... <sniffle>

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 08:45:02 UTC
From: lfoul@terapin.com
Message-ID: <lfoul.5bet@terapin.com>
Source record: 184998

For Sale:

Atari 1040STe (1 meg, TOS 1.63, & internal DS drive)
Two SC1224 monitors (One works just fine, the other quite old & dead)
Atari SF-314 double-sided drive
I.B. 5-1/4" single-sided drive
Panasonic KP-1080i printer (needs a ribbon)
Supra 2400/Fax modem w/RS232 cable
Atari Megafile 30 (32 meg HD, no bad sectors)
Loads of software (Prospero C, WordPerfect, PC-Ditto, many games, etc.)

Everything is in fantastic shape, and works beautifully.
I really don't WANT to sell this, but I've got no place to put
it except for my closet. <sigh> The STe can be upgraded to
4 megs of RAM simply by pulling out the old 256k simms, and
replacing them with 1x8 or 1x9 one meg simms.
Asking $375 OBO. Please e-mail replies, thanks.

Jake

5076. Elite...

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 08:47:31 UTC
From: chris@iconz.co.nz
Message-ID: <2u69f3$hku@status.gen.nz>
Source record: 184999

Yes - it is a lot faster, although still doesn't take advantage
of the colours or resolution. (poo!)

5077. STARBALL..

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 09:38:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u6cfa$ghg@golem.wcc.govt.nz>
Source record: 185000

Well a few People have asked about this Pin Ball
game...

Its Great and its on A.A. Atari Archive..

atari@atari.archive.umich.edu

In This Directory..

-rw-r--r-- boydm 345712 Jun 18 05:02 ./Games/starball.zip

So go get it..!!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5078. MOSAIC for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 10:02:43 UTC
From: lsrbd@csv.warwick.ac.uk
Message-ID: <2u6ds3$o3l@crocus.csv.warwick.ac.uk>
Source record: 184901

Is there a PD / Shareware version of Mosaic (world wide web) browser / Hypermedia available for the ST

I'm hoping to go on line later this year and I would like information regarding whether such software is available and if I will need to run a Unix version on my ST or if I dial into a Unix-support site if the ST version will interface correctly.

e-mail replies are preferred - thanks for the help !

Chris

--
Chris Hodgson \Where all roads lead to mystery
University of Warwick \Serendipity will be found
Coventry, U.K. \--<MiCrObE..MaNiAc>-94--
+44 203 523523 Ext. 2568 \lsrbd@csv.warwick.ac.uk

5079. ELITE (was: ELITE for FALCON)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 10:30:10 UTC
From: hstaalm@cs.vu.nl
Message-ID: <Crqt6A.M25@cs.vu.nl>
Source record: 184902

Hello guys,
Could someone please email (and post?) me some address of a
dealer in Europe (pref. in The Netherlands) who sells Elite
and/or Elite II for the Atari ST? A friend of mine looks for
such a dealer, but I don`t know who sells this stuff in The
Netherlands (not very interested in games), so any address
(possibly the software company themselves??) would be welcome.
ThanX in advance.

GreetZ,
Hans Staalman
--

Department of Mathematics & Computer Science | Vrije Universiteit
(& empirical nihilistics and applied emptyology) | Amsterdam - The Netherlands
hstaalm@cs.vu.nl http://www.cs.vu.nl/~hstaalm/

5080. Re: Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 10:38:58 UTC
From: koehne@kreta.informatik.uni-dortmund.de
Message-ID: <2u6g02$fj9@fbi-news.informatik.uni-dortmund.de>
Source record: 184903

In article <CrpFAt.ArI@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:

|> : Both programmes may be downloaded from a Mailbox in Germany (MAUS OF2)
|> and they may be testet by anyone likes to. The upload to other BBSs is
|> not allowed.
|>
|> Anyone know how to get onto of2?
|>
|> I've tried telnet and ftp, but to no avail...
|>

Hi Danny

The MAUS-Net is a BB-System that is NOT online with the internet!
Mails into the MAUS-Net are possible but nothing else. You have to ring up the mailbox an then download the programm.

If it is possible I will upload the programms to an ftp-site.

Give me some days of time, please!

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

5081. Pov 2.0 using DSP on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 11:17:57 UTC
From: csterpin@vub.ac.be
Message-ID: <2u6i95$ihs@rc1.vub.ac.be>
Source record: 184904

Hi,

I have heard that a french people has done a version
of Pov 2.0 using the dsp, It seems that the version is
available at the "Pressimage Boutique" in France.
If someone is in possesion of that version of Pov, can he
put this on some servers like kl or archive.

Thanks in advance,

Cster

5082. Re: LZHShell bug

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 11:58:13 UTC
From: diehl@io.org
Message-ID: <2u6kkl$5u9@ionews.io.org>
Source record: 184916

Then perhaps it's specifically Turbo-ST that has this problem. I don't have NVDI so I can't test whether this is indeed the case, but it seems worth looking in to.


```
____________ ______ ______ ___________________________________
___<___ ___// __ // ___/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

5083. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 12:43:51 UTC
From: bign@eskimo.com
Message-ID: <CrqzD4.5Cy@eskimo.com>
Source record: 184914

On rsnyder@panix.com Roger Snyder (rsnyder@panix.com) wrote:
: Jeremy Daw (jd@flash.jpl.nasa.gov) wrote:
: : I have a Mega ST and had trouble with the Atari mouse because it's
: : motion was not very accurate or smooth. I bought an SQuick mouse but
: : the ball get's hung up inside sometimes and I have to shake it down.
: : It too is not brilliant.

: I used a Beetle mouse for a couple of years, and liked it a lot
: (and it was pretty rugged). I have recently got a GoldenImage mouse, and
: I prefer it to anything esle I have tried.

Where did you get your mice and what made you choose the GoldenImage
mouse over the Beetle mouse?
--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

5084. Re: Repair source for Mega

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 12:55:14 UTC
From: bign@eskimo.com
Message-ID: <Crqzw3.7B3@eskimo.com>
Source record: 184913

On boyd@gauss.math.fsu.edu Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: gary ratliff (GARY.RATLIFF@starnetbbs.com) wrote:
: > It seems the Mega 4 I recently purchased had the internal floppy drive
: > just about dead.

: Rising Star computers specializes in floppies and memory. They are at
: 1-800-252-2787.

I have been trying for the last month to get a hold of Rising STar but they are never in. Occasionally they answer mail on their BBS but they won't answer their local phone. Since I live in Dayton (OH), the 800 number will not function.

: Toad does repairs (I have not tried them) at 1-800-448-TOAD.
: D&P Computers also specialize in Atari hardware stuff at 1-800-535-4290.

Toad put 2 megs in my Mega2 ST and repaired a crack in the keyboard (I apparently hit it too hard). I found their service to be excellent.

D&P do not repair monitors but they do some other repairs (called them on Saturday). They give excellent service!

--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

5085. Re: Apple Power CD

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 13:21:51 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.72.000D5DAC@pz-oekosys.uni-kiel.d400.de>
Source record: 184905

In article <1994Jun20.193305.17294@boojum.lanl.gov> hutch@ilmen.a5-ilmen (John Hutchinson) writes:
>From: hutch@ilmen.a5-ilmen (John Hutchinson)
>Subject: Re: Apple Power CD
>Date: Mon, 20 Jun 1994 19:33:05 GMT
Hi!

>I don't know how good it is as computer CD reader, however. I imagine it
>is a double-speed unit but I seem to recall the ergonomics of the unit
>being rated poorly. It's $199 out of MacWarehouse.
In fact it's only single-speed. But IMHO the other features of this unit are marvellous :-)

>Even so, you would probably be better off buying a unit from a supplier
>who has it set up specifically for an Atari. Less worries that way.
It's running on my Falcon and I have not many problems. Except that one, that Metados says, that the drive does not respond. I don't know why?!
Any sollutions?

Christian

****
* Christian Mittendorf * Phone: +49 - (0)431 - 338838 ||| *
* Manrade 41 * eMail: christian_mittendorf@ki.maus.de / | \ *
* 24106 Kiel-Germany * chris-m@pz-oekosys.uni-kiel.d400.de ATARI F030 *
****

5086. Connect 2.46

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 14:00:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <Crr2sA.AMy@westminster.ac.uk>
Source record: 184906

Hi

Anyone know what the update for Connect 2.46 does?

Is the update needed for the English version?

a.a has the german and the english versions of the prog, but only a
german version of the updates. Sorry, I still have to learn German.

Any help, is appreciated.

Thanx.
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5087. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 14:11:08 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun21.141108.14711@cen.ex.ac.uk>
Source record: 184907

In article <1994Jun21.080649.5077@peavax.mlo.dec.com> bouronm@trout.ime.dec.com (Marc CR Bouron) writes:

> For a number of years now, I've been using a Golden Image optical mouse: no
> balls to get stuck! I don't know if this particular one is still available

I second that, the GI optical mouse is really lovely. Been using mine for 5 years now and wouldn't go back to a mechanical one if you paid me. Well, if you paid me _that_ much I might...
With Silk Mouse 3.2 for resolution independent movement, the mouse is very smooth and very accurate, never needs cleaning, what more could you ask for?

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 (SOB!) |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

5088. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 14:46:36 UTC
From: Steve.Barnes@lchurch.mcd.on.ca
Message-ID: <772238284.0@lchurch.mcd.on>
Source record: 184934

> The Quantum 240 is a very nice mechanism, Roger, but how about the
> following?

> announced availability of the Quantum ProDrive LPS 525S, a 525Mb SCSI hard
> in 3.5" 1/3 height form factor (will fit in the Mega) with 9.7ms avg seek
> time
> for only $379. That's a good deal, people. Heck, I bought a 340Mb drive

Ouch.. I paid $400 for my LPS240 not a year ago.. The Quantums seem to be dead nuts reliable after toasting Seagates, Miniscribes, Tandons, Maxtors... Say, I've either had really bad luck or I'm real hard on drives :-)

Thanks for the tip though, I'm putting together a large commercial BBS system and that 1G drive sounds like just the ticket.

-Steve, steve.barnes@lchurch.mcd.on.ca

* Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

5089. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 15:00:48 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2u6vb0$hb0@ccpnws.in2p3.fr>
Source record: 184908

LOGITECH mice are very good - I don't even need a mouse accelerator.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Ask a silly question and you'll get a silly answer"

5090. Re: Are ICD in trouble..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 15:05:54 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2u6vki$6u6@irz401.inf.tu-dresden.de>
Source record: 184909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2u66b8$fms@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>Well there is NO SUPPORT on GEnie and from message here there BBS is down..
^^^^^
their... Same errors as a few days ago :-)

Matthias

5091. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 15:12:43 UTC
From: alpldbia@w352zrz.zrz.tu-berlin.de
Message-ID: <2u701b$ja9@brachio.zrz.TU-Berlin.DE>
Source record: 184910

>Anyone have recommendations on a good solid accurate tracking well
>make me happy again mouse??

I've been using my LogiMouse for 4 years now. Works perfectly, nice shape, excellent micro-switches (good mouse-click-feeling:)

Recently I've seen some of them in a near department store (in Germany) and I was quite surprised to see the name Atari printed on the package. These ones have 2 buttons, not 3 like all the PC stuff. I don't know whether LogiMice were ever sold in the US.

Andre

5092. Re: Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 15:26:26 UTC
From: alpldbia@w352zrz.zrz.tu-berlin.de
Message-ID: <2u70r2$ja9@brachio.zrz.TU-Berlin.DE>
Source record: 184911

>If it is possible I will upload the programms to an ftp-site.

But do ask Martin Osieka for permission to do so. I'm sure he'd be very disappointed if you didn't. The readme file of WINX BETA explicitly tells not to upload the file anywhere else!

After all, it's a BETA version. Some new features work only on TOS versions >2 (for example choosing your own (Speedo)GDOS-font for window gadgets). Maybe he tries to implement them for the older TOSes, too.

Andre

5093. Re: **YES!!** (Speedo 5.0)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 15:44:36 UTC
From: alpldbia@w352zrz.zrz.tu-berlin.de
Message-ID: <2u71t4$ja9@brachio.zrz.TU-Berlin.DE>
Source record: 184912

>It exists, well almost, the new Speedo 5.0 is able to use
>Speedo, Type 1 (postscript) and Truetype fonts. This is really too good
>to be true.

Yes, that's very nice.

However, there are rumors on MausNet (especially in newsgroup atari.text) that there will be another Speedo/TrueType Scaler out during the next 8 weeks. It is said to be _a lot_ faster than SpeedoGDOS (I suppose it's written or at least optimized in Assembler). Also, drivers for colour printers may be available then.

As I said, it's just rumor. But the one who spread it, was Ulli Ramps, one of the developers of the Papyrus word processor. He also said that the people who do this interesting programme have found some bugs in the original Speedo scalers from Bitstream :).

Andre

5094. Atari Magazines in Europe

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 15:51:05 UTC
From: avg@cwi.nl
Message-ID: <Crr816.Lpp@cwi.nl>
Source record: 184917

Is there something like a list of Atari magazines in Europe?
I'd be interested to know of any mags in France and Italy,
especially.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5095. Looking for Supercharger v1.40 docs

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 15:53:42 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2u72e7$pv6@usenet.INS.CWRU.Edu>
Source record: 184915

Hello,

I just recently bought a used Supercharger. I received everything
necessary with it except the instructions. I can get the unit to work
fine running off of floppies but not the hard drive. When I run the install
disks it tells me files are missing but are in fact in the current directory.
I believe the original disks to be OK but just don't know what sequence
things need to be done in. If any one out there can photocopy the docs I
can pay you, send you floppies, or trade you some misc stuff for the docs.
Please E-mail me if you can help.

--
Fred Horvat
Free-Net Atari Portfolio Sigop
Atari Classic Gamer
And Let's Not Forget an ADAMite!

5096. Re: Connect 2.46

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 16:12:15 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jun21181215@dxhrb3.desy.de>
Source record: 184918

In article <Crr2sA.AMy@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

> Anyone know what the update for Connect 2.46 does?

It fixed a bug in the zmodem download. Under some cirumstances Connect
sent an recover request with an random fileposition to the host so that
the first part of the file got lost.

> Is the update needed for the English version?

Yes - even though English language is supposed to contain less random it
is needed ;-)

> a.a has the german and the english versions of the prog, but only a
> german version of the updates. Sorry, I still have to learn German.

Just copy the update files over your english version and connect will
try to stay in english mode. (Replacing connect.prg and connect.asc
will not change the language)

Wolfgang

5097. Re: Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 16:20:10 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2u73vqlNN1tht@rs1.rrz.Uni-Koeln.DE>
Source record: 184919

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

: Am I the only person that can't see anything in these pictures? I'm
: very good with other types of optical illusions, but I simply can't see
: anything in these images. I stare, I let my focus drift out, but I
: can't see anything. Not that I feel inadequate, but still... ;-)

There's an article on SIRDSs and related techniques in the july issue
of the German c't computer magazine. There, it is said that "10-15%
of all people cannot perceive the 3D effect at all for unkown reasons."
Personally, I speculate that some people who can't see the 3D objects
in SIRDS may not be able to see them because they have not learned to
use the horizontal disparation for deriving information about the
position of points in 3D space. This may not become apparent in everyday
life, as there are many other sources of 3D information.

Regarding SIRDS software, there is a Borland Pascal program accompanying
said c't article. I am uncertain about the copyright policies of the c't
folks, but technically, it may be fairly easy and painless to port this
stuff to Pure Pascal.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5098. Re: Quick text editor

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 16:23:36 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2u7468$5h3@mailer.fsu.edu>
Source record: 184922

```
Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <2tlvjp$2vu@mailer.fsu.edu>, Mickey Boyd writes:
> > Annius Groenink (avg@cwi.nl) wrote:
> > > boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> > >
> > > >So, if a touchie-feelie text editor is desired, Tempus 2 is
> > > >very difficult to beat.
> > >
> > > Wow. Where have you been for the last ten years?
> >
> > Wow. As I'm sure you have no interest in my physical whereabouts for the
> > last decade, perhaps you should elucidate further, eh?
>
> Annius finds it hard to believe that anyone would prefer another editor
> to his own Edith Pro... ;-)

<GRIN>. Annius wrote me an email saying that he didn't want to blatently
plug his editor (hence the brevity above), and I greatly respect that
attitude. I did take a peek at Edith, but I still prefer Tempus2 for my needs
(it is still the speed king, upon the systems that it works on). I encourage
others to look at the Edith demo on atari.archive.umich.edu (and to scarf
up a used copy of Tempus2 if one becomes available).

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

5099. [Newbie] : PC Program to read ST1040 FD's?

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 16:24:33 UTC
From: spiff@spiff.demon.co.uk
Message-ID: <772215873snz@spiff.demon.co.uk>
Source record: 184920

Hi,

Does anyone know of a program that allows an MS-DOS based PC to read
from / write to Atari ST 1040 formatted 3.5" disks? I'm particularly
interested in transferring ASCII text files between an ST and a PC.

Alternatively, a program for the ST that allows it to read from
/ write to an MS-DOS (v3 or above) formatted disk would be fine.

Thanks for your help,

:Spiff

5100. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 17:03:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yYQ2ULu2Qu6@semprini.waterloo-rdp.on.ca>
Source record: 184854

In <2u3sc3$paf@elaine.teleport.com>, Steve Johnson writes:
> In article <2e049e0d@f397.n282.z2.fidonet>,
> <Koos_Kuil@nextjk.textlitho.nl> wrote:
> >In a message of <Sun 12 Jun 94 05:46>, Steve Johnson (2:281/202.0) writes:
> >
> > SJ> Except that Atari's CHKDISK3 is a DEVELOPER-ONLY utility (or at
> > SJ> least is SUPPOSED to be!). Atari doesn't even suggest that
> > SJ> developers use it due to some bugs in the program.
> >
> >Atari did put it in the PD librarys for a long time ago and is
> >not a very worthfull utility when you see Diamond Edge or Diskus 2.7
>
>
>
> According to Atari Corp., it has NEVER been authorised for
> public release.

Depends which Atari Corp you talk to; Atari UK and/or Atari Germany made
it available on their BBS for quite a while...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5101. Atart 1040ST, Color Monitor, SupraDrive 20 for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 18:03:55 UTC
From: nesfeder@norcross.mcs.slb.com
Message-ID: <2u7a2b$261@sndsu1.sinet.slb.com>
Source record: 184921

Hey all-

I have the following equiptment for sale:

1040ST, Color Monitor, External Double Sided Drive (SF-314), SupraDrive 20MB HardDisk, USRobitics Courier 2400. All equiptment comes with manuals and necessary cables. Will sell everything together or separately. I really want to get rid of this stuff so the best offer (reasonable or unreasonable) takes it. You pay shipping! Contact me at the email address above, not on this newsgroup.

Dave

5102. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 20:28:04 UTC
From: erichall@io.org
Message-ID: <2u7igk$jgj@ionews.io.org>
Source record: 184928

In article <1994Jun20.151159.11379@boojum.lanl.gov>,
John Hutchinson <hutch@ilmen.a5-ilmen> wrote:
>
>Me, I'm saving for their Quantum Q1080 (1.08 Gb) drive for $749. :)

Why not save for another few weeks and buy the Q1800 (1.8 GB) drive
for only a coupla hundred more. Toad has it for $999 but APS sounds like
they may have as good or better a price. That's almost double the storage
for about a third more. Now, what to do with 1.8 GB ..... :<)

5103. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 20:47:01 UTC
From: rsnyder@panix.com
Message-ID: <2u7jk5$3dt@panix2.panix.com>
Source record: 184923

Todd Hogarth (bign@eskimo.com) wrote:
: On rsnyder@panix.com Roger Snyder (rsnyder@panix.com) wrote:
: : I used a Beetle mouse for a couple of years, and liked it a lot
: : (and it was pretty rugged). I have recently got a GoldenImage mouse, and
: : I prefer it to anything esle I have tried.

: Where did you get your mice and what made you choose the GoldenImage
: mouse over the Beetle mouse?
: --

The Beetle mouse I bought from a local computer store, and the
Golden Image came with a Mega ST I had to buy to replace the one I had
that was struck by lightning.

I find the Golden Image very smooth, a very good fit for my hand,
and--along with the Silk Mouse accelerator, which I recommend
highly--easy to position on the screen. I do a lot of DTP work, and I'm
very happy with it.

--Roger

5104. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 20:48:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u7jn0$5dk@mailer.fsu.edu>
Source record: 184925
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <2tpv7p$or9@kantti.Helsinki.FI>, Kalle Marjola writes:
> > It is said that jumping while running makes the man to move faster (have
> > not tested, it completed it in the same evening I encountered it..)
> >
> > And smash all worms in the way or it becomes quite hard to run... ;)
>
> How do you smash the worms?

You use the funny looking low kick.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5105. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 20:54:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u7k18$5dk@mailer.fsu.edu>
Source record: 184926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anupam Razdan (raz@MCS.COM) wrote:
>
> Eventually, the drive can no longer access the disks. Should I get unformatted
> disks ? Is ps2form a good program to format disks for the ST and IBM ? Or,
> should I just format them at the office?

I have used disks formatted with ps2form on all kinds of different machines,
and they have never failed me. I'm not sure if it does a random serial
number, but my guess is that it does (as I have not had problems, even
when using a bunch of ps2form disks sequentially on PC, ST, Mac, Sun, etc.).
So, my suggestion would be to format a bunch of disks with ps2form and
use them for your file transfers. I have a batch of disks for which I
foolishly used permanent labels (which are now totally inaccurate), so they
now have MSDOS written on them in big red letters, and are my "transfer"
disks :-). I formatted them with ps2form, and have been using them for a
long time now.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5106. MultiTOS. help needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 21:04:54 UTC
From: markh@markus0.demon.co.uk
Message-ID: <772232694snz@markus0.demon.co.uk>
Source record: 184933

I have just bought MultiTOS and the documentation is very sparce to
say the least. Does anyone know where there are any info files or FAQ's
on MultiTOS on the NET?

Also how do I get UISIII to work with MultiTOS?

I have some TOS prorgrams which when run (even in MiniWin) hide the Mouse
pointer, although they do not turn the mouse off, is there any way of
'unhiding' the pointer again?
--

Mark holderness
markh@markus0.demon.co.uk

5107. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 21:05:11 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.772232711@hosta>
Source record: 184924

In <772165396.2@mettav.royle> Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

>It was none other than Dino Dini that wrote on 15 Jun 94 that ,

> DD> a game retailing at about 30 UKP) of around 2 UKP a copy. So the
> DD> whole deal is worth 6000 pounds.
> DD> The conversion is likely to take 3 - 6 months, for which 6000 is not
> DD> a lot.

>No Good at all I agree . But IF someone was prepared to take that risk for you
>...say PAY you an advance to do the work (and of course reap the profits IF it
>outsold your expectation's :-)) What would be your
>objections to that ? (or indeed Virgin games who presumably have you tied to
>some sort of contract ?) And maybe as a benchmark what would you want to do it
>:-)

Problem is I'd rather spend my time working for projects that are worth 10
times that, and I cam't do both...

>The other angle is that what would stand in the way of say if you (and i am
>talking generally about commercial games developers) didn't want to convert it
>handing the project over to someone else to do it for you . Obviously then you
>wouldn't have to spend any time on it but would receive presumably some either
>payment for the source OR a royalty based payment. Now I can envisage a lot of
>legal and other problem's here but what is your feelings about this ?

It's standard procedure... some conversions of GOAL! have been handled by
third parties... PC and SNES. The problem is no publisher would give an
advance to cover the cost for the Jaguar, because of it's low potential
sales. My estimate above would not be enough to cover 25% of the cost of
a conversion.

>Of course even if all the problem's etc could be surmounted I guess the biggest
>one would be finding someone to take any of this on ...

Yes, they would have to do it for about 3000 pounds to make it worth while
for me, and I am not prepared to move outside the professional domain, for
what should be obvious reasons...

-Dino Dini
--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

5108. Re: MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 22:11:20 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CrrpMw.306@ecf.toronto.edu>
Source record: 184927

In article <H.eg.Jz2WisawUaU@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>That's strange, I still haven't seen an Intel box that could play an
>MPEG at a reasonable frame rate without dedicated hardware; I suppose a
>Pentium might, but I don't think a '486 can get anywhere near 30
>frames/s.

You have a 486? Try vmpeg. Really rather fast.. (sometimes, a bit _too_ fast!)
Can't remember where to get it though...try the MpegFAQ (which incidentally
still does not list an Atari Mpeg player although some exist!!! Who's
going to rectify this then?!?! :)

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ------------------------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

5109. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-21 22:52:40 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2u7qvo$qmc@news.dmpe.CSIRO.AU>
Source record: 184930

>Well, I don't know about fitting them in an STe but here are some reprsentative
>prices, again from APS Technologies. Pays to shop around, though.
>
> 160Mb $269
> 202Mb $269
> 240Mb $309
> 324Mb $499
> 500Mb $649

ArRrRgGhH!!!!

Down here in Oz we have some pretty good deals on hardware, but 2.5" IDEs are expensive! One firm wanted AUS$900 or thereabouts for a 240mb! (That's about US$700 ...

Still, getting a PC on Friday, with:
8 meg RAM
420 meg HD
486DX2-66 (VLB Ports)
1 Meg Cirrus Logic Video Card (exp to 2 meg)
1.44 floppy
Minitower Case
Honeywell Keyboard (Nicest I've seen)
Soundblaster 16 bit
Panasonic CD ROM
and all the ususal junk (Dos 6.2, Windoze 3.11, mouse, etc)

For AUS$3200 ... (US$2300)

And it goes a crap load faster than those Macintoshes .... So Ner Ner Sinclap
...
;^)

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

5110. ST Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 00:06:34 UTC
From: mlake@irscscm.uucp
Message-ID: <1994Jun22.000634.17494@irscscm.uucp>
Source record: 184877

ST Software for sale (all items come with original disks and docs
except where noted):

Shanghai (no docs) 4
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 4
California Games 4
Black Lamp 4
Elvira I 10
Elvira II 15

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@irscscm.uucp or mlake%irscscm%media@uunet.uu.net
uucp ...!uunet!{media,mimsy!bogart}!irscscm!mlake
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP or mlake@genie.geis.com

5111. Re: Are ICD in trouble..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 01:52:51 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2u85hj$mg6@news.ysu.edu>
Source record: 184929

I have had recent dealings with ICD. They have a STUPID
voice-mail system that is the only way to reach them unless you
happen to know the extension of the person you want to reach! A
little patience and attention to the dumb voice will eventually
get you to a real person! In the case of most of us that will be
Howard Peters. He is only available from 10-2 cst mon and Wed. If
call at some other time you will be disappointed to find out that
there is no one to talk to you about Atari tech problems.
I had to return an ADSCSI ST+ host adapter that had gone
south, probably from a static jolt. I got it back in a timely
manner, or rather I got a new one to replace it for $50.00 to
cover repairs and shipping. I have always found them reliable and
friendly to deal with.
--

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help

5112. Re: "Hum" in my Falcon audio in!

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 02:07:16 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2u86ck$9dc@scapa.cs.ualberta.ca>
Source record: 184888

binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:

>Hi!
>In article <2tnafn$el5@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>> Well, the subject about says it all... I've purchased a ground loop
>> isolator and plugged it in between the out of the device and the in
>> on the falcon, but I still get some hum when I try to sample.
>>
>> Can anyone help me with this?
>>
>> How'm I supposed to set this up- I tried to use the outs from the back
>> of my CD player but the output was too loud for the falcon and I wound
>> up getting distortion.. so then I tried using the headphone jack on
>> a low volume setting with the ground loop isolator in between..
>Well, I had the same problem when I connected my Falcon to my stereo. Then
>some people told me to unplug the antenna-cable of the tuner, and that helped!
>Maybe you should try this...

>About the too high input when using the line-out of your CD-player: Use a
>cable that has some resistors (about 100 Ohms), this will lower the output of the
>CD-player to an (for the Falcon) acceptable level.

>Hope that helps

This helps with the input levels, thanks... but- the hum is still there.
I am not using a tuner per se but rather, I am trying to sample from my
CD player. ie- it doesn't have an antenna cable... oh well.

>Ciao

>Thomas

--
|\o/\o/\o/\o/ \o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

5113. Re: Connect 2.46

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 02:13:29 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2u86o9$9ra@scapa.cs.ualberta.ca>
Source record: 184889

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Hi

>Anyone know what the update for Connect 2.46 does?

>Is the update needed for the English version?

>a.a has the german and the english versions of the prog, but only a
>german version of the updates. Sorry, I still have to learn German.

>Any help, is appreciated.

True, there is only the updated German program file. However, the
resource file is not included in the archive. This is so you can use
whatever language resource file you were previously using. Just
replace the program file and use your old .RSC file and you should be
fine.

>Thanx.
>Danny
>--
--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

5114. MichTron EP16/512 (For Sale)

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 02:18:17 UTC
From: jbrdecka@metronet.com
Message-ID: <jbrdecka-210694211817@net1046.metronet.com>
Source record: 184931

I have a MichTron EP 16/512 eprom burner. This is the better of the two
burners that MichTron made. This is the one that plugs into the cartridge
port on the side of the ST. It is very fast and works well. I do not have a
need for it anymore. Best offer takes it.
I do not read this base often, so please reply in Email..

--
Jon Brdecka
jbrdecka@metronet.com

5115. Re: STARBALL..

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 03:21:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2u8an1$1j9@uqcspe.cs.uq.oz.au>
Source record: 184932

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>-rw-r--r-- boydm 345712 Jun 18 05:02 ./Games/starball.zip

I can confirm that it works on a TT also. In ST-Low, and you have
to hold down the `compatibility buttons' (Alt-Control as it runs).

Neat game.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5116. Re: MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 05:01:00 UTC
From: bryanw@shell.portal.com
Message-ID: <2u8gid$jhu@news1.svc.portal.com>
Source record: 184935

In <1869@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

>In article <Joost.vanderleij-160694160351@bransen.mac.phil.ruu.nl>
Joost.vanderleij@phil.ruu.nl (Joost van der Leij) writes:
>>So I downloaded the great MPEG viewer, but ehhh no MPEG's to view. Does
>>anybody know if there's a site for them?

> MPEGS (and others) are popular in the IBM world, so you might try
>looking around IBM FTP sites. One might be wuarchive.wustl.edu somewhere
>in the systems/ibmpc hierarchy...

Try epoch.cs.berkeley.edu:/pub/multimedia/mpeg

--
bryanw@shell.portal.com Portal Communications

5117. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 06:40:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u8mch$rlg@golem.wcc.govt.nz>
Source record: 184936

In article <1994Jun20.143014.10431@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:
>In article i2r@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>
>>Sorry Hutch but they are not active on GEnie, their software and Information
>>on there is old old..
>
>-Hutch- @ Fair Dinkum Tech

John, I had to send this suff opened, my e-mails
to you just came back, you have a fault with your from address..

From: hutch@ilmen.a5-ilmen (John Hutchinson)

Hi John,

Yes Please could you give ICD a poke,
If they don't intend to support us on GEnie and from
what Mickey Boyd has stated, no reply
to his e-mails no BBS and no phone calls...

People need to know what there current version is,
and they do need to know if they need to Upgrade,
that is one thing that ICD have never stated...

There Bulletin does not give version onfo on there
CleanUp util, or a file with that info...

There BBS uses old PEP type modems, this gives
only 2400 with V32bis modems...

From some of the messages on there RTC, some people
are taking them to court, this does not look to good
for a once respected USA company...

I have good dealing with them in the past, but not in the last few months..

So Please John see if you can help....

See you soon....

Bye the way what was wrong with your PC clone...:-)

The latest Acorn with the ARM 610 is causing a lot of interest as it has 2
CPU's, it can run 486 stuff, there are used here in a lot of schools and in the

UK in a Big way, the ARM 610 (risc) is faster than the fastes 486 machine,
a Amiga dealer here is going to use them as a Amiga replacment..

I think they are worth a look, I did have a play some time back with a A5000 very impressed...

From memory AT&T are involved with Acorn/Olivetti...

My latest machine is a Mega ST2, I like the design, fitted with a ICD Micro host, Quantum 240 meg drive, Auto Overscan and ICD ADspeed and using NVDI...

NEXT ONE copy, of e-mail....

Hi John,

If you can find out what is going on with ICD,
can you get a statement posted to these facts,
were things are going and what are there problems...

Just to put peoples mind at rest....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5118. Re: [Newbie] : PC Program to read ST1040 FD's?

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 07:35:00 UTC
From: spiff@spiff.demon.co.uk
Message-ID: <772270500snz@spiff.demon.co.uk>
Source record: 184939

Thanks to everyone who replied: if only transferring data between other machines was as easy!

:Spiff

5119. Re: [Newbie] : PC Program to read ST1040 FD's?

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 09:21:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2u8vq3$rg2@bognor.barclays.co.uk>
Source record: 184937

In article <772215873snz@spiff.demon.co.uk>, spiff@spiff.demon.co.uk (Andrew Sova) writes:
|> Hi,
|>
|> Does anyone know of a program that allows an MS-DOS based PC to read
|> from / write to Atari ST 1040 formatted 3.5" disks? I'm particularly
|> interested in transferring ASCII text files between an ST and a PC.
|>
|> Alternatively, a program for the ST that allows it to read from
|> / write to an MS-DOS (v3 or above) formatted disk would be fine.
DOS does quite a good job actually! Just format a floppy on the PC as
720K and off you go - the ST format is near identical to the PC and an ST
will happily read/write to a PC floppy.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5120. Re: **YES!!** (Speedo 5.0)

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 10:56:30 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.73.000AF166@pz-oekosys.uni-kiel.d400.de>
Source record: 184938

>However, there are rumors on MausNet (especially in newsgroup atari.text)
>that there will be another Speedo/TrueType Scaler out during the next 8
>weeks. It is said to be _a lot_ faster than SpeedoGDOS (I suppose it's
>written or at least optimized in Assem>bler). Also, drivers for colour
>printers may be available then.

>As I said, it's just rumor. But the one who spread it, was Ulli Ramps, one of the
developers of the Papyrus word processor. He also said that the people who do this
interesting programme have found some bugs in the original Speedo scalers from Bitstream
>As I said, it's just rumor. But the one who spread it, was Ulli Ramps, one of the
developers of the Papyrus word processor. He also said that the people who do this
interesting programme have found some bugs in the original Speedo scalers from Bitstream >

).

Could it be that both programs are the same?
Could anybody say something about the experiences with speedo 5.0?

Christian

****
* Christian Mittendorf * Phone: +49 - (0)431 - 338838 ||| *
* Manrade 41 * eMail: christian_mittendorf@ki.maus.de / | \ *
* 24106 Kiel-Germany * chris-m@pz-oekosys.uni-kiel.d400.de ATARI F030 *
****

5121. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 11:37:24 UTC
From: grantr@cs.man.ac.uk
Message-ID: <2u97pk$8m3@m1.cs.man.ac.uk>
Source record: 184751

In article <8428@merlin.ukc.ac.uk>, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
|> In article <Z07u-FH.robo28@delphi.com> Rob <robo28@delphi.com> writes:
|> > Are you talking about the spectrum computer? or the spectrum picture
|> >format? I found the spectrum sinclair computer emulator on ftp.cnam.fr..
|> >There is alot of software in the archive!
|> > Rob
|>
|> I read in ST Review about a speccy emulator that was Falcon-Enhanced - just
|> about as fast as the real thing....
|>
|> Any ideas where I can get this one from??
|>
|> Neil.
|>
|> --
|> Neil Jones-Rodway UNIVERSITY OF KENT
|> Computer Science Student At Canterbury ####

The article in ST Review also stated that you could get alot of spectrum games that will run on the emulator aswell from archive sites.I have looked and can't find them in ftp.cnam.fr or other sites.If anybody knows of a site containing the games please let me know.

Cheers

Rob Grant grantr@cs.man.ac.uk

5122. Re: Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 12:16:35 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2u9a33$1i7@fbi-news.informatik.uni-dortmund.de>
Source record: 184940

In article <2u70r2$ja9@brachio.zrz.TU-Berlin.DE>, alpldbia@w352zrz.zrz.tu-berlin.de (Andre Leistner) writes:
|>
|> But do ask Martin Osieka for permission to do so. I'm sure he'd be very disappointed if you didn't. The readme file of WINX BETA explicitly tells not to upload the file anywhere else!
|>
|> After all, it's a BETA version. Some new features work only on TOS versions >2 (for example choosing your own (Speedo)GDOS-font for window gadgets). Maybe he tries to implement them for the older TOSes, too.
|>

Yes, I will ask him!
Therefor it will take some more time!

Stay tuned..... ;-))

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

5123. Re: Pov 2.0 using DSP on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 12:36:42 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2u9b8q$ap3@comfrey.csv.warwick.ac.uk>
Source record: 184941

In article <2u6i95$ihs@rc1.vub.ac.be>,
csterpin@vub.ac.be (STERPIN CHRISTIAN) writes:
>Hi,
>
> I have heard that a french people has done a version
> of Pov 2.0 using the dsp, It seems that the version is
> available at the "Pressimage Boutique" in France.
> If someone is in possesion of that version of Pov, can he
> put this on some servers like kl or archive.
>
> Thanks in advance,
>
> Cster

I'd appreciate it as well...

Paul

5124. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 13:48:41 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.134841.6619@boojum.lanl.gov>
Source record: 184942

In article 11922@abo.fi, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>
>It's _really_ a pity we can't contact game-makers (most of them) via
>InterNet... I wouldn't probably be the only one who'd have something to say to
>them ;-) ! Maybe it's their luck. An army of angry Atarians might be a
>problem for them...

While it's certainly not 'all' of them, you can send a message to the IAAD (Independent Association of Atari Developers) via the Internet link to GEnie. Although active membership is down from past years, they are still quite active and include both US and European developers. A _thoughtfully_ written letter expressing your concerns and yes, even suggestions, would be welcome. You can send it to the IAAD in care of the President, Dorothy Brumleve, at dabrumleve@genie.geis.com

Cheers,

-Hutch-

5125. Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 13:52:39 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.135239.6802@boojum.lanl.gov>
Source record: 184943

Here's a note from James Grunke, Director of Atari Music and AUdio that some of you might find of interest:

==========
Last Friday (June 17) at the Atari annual stockholders meeting, Sam Tramiel announced that Atari is licensing Falcon030 technology to C-LAB GmbH of Germany in order to have continued development of a pro-audio/music multimedia workstation. We are confident that the proprietary Falcon030 technology can be competitively developed with dedicated hardware and software to support the growing needs of pro-audio, broadcast, and multimedia production. C-LAB GmbH has extensive experience in developing and marketing multimedia software and pro-audio hardware. Product details and specifications will be released at a later date.

Atari will continue to manufacture and support the Falcon030 in its current configurations as the market demands. Atari is considering further computer products based on the Jaguar chip set, the worlds first and only 64-bit interactive multimedia home entertainment system.

Thank you for your support.

James Grunke Director, Atari Music and Audio

==========

Anything from Atari HQ that mentions the Falcon in a good light is welcome!

-Hutch- @ Fair Dinkum Tech

5126. Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 14:02:35 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun22.140235.7072@boojum.lanl.gov>
Source record: 184944

As promised, here are some quotes from the latest financial report from Atari? They should be of particular interest to anyone still trying to hang on and develop new products for the ST/TT/Falcon computers. Judge for yourself...

About the Falcon030:

"Since introduction in the first quarter of 1993, the Company has shipped small quantities of this product. The company does not expect sales of this product to be material in the future."

About their other computers:

"The Company also has some inventory of its older 16-bit computer products and 8-bit game products, namely ST and TT series of computers, 2600 and 7800 video games systems and XE computer and Portfolio products. As a result of these inventories being technologically obsolete and noncompetitive, the company has written off these inventories. The Company is expecting minimal sales from these products in the future."

About the Jaguar:

"Sales of the Jaguar product line began in the fourth quarter of 1993 with approximately 17,000 console units shipped which, along with software sales, resulted in $3.8 million of Jaguar product sales in the quarter." ...
"Sales of the Jaguar and related software products constituted approximately 46% of the company's net sales in the fourth quarter of 1993."

The report goes on to detail how Atari has closed all offices worldwide, except for the Netherlands and Sunnyvale, and reduced its workforce from 570 employees to 133.

Notice that they don't even give the number of Falcons sold although they did quote numbers for Jaguar sales, which is quite a departure from Atari's usual modus operandi.

Note that since the Jaguar comprised 46% of Atari's net sales, that does NOT mean that the Falcon made up the other 54%. They've been dumping old inventory like it was a garage sale and have sold properties and other holdings, as well, giving 'corporate downsizing' a whole new meaning. Let's hope it works!

Thanks go to Charles 'Mad Dog' Johnson of the CodeHeads for this info.

-Hutch- @ Fair Dinkum Tech

5127. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 14:17:11 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.141711.7485@boojum.lanl.gov>
Source record: 184945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This thread reminds me of a humorous incident dating back to my old 8-bit days (ah... now those were the days!):

I've always purchased and used generic diskettes, both 5.25 and 3.5, finding that I could obtain huge cost savings by buying them in bulk (my favorite source being MEI Micro). After just receiving a large shipment for distribution to my Atari user group, I was in the process of formatting a bunch of them for that month's PD disk-o-the-month. A rather snooty member was giving me a hard time for buying those 'junk' diskettes, saying that the extra money for quality disks was well worth it, even claiming they were faster (yeh, we know that's a load of crock but you had to know this guy). Anyway, to prove his point, he opened up a brand new box of Maxell Gold Label 5.25 disks which at that time were probably the most expensive available, about $2.00 each or so, as I recall. Anyway, out of the box of 10, 4 of them would NOT format at all.

heeheeheeheehee... did I ever enjoy _that_ one! :)

-Hutch- @ Fair Dinkum Tech

5128. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 14:27:02 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.142702.7735@boojum.lanl.gov>
Source record: 184946

In article jgj@ionews.io.org, erichall@io.org (Eric Hall) writes:
>In article <1994Jun20.151159.11379@boojum.lanl.gov>,
>John Hutchinson <hutch@ilmen.a5-ilmen> wrote:
>>
>>Me, I'm saving for their Quantum Q1080 (1.08 Gb) drive for $749. :)
>
>Why not save for another few weeks and buy the Q1800 (1.8 GB) drive
>for only a coupla hundred more.

Yeh, the cost per Mb tends to get less as the drives get bigger. But then again, it ain't no bargain if you can't scratch up the extra $200. ;-)

>That's almost double the storage for about a third more. Now, what to do
>with 1.8 GB .... :<)

For my Atari software, that would be more than sufficient by a long shot. However, for Mac and Windoze software (especially Windoze!), I could fill up that 1.8Gb space fairly quickly!

Amazing how drive prices have come down recently. Of course the very best time of the year for any of YOU to buy a drive is immediately AFTER I buy my next one. From my past experience, you should be assured that the price for the same unit will be cut by 50% as soon as my check clears. :)

But I'm going to need a larger drive soon. Anyone here interested in a very nice 3.5", 1/3 height, Maxtor 340Mb SCSI drive? Send me an offer if anyone is interested. I could also FILL it with PD & Shareware Mac software.

-Hutch- @ Fair Dinkum Tech

5129. Gemini and Mupfel: more questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 14:37:38 UTC
From: i2020123@ws.rz.tu-bs.de
Message-ID: <1994Jun22.143738.27218@ibr.cs.tu-bs.de>
Source record: 184949

Hi!

Thanks to Hendrik, Waldi and Frank.

I wrote a short program which can be used to start the mupfel from the
desktop with the option `+G', allowing the mupfel to call GEM-Applications.

```
#include <process.h>

main()
{
int ret_code;

exec("mupfel.ttp", "+G", "", &ret_code);
return ret_code;
}
```

Conversion of slashes into backslashes is possible by typing `set -S'. There
are some more shell flags. Does anyone know what they mean? You only
get a short list when typing `help set'.

Here are some more questions concerning the mupfel:

- Is it possible to save the screen before starting an applikation?
- Can the cursor flashing be switched off?
- When entering a wrong command, it should be possible to enter the correct
command while mupfel is still searching. Can I prevent mupfel from resetting
the keyboard buffer after `command not found'?
- Is there any documentation available via anonymous ftp?

Greetings from Braunschweig!

Ruediger

5130. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 14:42:49 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.144249.8154@boojum.lanl.gov>
Source record: 184947

In article qmc@news.dmpe.CSIRO.AU, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>
>Still, getting a PC on Friday, with:
>8 meg RAM
>420 meg HD
>486DX2-66 (VLB Ports)
>1 Meg Cirrus Logic Video Card (exp to 2 meg)
>1.44 floppy
>Minitower Case
>Honeywell Keyboard (Nicest I've seen)
>Soundblaster 16 bit
>Panasonic CD ROM
>and all the ususal junk (Dos 6.2, Windoze 3.11, mouse, etc)
>
>For AUS$3200 ... (US$2300)
>
>And it goes a crap load faster than those Macintoshes ....

Karl -- Not a bad price for all that, given you are buying it in Oz.
Of course, we won't tell you what you could buy it for in the US. :)
Does Oz Customs still slap that terrifically huge tariff on computer
hardware purchased from overseas?

Hope you are happy with the PC. Yours is almost identical to the one I
recently sold. After a year of struggling with win.ini, autoexec.bat,
config.sys and the usual nightmarish configuration problems everytime I
wanted to change something or add a new component, I gave up on it and
figured their just HAD to be a better way. My solution was to get one of
those "slow" Macintoshes you refer to (which still lets me run DOS &
Windows, albeit more slowly). The Mac uses a very unusual technique...
you turn it on and it works. What will they think of next, eh? ;-)
BTW, not a bad review/comparison of Pentium vs PowerMac in the latest
Windows magazine. Somewhat slighted to Intel, of course, but not bad.

Still, I consider the Atari to be the easiest machine to use of the lot.
Would that they would come out with a _factory_ (no Medusa, please!) 040
or PPC-powered unit with all the goodies for under a grand, plus a new
dealer network to sell & support them. Then we WOULD see new software!

Hey, one can still dream, eh? Hmmm... wait, I think there is a provision
in 'President' Hillary's health care plan against that for us yanks. :)

-Hutch- @ Fair Dinkum Tech

5131. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 14:43:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2u9imi$rg2@bognor.barclays.co.uk>
Source record: 184948
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jun22.141711.7485@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:
|> a brand new box of Maxell Gold Label 5.25 disks which at that time were
|> probably the most expensive available, about $2.00 each or so, as I
|> recall. Anyway, out of the box of 10, 4 of them would NOT format at all.
|>
|> heeheeheeheehee... did I ever enjoy _that_ one! :)
Sounds familier. A friend used to buy Verbatim 5.25 inch disks at 25GBP a box of 10 - this was in 1982 - a lot of cash. I used to buy unbranded ones at 0.5GBP each. He was really amazed to hear I rarely got a bad disk - maybe 1 in 50. He assumed 1-2 out of a box of 10 would be bad - that was his success rate with pricey disks.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5132. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 15:00:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2u9jlr$rg2@bognor.barclays.co.uk>
Source record: 184950

In article <2u7qvo$qmc@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
|> Still, getting a PC on Friday, with:
|> 8 meg RAM
|> 420 meg HD
|> 486DX2-66 (VLB Ports)
|> 1 Meg Cirrus Logic Video Card (exp to 2 meg)
|> 1.44 floppy
|> Minitower Case
|> Honeywell Keyboard (Nicest I've seen)
|> Soundblaster 16 bit
|> Panasonic CD ROM
|> and all the ususal junk (Dos 6.2, Windoze 3.11, mouse, etc)
|>
|> For AUS$3200 ... (US$2300)
Given in as well eh Karl? I just got a PC - not as beefy as yours.
486SX33
4Mb RAM
250Mb HD
Soundblaster Pro
Tapestreamer
1Mb 1024x768 video card/accelerator with multisync monitor
minitower
DOS6.2 WIndows4Workgroups, Microsoft publisher, a shitload of multimedia stuff including Encarta, Cinemania and 4 others, Microsoft Works and more manuals than you can wave a stick at. Cost 250GBP more than my basic no frills Falcon did ie 1250GBP.
I filled the HD in a week as PC windows stuff is so bloated - 80Mb for a C compiler??? 25Mb for a WP???
The Falcon still gets pride of place :-)

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5133. SM124 mono monitor for sale: $60 with shipping included

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 15:22:30 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2u9kvm$pva@ucsbuxa.ucsb.edu>
Source record: 184853

I have an SM124 monochrome monitor I would like
to sell. It is in excellent shape.
Included are the necessary cables.

$60 including shipping.
send e-mail if you are interested. U.S. only, please.
David Tipton
6500dtpt@ucsbuxa.ucsb.edu

5134. Corrected email address (was: Re: ICD and Internet)

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 15:24:14 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.152414.9114@boojum.lanl.gov>
Source record: 184851

In article rlg@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>John, I had to send this suff opened, my e-mails
>to you just came back, you have a fault with your from address..

Sorry about that, Roger. My system was down last week and for some reason known only to God and my never-to-be-found SysAdmin, my newsreader pokes a local-only email address in the 'reply-to' block.

Anyway, to any and all who tried and failed to reach me, my addresses are:

Internet: hutch@ilmen.lanl.gov
GEnie: HUTCH (or hutch@genie.geis.com from Internet)
AOL: who knows? :)

Ta.

-Hutch- @ Fair Dinkum Tech

5135. MiNT on Macintosh???

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 15:40:50 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2u9m22$gjl@charm.magnus.acs.ohio-state.edu>
Source record: 184852

Hi all,

I hear rumor that someone has written MiNT for the Macintosh. I can't really imagine why anyone would bother with this, but, it it is true, I would be very much interested in where to get MiNT for the Mac from.

Also, I'm interested in MiNT for my ST (of course); could someone please explain (in words that someone who knows UNIX only on the most casual of levels could understand) the following things;

1) What will it do for me?
2) How do I install it?
3) What is the latest version and what FTP sites have it?
4) Does it come with instructions that someone unfamiliar with UNIX can understand?

Please e-mail responses to me directly in addition to posting them since I frequently do no have time to read this group.

Thanks for any information you can give me!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is in fact NOT true that all american beers are brewed
/ | \ \// in a single, secret underground vat roughly the size of
Pakistan... It just TASTES that way."
- The Curmudgeon

5136. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 16:16:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e08725b@p2.stacken.ct.se>
Source record: 184867

Hi, John! On 16 Jun 94 you wrote:

JH> From: hutch@ilmen.a5-ilmen (John Hutchinson)
JH>
JH> This unsubstantiated comment is _exactly_ the kind of 'rose-colored
JH> hogwash' I posted about yesterday. 80,000 Falcons in Europe??? Good
JH> grief, people, get a grip! That is far, FAR higher than the total
JH> number of Falcons _manufactured_ to date. The actual number of
JH> INSTALLED Falcons worldwide is much, much lower than what anyone has
JH> estimated here so far. Now figure 3-6% of whatever the installed
JH> base is will purchase a decent software title if it is marketed well
JH> (how you do that for the Atari is a tough one). Now figure 10-20% of
JH> the retail price of the product is returned to the publisher as
JH> profit after expenses. There just isn't much left over, folks.

Since you're so clever, why don't you simply give us the real numbers? You seem to suggest that you know, yet you fail to quote any source for your speculations. I'm awaiting your reply with interest.

5137. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 16:19:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e08729e@p2.stacken.ct.se>
Source record: 184868

Hi, John! On 17 Jun 94 you wrote:

JH> From: hutch@ilmen.a5-ilmen (John Hutchinson)
JH>
JH> You obviously don't know me so let me introduce myself. I've been an
JH> Atari user and owner for 11 years, I've been President and member of
JH> several Atari user groups in both the US and Australia, I've written
JH> dozens of articles and programs for US magazines such as Antic,
JH> Analog, Current Notes, STart, ST Informer, et al, I've published two
JH> programming books, I'm a member of the IAAD, I've written and
JH> marketed my own commercial Atari software in 4 languages and like
JH> most developers, I have no tolerance for pirates or ignorance. Like
JH> it or not, sir, I DO have some basis of experience on things Atari.

Well, I can't say I've ever seen one of your programs or articles but then I've only been an Atari user since 1985. I have owned three 800XL's, a 520ST, a 1040STE and a Falcon.

But of course, since you're so famous you must be right and we should always regard your word as the ultimate and unquestionable truth... right?

5138. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 17:44:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u9ta1$fcj@mailer.fsu.edu>
Source record: 184759

John Hutchinson (hutch@ilmen.a5-ilmen) wrote:
>
> But I'm going to need a larger drive soon. Anyone here interested in a very
> nice 3.5", 1/3 height, Maxtor 340Mb SCSI drive? Send me an offer if anyone
> is interested. I could also FILL it with PD & Shareware Mac software.

Hutch, I might be interested. My mail reader does not like your email
address. Could you send me some email (with an address I can respond to)
to the address below?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5139. Let 'em Fly Revision II Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 19:36:00 UTC
From: st4w1@rosie.uh.edu
Message-ID: <22JUN199414362579@rosie.uh.edu>
Source record: 184856

LATE BREAKING NEWS!

Ken hollis, developer of Let 'em Fly Revision II (LTMF-2)
has just added a new twist to Let 'em Fly II: Extended
Object Type fixing! That's right, EObTs!

What does this mean to the programmer? Better functionality,
a better looking resource file, and more programability for
your objects.

What does this mean for the USER? It means a better user-
interface, easier to use design, and a nicer looking program!

How do you get this information? You get Let 'em Fly II!
Let 'em Fly II has one drawback. The only way you can ACCESS
this information is if you get the developers' kit for LTMF-2
and you actually program for it! The calls are EXTREMELY
easy to use and understand, and they can be easily added on
to your pre-existing program.

The new AES functions are just one of MANY functions of LTMF-2's
extended and enhanced AES calls. Since LTMF was such a boom when
it first took off, this version of LTMF-2 will also be available
for free, and the developers' kit will not be sold! That's right,
the kit WILL NOT BE SOLD!

Anyone who wishes to get more information regarding LTMF-2's
enhanced calls and any updates in the making should write to
the following address:

khollis@bitsink.gbdata.com.

Anyone who answers this message by pressing "R" or "r" will be
** FLAMED!!!!!! **. This is a shared account where I'm at, and
it's not wise to write here. Write to the mail account ONLY!
Any messages written to this account (st4w1) will be ignored!

This is a first call for anyone who wants the developers' kit
or information about it. Since LTMF-2 will not be made
available until late July to early August, I am announcing
this NOW so you out there can get familiar with LTMF-2's new
calls.

Thanks in advance.
-- Ken Hollis

5140. Help needed accessing Atari newsgroup

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 19:43:04 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ua488$1op@yrsa.ifi.uio.no>
Source record: 184855

Hi, this is a message from someone in Poland who can't access the atari newsgroups, and he mailed me asking about how to get it. Now, I can't help him, 'cause I don't know how to access it (the newsgroups were all here when I logged in), so could any of you help him?

His email address is: bochenek@gleto2.gliwice.edu.pl
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

" I live in Poland, and I want to get access to atari newsgroup, and I don't know the address of the mail server. Help please."

Anyway, than you very much.
TOM B.

**** DON'T REPLY TO ME! I'M ONLY POSTING THIS FOR HIM!!!! *********
==

5141. test

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 21:17:52 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun22.211752.15998@boojum.lanl.gov>
Source record: 184857

Just trying to get my reply-to address reset properly. This should work now.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ Internet: hutch@ilmen.lanl.gov or GEnie: HUTCH _____

5142. Mouse-Ka-Mania II

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 21:50:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2uabms$gc0@mailer.fsu.edu>
Source record: 184768

This file has been on atari.archive for awhile, but I just got a chance to look at it. I have not seen any comments about it, so I thought I would mention something....

This is cool stuff! It allows you to replace any of the standard 8 system mouse pointers with other static shapes, or nifty animated ones. For example, the "busy bee" can now flap its wings. There are a bunch of static and animated pointers included, and you can also create your own with the included editor. This is a desk accessory, but you also have the ability to create a stand-alone auto folder program that installs the mouse pointers of your choice at bootup (this is good, as the first Mouse Ka Mania did not have this, and the acc was not well liked by some of my other applications). The latter method also reduces memory usage significantly.

Mouse Ka Mania II is shareware ($15), not hamstrung in any way, and a 1994 Codehead production.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5143. Button Fixer

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 21:55:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2uac1b$gc0@mailer.fsu.edu>
Source record: 184765

The Button Fixer acc is now available from atari.archive.umich.edu. It was written by Charles Johnson (of Codehead fame), and it fixes the incredibly annoying "single click produces a double click" bug in all TOS versions >= 1.4. The acc is tiny (390 bytes) and works as advertised. It's sooooo nice to have reliable scrollbars again!!! It is in Utilities/Tosfixes.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5144. Re: Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 21:57:31 UTC
From: hallvart@ifi.uio.no
Message-ID: <2uac4b$3ni@yrsa.ifi.uio.no>
Source record: 184858

In article <1994Jun22.135239.6802@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:

>
> Here's a note from James Grunke, Director of Atari Music and AUdio that
> some of you might find of interest:
>
> ============
> Last Friday (June 17) at the Atari annual stockholders meeting, Sam Tramiel
> announced that Atari is licensing Falcon030 technology to C-LAB GmbH of
> Germany.............. (SNIP).........

I thought C-Lab had changed it's name to EMAGIC !!!?????.....
Does this mean there is still a C-Lab, plus EMAGIC?

Hallvard, Oslo, Norway

5145. RAMDISK needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 22:03:27 UTC
From: hallvart@ifi.uio.no
Message-ID: <2uacff$3v9@yrsa.ifi.uio.no>
Source record: 184859

I've been using "Rambaby.ACC" for a long time, but after a LOT of work got loset because the
machine locked up and I had to reset the machine I got fed up, so I tried using MAXIdisk.PRG
instead, which is reset survivable!!! GREAT!!! I like it a lot, except for one thing- the disk compression. It takes time to compress files, and I'm using some other file systems with the computer too, so compressing them might be another weak link in the system.

So, my question is: is there a reset survivable RAMdisk WITHOUT data compression available?

Thanks.

Hallvard, Oslo, Norway

5146. Atari 520ST w/monitor $100 + shipping !!

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 22:36:50 UTC
From: tmunk@qing.igpp.ucsd.edu
Message-ID: <2uaee2$t14@network.ucsd.edu>
Source record: 184860

Atari 520ST, 512K, with monitor and lots of software (mostly
games). The disk drive is double sided and double density.
First $100 dollars takes it!!

P.S I think you can use the monitor with the new Jaguar.

Todd.

5147. Lotsa Atari ST HardWare for sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-22 23:33:15 UTC
From: bensmith@teleport.com
Message-ID: <2uahnr$ebc@kelly.teleport.com>
Source record: 184861
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st

I have the Following ST Item's for Sale. All listings are Multiple with a number (x) proceeding showing number of each Item.

(3x) ATARI 520STM Computer upgraded to 1 MegaByte of RAM, with RF Port for Output to TV(B&W or Color), Monitor Port, Remaining standard Ports, Mouse & a Working Repairable Power Supply. NO BUILT-IN FLOPPY: $75.

(2x) ATARI SF314 DSDD Floppy Drive with Cable and a Working Repairable Power Supply: $75.

(3x) ATARI SM124 MonoChrome Monitor: $75.

First Come, First Served. If your interested in any of this call Ben at (503)256-9974 24HRs or E-Mail me on the Internet at this address: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5148. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 00:08:55 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uajqn$70o@golem.wcc.govt.nz>
Source record: 184863

In article <2u5a74$ej5@panix2.panix.com>, rsnyder@panix.com (Roger Snyder) writes:
> I see posts from ICD all the time on GEnie. Their bulletin may be
>old (though I though I have seen newer ones than that, maybe a GEbnire
>error?) but they have more recent files in the library, (and the host
>software is update all that often--who wants to be DL a new version every
>month?).
>
> The latest version of the host software is in the lib. and is fairly
>recent.
>
>--Roger

I don't thing you have cheched this out, the Version on there is
6.4.3 this is old, also no version of CleanUp is given...

Try e-mailing them on GEnie...??

And why would people be taking then to court..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5149. Re: Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 00:34:16 UTC
From: selick@bu.edu
Message-ID: <2uala8$skv@news.bu.edu>
Source record: 184862

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

: In article <1994Jun22.135239.6802@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:
: >
: > Here's a note from James Grunke, Director of Atari Music and AUdio that
: > some of you might find of interest:
: >
: > ============
: > Last Friday (June 17) at the Atari annual stockholders meeting, Sam Tramiel
: > announced that Atari is licensing Falcon030 technology to C-LAB GmbH of
: > Germany..... (SNIP).....

: I thought C-Lab had changed it's name to EMAGIC !!!?????.....
: Does this mean there is still a C-Lab, plus EMAGIC?

: Hallvard, Oslo, Norway

I thought C-Lab was defunct. I think Emagic (Ensoniq?) bought the rights
to Notator from C-Lab, and C-lab just died out. I guess I was wrong, or
they re-formed to do a new project.
-Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

5150. Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 00:54:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2uamfq$7ar@golem.wcc.govt.nz>
Source record: 184864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well some one commented that I had posted incorrect info
regarding ICD Files on GEnie..

Please Please, don't make comments on things that you don't know
a thing about...!!!!

Well here is the Bulletin and File list, parts of From GEnie...

-=-=-=

Desc: Latest versions for AdSCSI ST
77 ADSCSIST.LZH X ICDINC 940129 498048 214 4
Desc: The latest ICD AdSCSI ST software
69 2KICKS.TXT X ICDINC 931005 4864 40 2
Desc: Use two Kickstarts on one hard drive
66 ICDPREPH.LZH X ICDINC 930701 120320 60 2
Desc: ICD Prep HD 4.2
65 SPDGER.LZH X ICDINC 930701 10880 3 2
Desc: AdSpeed 2.3 (German)
64 SPDENG.LZH X ICDINC 930701 10368 59 2
Desc: AdSpeed 2.3 (English)
63 ADRAMGER.LZH X ICDINC 930701 15616 4 2
Desc: AdRAM 1.5/MemTest 1.6 (German)
62 ADRAMENG.LZH X ICDINC 930701 16896 3 2
Desc: AdRAM 1.5/MemTest 1.6 (English)
59 SCPRO_PR.TXT X ICDINC 930629 3968 256 1
Desc: ICD SCSI Pro Utilities Press Release
58 V1230_PR.TXT X DOUG.W 930329 3072 65 1
Desc: Press release for ICD's Viper 1230
57 VS2_PR.TXT X DOUG.W 930329 1920 49 1
Desc: Press release for ICD's V

Facts.....!!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5151. Is Commordore dead..??

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 01:01:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2uamt5$7ar@golem.wcc.govt.nz>
Source record: 184865

Some one stated that Commodore was dead, well they are here in
New Zealand, but not from what I see here, 2 new groups....

So they are not dead on Internet..

I did here that the Samsung deal fell through..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5152. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 02:04:43 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2uaqjr$2nt@news.dmpe.CSIRO.AU>
Source record: 184871

>Given in as well eh Karl? I just got a PC - not as beefy as yours.

Nope. That's for my parents. Me, I now stand to inherit their STe. ;^>

It's not really that beefy. The mentality in PC world is if it ain't going fast enough, buy a bigger box. My Falcon 030 at 16mhz still romps (usability-wise) all over a 486DX33, but the DX2-66 still has the edge until I get my Speed Resolution board ... ;^>

>I filled the HD in a week as PC windows stuff is so bloated - 80Mb for a C
>compiler??? 25Mb for a WP???

Yup. The PC world is really about 'mines bigger 'an yours ...!'

>The Falcon still gets pride of place :-)

Always has, always will in my house .... ;^>
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au OR h8el046@stan.xx.swin.oz.au |
| Voice: (W) +61 3 252 6222 (H) +61 3 589 1472 Fax: +61 3 252 6249 |

5153. Falcon Developers!

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 02:18:19 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jun23.021819.25687@beaver.cs.washington.edu>
Source record: 184866

Hi! Are there any Official Falcon developers out there (or anyone else for
that matter) who would be willing to share information (and code) about
calling the Brainstorm DSP JPEG decoder from within your own programs?
I will make it worth your effort! =) Please Email info.

-Stuart Denman
StuSoft
sdenman@cs.washington.edu

5154. Basic Compiler?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 03:55:30 UTC
From: zpy@glue.umd.edu
Message-ID: <ZPY.94Jun22235530@jims.umd.edu>
Source record: 184869

Can anybody tell me where I can find a basic compilor for my Atari ST ?
Thanks in advance.

5155. Re: [Newbie] : PC Program to read ST1040 FD's?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 04:20:54 UTC
From: meister@tatertot.com
Message-ID: <J0ucoc2w165w@tatertot.com>
Source record: 184875

spiff@spiff.demon.co.uk (Andrew Sova) writes:

> Hi,
>
> Does anyone know of a program that allows an MS-DOS based PC to read
> from / write to Atari ST 1040 formatted 3.5" disks? I'm particularly
> interested in transferring ASCII text files between an ST and a PC.
>
> Alternatively, a program for the ST that allows it to read from
> / write to an MS-DOS (v3 or above) formatted disk would be fine.
>
> Thanks for your help,
>
> :Spiff

Since ST drives are 100 percent MS-DOS compatible, you should have no
trouble at all transferring text files from one system to the other. But
it does have to be in the 720K format for most ST's.

=-=-=-

5156. Re: MiNT on Macintosh???

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 06:07:02 UTC
From: hoshi@sra.co.jp
Message-ID: <HOSHI.94Jun23150702@ext221.sra.co.jp>
Source record: 184870

In article <2u9m22$gjl@charm.magnus.acs.ohio-state.edu> dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:

> 1) What will it do for me?

I can't answer this question because I don't know about you.

For me (a Mac user who doesn't own any Atari machines), it runs
many UNIX tools like gcc, elvis, rcs, diff, patch, tar, gzip, etc.
without paying much $$$.

> 2) How do I install it?

Read the instruction file in MacMiNT distribution.

> 3) What is the latest version and what FTP sites have it?

Ftp site is suniams1.statistik.tu-muenchen.de, in ~ftp/pub/mac/MacMiNT
and ~ftp/incoming/MacMiNT.

> 4) Does it come with instructions that someone unfamiliar with UNIX can
> understand?

No. You need some amount of UNIX (and/or TOS/MultiTOS) experiences.

hoshi

5157. Re: Is Commordore dead..??

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 07:55:26 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406231444.AA00171@montp.cirad.fr>
Source record: 184872

CEO file contents:
Hi,

AFAIK the official version is that CBM has gone bankrupt. This however has no effect on Commodore UK, Germany or Canada for whom "business is as usual" even though stocks are getting low. So Commodore is not _really_ dead... yet!

What appears to be at stake is Amiga's chipset and technology, not the company itself? Whether Samsung, Sony or HP buys it or not, the question is will the Amiga be continued as a computer range or will the technology be cannibalized and used in TVs or other products ?

It seems now that Atari is on it's own now as an alternative to Microsoft/IBM/Apple stuff. But for how long ?

All this is AFAIK and picked out from c.s.amiga.advocacy so I might even be completely wrong. So no flames please...

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

5158. Re: Basic Compiler?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 08:29:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ubh58$1gs@bognor.barclays.co.uk>
Source record: 184873

```
In article <ZPY.94Jun22235530@jims.umd.edu>, zpy@glue.umd.edu (Zhiping You) writes:
|> Can anybody tell me where I can find a basic compilor for my Atari ST ?
|> Thanks in advance.
|>
Which basic? GFA? Atari? Hisoft? Fast? Omicron?
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

5159. GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 08:58:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ubisc$b0e@golem.wcc.govt.nz>
Source record: 184874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** GIF'S ***

Hi, I am after a few GIF's for my Atari, I have never
bothered to collect them, but I would like a Few of the
Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
cars, ships, animals etc..

About say 10 in all that are worth keeping...

So were can I get them and what are the file names...??

What is the better Viewer, Photocrome or Gemview, Speed of Light
was not as good as Photocrome to me that is...

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5160. Re: IDE/Falcon defragmenters

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 10:11:14 UTC
From: steve-j@teleport.com
Message-ID: <2ubn42$790@elaine.teleport.com>
Source record: 184876

In article <H.eg.yYQ2ULu2Qu6@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:

>> > SJ> Except that Atari's CHKDISK3 is a DEVELOPER-ONLY utility (or at
>> > SJ> least is SUPPOSED to be!). Atari doesn't even suggest that
>> > SJ> developers use it due to some bugs in the program.

>> >Atari did put it in the PD librarys for a long time ago and is
>> >not a very worthfull utility when you see Diamond Edge or Diskus 2.7

>> According to Atari Corp., it has NEVER been authorised for
>> public release.

>Depends which Atari Corp you talk to; Atari UK and/or Atari Germany made
>it available on their BBS for quite a while...

Well, since Atari U.S. is the copyright holder and they didn't
approve of the distribution of it, then any subsidiary that
gave it out did a no-no! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5161. Re: Pricing for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 10:54:44 UTC
From: lonsdale@acri.fr
Message-ID: <1994Jun23.105444.14373@acri.fr>
Source record: 184878

Sorry to really upset you, but our local supermarket in France was
doing brand new Mega ST2's for $140.

Did I get one.....you bet I did.

Haven't seen any lately though.

Andrew

5162. Looking for Software Projects

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 12:33:47 UTC
From: SIM01@CIUC2.UC.PT
Message-ID: <2ubvfb$16h@gnu.mat.uc.pt>
Source record: 184879

I'm looking for a PD game called Software Projects. I've read about it
in ST Format (I guess). It is a strategy game in wich we manage a software
house and try to keep it running.

Please e-mail any answers to SIM01@ciuc2.uc.pt.

Thank you!

5163. Modem: Dial with no carrier!

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 13:21:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2e099cae@p10.secom.ct.se>
Source record: 184625

I believe it must be possible to send dial strings through a modem without a carrier, but I just can't figure out how (in Gfa basic from a Falcon).

Why do I need it?

To write a program to enable me to code and send adverts via the phone to a commercial norwegian TV station. Normally this would be done manually by pressing 2-digit codes for each letter you want in the advert. I'm able to do by sending the tone-signals through the monitor speaker, but think that using the modem would be a much more elegant way of doing it.

Here's what I want to do:
- Dial the phone number to the TV station (that part is no problem)
- monitor through the phone and wait for an answer (that would be okay to if the modem didn't hang up while I was waiting - actually - here's where the problems start).
- Send the page number by modem (3 digits - f.ex. "356").
- wait for a new message from the TV station.
- Send the whole advert - a maximum of 240 characters or 2-digit codes.
- Tell the modem to hang up when all is done.

It seems to me that the tricky part is to keep the modem from hanging up when it don't detects a carrier.

I'm using a Best Electronics 14.4/14.4 faxmodem

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

5164. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 13:49:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.134915.10052@boojum.lanl.gov>
Source record: 184880

In article 7ar@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>Well some one commented that I had posted incorrect info
>regarding ICD Files on GEnie..
>
>Please Please, don't make comments on things that you don't know
>a thing about...!!!!

I'm sure your point is taken, Roger, but spreading rumors that ICD is going bankrupt and/or killing off all support for Atari ain't exactly 'Fair Dinkum' either. They are very much alive & very much a part of the Atari community.

Their telephone support hours are limited and perhaps due to the time zone difference you missed them when you called. I don't know about their BBS and can't speak about what versions of software they have posted where. Have you sent them email? Their GEnie address is ICDINC and you need to speak with Tom to get the straight information. I'm sure he will contact you.

Like you said...

"Facts.....!!!!"

-Hutch- @ Fair Dinkum Tech

5165. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 14:22:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.142249.10784@boojum.lanl.gov>
Source record: 184882

In article 2e08725b@p2.stacken.ct.se, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:
>Hi, John! On 16 Jun 94 you wrote:
>
> JH> From: hutch@ilmen.a5-ilmen (John Hutchinson)
> JH>
> JH> This unsubstantiated comment is _exactly_ the kind of 'rose-colored
> JH> hogwash' I posted about yesterday. 80,000 Falcons in Europe??? [...]

>Since you're so clever, why don't you simply give us the real numbers? You seem
>to suggest that you know, yet you fail to quote any source for your
>speculations. I'm awaiting your reply with interest.

Then Patrick goes on to enlighten us with this:

>Well, I can't say I've ever seen one of your programs or articles but then I've
>only been an Atari user since 1985. I have owned three 800XL's, a 520ST, a
>1040STE and a Falcon.
>
>But of course, since you're so famous you must be right and we should always
>regard your word as the ultimate and unquestionable truth... right?

Oh, come now, Patrick. This is very childish of you and quite inappropriate.

If you would take the time to read _all_ my posts in this thread, you would realize that I've already said I cannot divulge the actual number of Falcons manufactured to date because of a promise I made to a certain individual at Atari whom I would like to remain friends with. You are correct that I have no proof that I am willing to offer. As such, I don't expect everyone to accept what I say at face value and you are certainly free to believe in whatever fairy tale strikes your fancy. The numbers being bantered about are such HUGE exagerations that I felt I simply had to comment on them.

My original angst was directed at some European magazines that have been spreading all kinds of half-truths and false information, apparently in an effort to boost their market. If choose to believe otherwise, that's fine.

I have also _already_ apologised for my self-serving tone where it looked like I was patting myself on the back. That was not my intent. I only wished to emphasize that as a developer, IAAD member, and looooong time Atarian, I might have access to certain facts that others are not privy to. If you feel the need to tear me down even further after I have already apologised for the misinterpretation of my posts, then that's YOUR problem, not mine.

I'm sorry you felt the need to be so hateful as it was uncalled for, IMHO.
It certainly encourages me to develop more for the Atari. Yeh, right.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

5166. Re: Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 14:25:30 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.142530.10901@boojum.lanl.gov>
Source record: 184883

In article skv@news.bu.edu, selick@bu.edu (Steven Selick) writes:
>Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
>
>: I thought C-Lab had changed it's name to EMAGIC !!!?????.....
>: Does this mean there is still a C-Lab, plus EMAGIC?
>
>I thought C-Lab was defunct. I think Emagic (Ensoniq?) bought the rights
>to Notator from C-Lab, and C-lab just died out. I guess I was wrong, or
>they re-formed to do a new project.

```
Hey, don't shoot the messenger! I only posted a direct quote from Grunke.
Maybe Atari has signed an agreement with a bankrupt company. Hmmm, I would
not put it past them, would you? :)

-Hutch-

____________________________ John "HUTCH" Hutchinson ____________________________
_____________________ Fair Dinkum Technologies Member - IAAD _____________________
_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
_____________ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____________
```

5167. Re: Basic Compiler?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 14:31:03 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.143103.11077@boojum.lanl.gov>
Source record: 184884

In article 94Jun22235530@jims.umd.edu, zpy@glue.umd.edu (Zhiping You) writes:
>
>Can anybody tell me where I can find a basic compilor for my Atari ST ?
>Thanks in advance.

GFA BASIC for the Atari is still the most popular (and the most capable, IMHO) BASIC language for the ST. While the company itself has shown little interest in any further development of the product, it is supported by a very large user base. GFA is easy to use, fast, and capable of most any programming task.

HiSoft BASIC is another to look for. While not as widely used as GFA, at least the company is still actively supporting Atari. I prefer GFA, but that's me.

Of course, there are LOTS of other choices besides BASIC, but if that's what you want to use, these are your best options.

Cheers,

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

5168. Re: Pricing for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 14:36:54 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.143654.11257@boojum.lanl.gov>
Source record: 184886

In article 14373@acri.fr, lonsdale@acri.fr (Andrew Lonsdale) writes:
>
>Sorry to really upset you, but our local supermarket in France was
>doing brand new Mega ST2's for $140.

Man, I can just hear the girl at the 'supermarket' checkout stand:

"Ok... that's one Mega ST2, color monitor and floppy drive.
Do you want any milk or bread to go with that?"

What will they think of next? :)

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

5169. Re: Atari 520ST w/monitor $100 + shipping !!

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 14:39:34 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.143934.11374@boojum.lanl.gov>
Source record: 184885

In article t14@network.ucsd.edu, tmunk@qing.igpp.ucsd.edu (Todd Munk) writes:
>Atari 520ST, 512K, with monitor and lots of software (mostly
>games). The disk drive is double sided and double density.
>First $100 dollars takes it!!
>
>P.S I think you can use the monitor with the new Jaguar.

Not unless it's a composite monitor, I would think.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

5170. anyone got a jpeg viewer??

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 14:52:14 UTC
From: chb3mag@leeds.ac.uk
Message-ID: <chb3mag.22.000EDF57@leeds.ac.uk>
Source record: 184881

Hi, as the title says has anyone got a jpeg viewer ?? If so could some one point me to a site where i can get it from (or even post it somewhere?)
Thanks in advance,
Mark G.

5171. Atari & CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 14:56:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.145615.11840@boojum.lanl.gov>
Source record: 184895

Just as a 'public service announcement', for anyone interested in connecting a CD-ROM to their Atari:

The best current source of CD rom info is CAT 4, TOP 19, on GEnie. It is monitored by It's All Relative, Roger Burrows, Toad, Kent Kordes and many other experts and any question posted there is answered by someone within a day.

If you don't have GEnie access, you can reach the company, It's All Relative, at GREG@GEnie.geis.com via internet or (314) 831-9482. The mailing address is:

It's All Relative
2233 Keeven Lane
Florissant, MO 63031 USA.

-Hutch-

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

5172. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 15:19:33 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16FDE752FS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 184890

About the Falcon030:
etc., etc.
About their other computers:
etc., etc.

Sam Tramiel bascially told us Atari had dropped their line of computers six months ago in an article in the San Francisco Chronicle talking about the Jaguar. I'm holding on to my STe because it still does what I need. I even turned down an offer of $800 for my entire system! Look at it this way . . . no matter what computer you go out and buy, it's pretty well obsolete in a couple of years, anyway. If Atari doesn't get its act together and put out out some new games for the Jaguar, I see trouble ahead. . . . Mark van Wyk

5173. Re: MPEG site?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 15:22:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xbHA6E9M5G2@semprini.waterloo-rdp.on.ca>
Source record: 184893

In <CrrpMw.306@ecf.toronto.edu>, AL RASHID SHAHIR writes:
> In article <H.eg.Jz2WisawUaU@semprini.waterloo-rdp.on.ca>,
> Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
> >That's strange, I still haven't seen an Intel box that could play an
> >MPEG at a reasonable frame rate without dedicated hardware; I suppose a
> >Pentium might, but I don't think a '486 can get anywhere near 30
> >frames/s.
>
> You have a 486? Try vmpeg. Really rather fast.. (sometimes, a bit _too_ fast!)
> Can't remember where to get it though...try the MpegFAQ (which incidentally
> _still_ does not list an Atari Mpeg player although some exist!!! Who's
> going to rectify this then?!?! :)

All of those funky PC mpeg players require DOS because they use stupid
memory tricks (ex, compiled with djgpp's DOS extender). I use OS/2 at
work.

I have an ST; I'm not even going to _think_ about playing an MPEG on
this hardware.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5174. Re: RAMDISK needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 16:50:36 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.0010D807@edi.ngate.uni-regensburg.de>
Source record: 184887

```
True Disk

ftp.uni-regensburg.de

freeware/software/atari/tools/disk/ramdisk/truedi22.zip

bye,
Rainer
```

5175. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 17:01:25 UTC
From: raz@MCS.COM
Message-ID: <2ucf55$di4@Mercury.mcs.com>
Source record: 184894

I'd like to get some netters' opinions on Atari. Have they always been full of shit, or what? They have always been technologically advanced (the 800 more than the original ST) but they are the worst managed company in computers!

Now, don't get me wrong, I love my 1040ST. What other mid-eighties computer is still a useful and viable computing tool? XT? AT? Early Mac? NO! But, Atari badly fumbled with the "one case fits all" approach. They had the first computer that cost under $1/kbyte and they still fumbled the ball.

My first computer was the Commodore Vic-20 and I rapidly outgrew that. Instead of buying a C-64 like everybody else, I bought an Atari 800xl. It was the most advanced computer with everything built in. Unlike Apple, you didn't need to add boards to actually do anything. And C-64s always seemed anemic to me.

So, I got the 1040ST in ~1986 and I used it for WP, Programming, Communications, and, yes, games. I bought the 1040ST instead of an IBM-compatible because, again I thought it was the best value for the money, even though the Amiga took over the role of successor to the Atari 800 (proprietary chips, distributed processing, etc). I still use it and the cost and size of software is *very* refreshing. At work, I regularly use word processors and graphics packages which approach and exceed 20 meg disk space!! And Word Perfect 6.0 for windows is supposed to use over 60 with everything installed!!!

This is not a *flame* at Atari users, but at the inept management at Atari. They seem to think that *we* let them down, but, in truth, it is they. I fear that the Falcon, which is an *awesome* machine on paper, will also suffer from their (the Tramiels') shortsightedness.

Have they ever left a company in better shape than when they found it???

Until they demonstrate good management, I will never buy another new Atari. I will still continue to search out for used values from other disgruntled owners, but *never* again will I fall for their slick pitches. I hope that the Jaguar is good enough to overcome their incompetence. I hope, I hope...

Anupam Razdan
raz@mcs.com

5176. Re: Atari Magazines in Europe

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 17:09:08 UTC
From: dba@jet.uk
Message-ID: <1994Jun23.170908.14432@jet.uk>
Source record: 184899

In <Crr816.Lpp@cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>Is there something like a list of Atari magazines in Europe?
>I'd be interested to know of any mags in France and Italy,
>especially.
for france try the ST MAGAZINE
subscriptions (abonnement) are availiable from:=
ST MAGAZINE
Service Abonnement
36 rue de Picpus
75012 Paris

Prices are
Formule simple (FRANCE 320ff - WORLD 450ff) includes cover disk
Formule Disquette Plus (FRANCE 678ff - WORLD 820ff) includes cover disk and
selection of special PD disks sent with the magazine.

Very good magazine with a high technical content both hardware and software.
for example the juin issue 84 contains AHD2IDE a patch for AHDI driver
(by Uwe Seimet) to use with IDE disks (assembler source code is printed).
GEM programing.
An article on commpression again with assembler source.
DSP56001 programming.
Hardware for I/O through the cartridge port.
POV 2 programming with POV source code.
Review of PD (Dompubs)
Review of Cannon Fodder game
plus the usual news pages

regards
--

```
_. .________________________. ._____________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5177. BASIC compiler

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 17:27:09 UTC
From: jabrana@powertech.no
Message-ID: <1994Jun23.172709.30200@powertech.no>
Source record: 184891

zpy@glue.umd.edu (Zhiping You) :

>Can anybody tell me where I can find a basic compilor for my Atari ST ?
>Thanks in advance.

In case of GFA BASIC v 2 you can use the Mnilu compiler. It's not
the official compiler but it works ,and it's free! Should be
avaliable from a.a.u.e.

___ __ ___ __ __ ___ _ __ _____________________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________________ jabrana@powertech.no _//

5178. QWK off line readers

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 17:29:58 UTC
From: jabrana@powertech.no
Message-ID: <1994Jun23.172958.30390@powertech.no>
Source record: 184892

Are there any good QWK off line reader programs avaliable for
the ST. I'm so fed-up with Captains- and MT- QWK programs.
They work but there has to be programs which are better.

I have heard about a few other programs such as IMHO and the
Red Wine Reader. Where are they avaliable from ,which ftp site
(which directory & what is the file name) ??

If you know more about it the please reply by e-mail NOW .. .
Thanks in advance.

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jabrana@powertech.no _//

5179. CD-ROM Music player

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 18:03:26 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2ucipe$gbs@darkstar.UCSC.EDU>
Source record: 184897

This is cool...I'm sitting here, using the 'net, listening to Enigma on my shiny new triple-speed NEC CD-ROM with my Falcon. But I had to hook the drive directly out to my stereo system (i.e. my Falcon gets no sound). I remember hearing mention of a desk accesory or something (a la DeskTRacker) that will play songs from the CD-drive (hooked up via SCSI) through the Falcon's sound system. That would save a lot of wire-swapping. Could anybody tell me where I could find it? TIA!

5180. GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 18:07:36 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2ucj18$gd5@darkstar.UCSC.EDU>
Source record: 184896

I was wondering about the level of support GFA Basic has for the Falcon?
I mean, can it use Falcon resolutions and such.
Also wondering if there are any routines/modules easily available that will handle loading pictures of different formats (GIF/JPEG) and playing digitized sounds (yes, I am a STOS junkie....)
cya & tia!

5181. mono emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 18:09:48 UTC
From: tricky@loose.apana.org.au
Message-ID: <2ucj5c$2k9@loose.apana.org.au>
Source record: 184781

Is there a good PD emulator that really works??
If yes where can I find it........Thankyou......Tricky.
--
tricky@loose.apana.org.au

5182. ST Fax

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 18:10:45 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <Crv3ys.7sq@news.cis.umn.edu>
Source record: 184898

Hello,

This problem with STraight Fax might sound simple, but I just am stuck. I am trying to import a file from PageStream, using the given export module from ST Fax in PageStream. I get an EPS file, and from there, I don't know how to load it into ST Fax to get it going.

Thanks,

Joseph

5183. Re: Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 18:34:41 UTC
From: graham@insignia.co.uk
Message-ID: <Crv4xu.Dp3@isltd.insignia.com>
Source record: 184900

In article nCV4o9l5oTs@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <1994Jun15.172735.20810@bradford.ac.uk>, Steve Taylor writes:
>>
>> Does anyone know of a Random Dot Stereogram picture creator for the Falcon
>> or the ST. (the pictures that look 3D after staring at them for a long
>> time). If you know of one, and know from which FTP site I can get it from
>> (and the name of the file please) could you please E-mail me NOW. Thanks
>
>I think there's a program on atari.archive that does this, but I could
>be wrong (memory hazy...). I know I downloaded something like that a
>while ago (might've been GEnie though).

Sorry for the delay in posting but I couldn't remember when I had seen the reviews and was looking too far back. Don't know of an FTP source only this PD library disk.

Disk L.77 Auto Stereogram Creator : available from

L.A.P.D, P.O. Box 2, Heanor Derbyshire, DE75 7YP, England

Tel.+Fax. +44 (0) 773 605010 & 761944 (Voice and fax on both)

Reviewers said -

ST Review Issue 27 June 94: *****
ST Format Issue 59 June 94: 7%

The ST Format review was by someone who couldn't work out how to get hard copies and probably failed it for not being a Jaguar game. The ST Review guy found that you save as Degas and use your favourite print utility. Even so his rating of 5 stars does seem rather generous - still, what do I know not having used it!

5184. Re: Gemini and Mupfel: more questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 18:59:54 UTC
From: tele@tubul.limmat.net.ch
Message-ID: <2e09cf9010bea4@tubul.limmat.net.ch>
Source record: 184767

Hello Ruediger,

In <1994Jun22.143738.27218@ibr.cs.tu-bs.de>, Franz (i2020123@ws.rz.tu-bs.de) wrote:

>- Can the cursor flashing be switched off?

There is a XBIOS function called Cursconf() to do exactly this.

>- When entering a wrong command, it should be possible to enter the correct
> command while mupfel is still searching. Can I prevent mupfel from resetting
> the keyboard buffer after `command not found'?

You may use CURSOR_UP to reedit the previous command.

>- Is there any documentation available via anonymous ftp?

None that I know of.

greetings, pat

--
tele@tubul.limmat.net.ch "One planet is all you get!"
GCS d -p+(-) c++ !l@ u+ e++/* m+(++) s+++/ n++@ h(+) f g+++(--) w+
t-@ r-@ y?

5185. Atari 1040ST with SM124 Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 19:03:57 UTC
From: white@eol.ists.ca
Message-ID: <1994Jun23.190357.17473@newshub.ists.ca>
Source record: 184752
Cross-posted to: tor.general,comp.sys.atari.st

Selling my Atari 1040ST with all software (mostly from ftp sites) that I
have picked up. Best offer over the next few weeks takes it.

The computer works great, but I needed something more compatable with
what I use at work.

****
My views on a successful camping trip are best provided in the following quote:

"One of the unspoken rules of the camping code (they were all unspoken)
was that preparation for a camping trip should involve absolutely no
planning. This, combined with an equal amount of organization, never
failed to invest a trip with the proper mood - a deep and abiding
sense of insecurity."

H. Peter White (416) 650-9890 Rm 255, Petrie
white@eol.ists.ca (416) 736-2100 x33854 (416) 736-5516 (fax)
****

5186. Re: 8 MEGS on a FALCON???

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 19:20:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406232120.a20305@m4.maus.de>
Source record: 184614

>Atari still maintains that 8MB on a Falcon030 is not possible. However,
>the fact that you CAN have 8MB of 32 bit wide RAM (you can buy 8MB 72-
>pin SIMMs and one of the Falcon SIMM upgrade boards that allow the use
>of single 72-pin SIMMs) has me almost convinced that it HAS to be
>possible SOMEHOW (via a SIMMFIX-type program like the STE had to allow
>2.5MB). If I had the money right now, I'd try it out.

Sigh - how often will this come back?

Facts:

* The Falcon's memory controller chip can only handle ONE bank of memory.
* 72-pin SIMMs may contain ONE or TWO banks. The latter is the case
for 2, 8, and 32 MB types.

Conclusion:

Plug an 8 MB 72-pin SIMM into a Falcon w/SIMM-carrying expansion board,
and you'll get 4 MB, since the Falcon won't see the second bank (and won't
even try, because it hasn't got the hardware to do so).

Got it?

bye, Peter

5187. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 21:42:10 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.214210.19856@boojum.lanl.gov>
Source record: 184753

In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>
> Sam Tramiel bascially told us Atari had dropped their line of computers six
> months ago in an article in the San Francisco Chronicle [...]

Yeh, I understand daddy-Jack almost blew a gasket over that comment. Even though it's true, for all intents and purposes, it still fries my blood.

> If Atari doesn't get its act together and put out out some new games for
> the Jaguar, I see trouble ahead.

Same old, same old. Atari beats everyone to the punch with a technologically sophisticated piece of hardware at 1/2 the price, and blows the marketing. At least Jag owners can take some comfort in that 3DO is sucking wind now.

-Hutch- @ Fair Dinkum "Laughing on the Outside..." Tech << skinny .sig v.1.1 >>

5188. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 22:07:52 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.220752.20403@boojum.lanl.gov>
Source record: 184754

In article di4@Mercury.mcs.com, raz@MCS.COM (Anupam Razdan) writes:
>I'd like to get some netters' opinions on Atari. [...]
>They have always been technologically advanced (the 800 more
>than the original ST) but they are the worst managed company in computers!

What was your first clue? :)

>They had the first computer that cost under $1/kbyte and they still
>fumbled the ball.

Remember that issue of Byte magazine with a 1040ST on the cover? Good ol' days.

>I bought the 1040ST instead of an IBM-compatible because, again
>I thought it was the best value for the money [...]

At the time of introduction, the ST _was_ an amazing bargain! None of the other makes could come close to its capabilities at such low cost. The marketing slogan 'Power without the Price' had real meaning back then. Although the ST is still a very capable machine, it simply has not kept up with the competition. And as good as the Falcon 030 is, it's still basically just an enhanced ST. It's a case of too little, too late, IMHO. The Falcon is what the STe _should_ have been when it was introduced.

>Have they ever left a company in better shape than when they found it???

Well, to his credit, Jack Tramiel literally saved CBM (Commodore Business Machines) from bankruptcy back in the early-mid 80's before he bought Atari.

>Until they demonstrate good management, I will never buy another new Atari.

Unless they demonstrate better management, you may never have that option!

>I hope that the Jaguar is good enough to overcome their incompetence.

Oh, it is. The Jag is an amazing piece of silicon. But as I have frequently argued in this forum (much to the chagrin of fanatic fuji flag wavers), a lot of profit from Jag sales does NOT automatically mean Atari would roll over a big chunk of that money into new desktop computer development. They might surprise us, but simple economics dictate otherwise, I would think.

But still... Wouldn't it be nice to see a 100MHz PPC or 68060 powered Atari 'Eagle' someday? Oh, and of course it would be under $500! :)

-Hutch- @ Fair Dinkum "...Crying on the Inside" Tech

5189. Re: GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 22:35:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.223555.21081@boojum.lanl.gov>
Source record: 184755

In article gd5@darkstar.UCSC.EDU, sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:
>
>I was wondering about the level of support GFA Basic has for the Falcon?
>I mean, can it use Falcon resolutions and such.
>Also wondering if there are any routines/modules easily available that will
>handle loading pictures of different formats (GIF/JPEG) and playing digitized
>sounds (yes, I am a STOS junkie....)

The last released version of GFA BASIC was 3.6 which included some features
for TT support but alas, no Falcon-specific support has been added and from
the looks of it, never will. GFA has evidently lost interest in the Atari.
There has been scuttlebutt of a new Falcon version but so far, that's all.

You can still use GFA on the Falcon (I use 3.5) but it does require a few
minor workarounds sometimes. Unfortunately, I know of no way to make it
support Falcon resolutions.

Maybe some active GFA users here know differently???

-Hutch- @ Fair Dinkum Tech

5190. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 22:58:49 UTC
From: rsnyder@panix.com
Message-ID: <2ud439$r8a@panix2.panix.com>
Source record: 184756

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <2u5a74$ej5@panix2.panix.com>, rsnyder@panix.com (Roger Snyder) writes:
: > I see posts from ICD all the time on GEnie. Their bulletin may be
: >old (though I though I have seen newer ones than that, maybe a GEbnire
: >error?) but they have more recent files in the library, (and the host
: >software is update all that often--who wants to be DL a new version every
: >month?).
: >
: > The latest version of the host software is in the lib. and is fairly
: >recent.
: >
: >--Roger

: I don't thing you have cheched this out, the Version on there is
: 6.4.3 this is old, also no version of CleanUp is given...

Cleanup is not posted to the libraries, it is nor PD nor
sharewhare, and does not have the sort of copy protection a host adapter
offers. 6.4.3 is not the old, and most people will not need a newer
version because the changes are minor and affect only people with certain
hardare. I have checked this out, I am on GEnie often.

: Try e-mailing them on GEnie...??

: And why would people be taking then to court..??

I posted in the ICD section a couple of months ago, and recieved a
reply the next day. The people taking them to court are likely the same
people who post massive messages cursing ICD and their products while
asking for help and demanding a response with an hour.

I'm a little tired of every 12 year old winer posting long rambling
messages about how much they think a company owes them (when they bought
the product second hand and stole have the sofware they run on it).

5191. Re: Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 23:01:17 UTC
From: rsnyder@panix.com
Message-ID: <2ud47t$ras@panix2.panix.com>
Source record: 184757

C-Lab and Emagic are two seperate companies.

5192. Re: ST Fax

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 23:09:41 UTC
From: rsnyder@panix.com
Message-ID: <2ud4nl$rq2@panix2.panix.com>
Source record: 184758

James A Hogan (hoga0006@gold.tc.umn.edu) wrote:

: Hello,

: This problem with STraight Fax might sound simple, but I just am stuck. I
: am trying to import a file from PageStream, using the given export module
: from ST Fax in PageStream. I get an EPS file, and from there, I don't
: know how to load it into ST Fax to get it going.

You need to oad the printer driver (STFAX21.PRT) into PGS just like
you would any printer driver. Set it to print to Parallel (NOT to disk)
and print your file. The file you get (in the PGS folder) will load into
STraight Fax and should send find. (You load it as a FAX file.)

I've done this with no problems. If you have more questions, please ask.

--Roger

5193. ** RSI kills my ST use **

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 23:39:04 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.5yeIOIVK3hw@harvee.billerica.ma.us>
Source record: 184760

I have had a moderate case of RSI (repetative strain injury) for a year now
and I am now looking into using voice recoginition systems to do my typing
for me. unfortunatly, the one i want runs on dos. since I want to keep
using my st for mail and news, (yes, I really like hermes) I need to
figure out, how I can drive my st from my pc...

two ideas that come to mind are:
replacing my mega2 keyboard with a PC interface
redirecting keyboard input to the serial/midi port

any others??

I really need help with this one! I don't want to have to give up on my
st now!

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

5194. Atari ST hardware *** FOR SALE ***

Newsgroup: comp.sys.atari.st
Date: 1994-06-23 23:54:07 UTC
From: apratt@taligent.com
Message-ID: <CrvJq8.44p@taligent.com>
Source record: 184763

I guess this is a "me too" posting... I see a lot of for-sale ads in this group, and here's another one.

One Mega ST system, with 4MB RAM, 80MB hard disk, SFP004 (floating point) board installed, keyboard & mouse.

One SLM804 laser printer, plus spare toner cartridge.

One 520ST hand-upgraded to 1MB. External floppy drive (DS but not HD).

Two monitors, one color and one monochrome. The mono monitor fades when there isn't enough white in the picture (like a white-on-black text-mode screen with just a shell prompt on it).

All cables, power supplies, etc.

ALSO:

An Epson FX-100 wide-carriage dot-matrix printer. Parallel interface. With cable.

No reasonable offer refused. Will sell the lot or pieces. You pay shipping or come pick it up: I'm in San Mateo, California; I could bring the stuff to work in Cupertino if that's better for you. I'm not looking to make a lot of money on this, just to get rid of it.

You can E-mail me at the address below, or call at (408) 777-5253 (work). I may or may not see a reply to this posting.

-- Allan Pratt, apratt@taligent.com

5195. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 01:03:34 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2udbd6$ctq@netnews.upenn.edu>
Source record: 184761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: *** GIF'S ***

: Hi, I am after a few GIF's for my Atari, I have never
: bothered to collect them, but I would like a Few of the
: Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
: cars, ships, animals etc..

: About say 10 in all that are worth keeping...

: So were can I get them and what are the file names...??

Try the immense pictorial archive at wuarchive.wustl.ed, where trial and error will almost certainly guarantee good results. The archive has not been indexed lately, but old picture indices are annotated and describe the pictures and their quality, and you should find pictures to your taste.

: What is the better Viewer, Photocrome or
Gemview, Speed of Light : was not as good as Photocrome to me that is...

GemView is a memory hog, with a clumsy interface, but extremely powerful, and has the sterling ability to configure its display to your system. It is expensive and english documentation is very limited, hence my failure to register it or rely upon it. Speed of Light does a very good job of reducing large GIFS and JPEG's to display their best on an ST/e low-res screen, but the test versions I have tested are buggu, crash often, and the GIF files it writes are often corrupt. Stuart has also disabled his latest "size filtering" feature in his most recent release, and I was not able to test it to my satisfaction. Again, I have not chosen to register it. Photochrome 4.0 does not allow one to display or process at a Mega STE's full speed, and does not do a good job in reducing most pictures to display on the STE's screen without a great deal of distortion. It does do a magnificent job on the pictures that it can display within those limitations.

As you can see, I am dissatisfied with all threse programs (although I offer their hard-working authors honest feedback and a chance to make improvements), and their is still need for more capabilities. There is a rumor that the brilliant Damien M. Jones (of View II Fame) has a world-beater in the works.

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com

Rob S. Rice
rrice@ccat.sas.upenn.edu

5196. Re: RAMDISK needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 02:28:02 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xe3QYxK.lmcclure@delphi.com>
Source record: 184762

In a message dated 6-23-94, Hallvard Tangeres asked:

"So, my question is: is there a reset survivable RAMdisk
WITHOUT data compression available?"

I currently use a reset-survivable RAMdisk that came off the disk of one of the rather old "COMPUTE's ST Disk & Magazine" issues. However, I am uncertain whether Compute ever bothered to declare those programs available for free distribution or not, after that mag folded. (BTW, I am using a 4 meg STe with TOS 2.06, so it seems to have been coded well).

Also, I understand CodeRAM, the Codehead's RAMdisk on the Codehead Utilities disk is reset-proof. However, this is part of a commercial package, although you may be able to find someone selling a used original for cheap.

5197. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 02:32:12 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2udgjc$dqj@freenet.hut.fi>
Source record: 184764

Edellisess&#65533; artikkelissa wells_s@ix.wcc.govt.nz (Steve Wells) sanoo:

>Is there any way I can contact the author(s) of "Utopos" via the net,
>(aka "Aggression"). Or, failling that, does anyone know if a later
>version of Utopos exists than what I have, being v1.53.

Aggression can't be reached through the net _yet_, but possibly Creator/
Jani Penttinen will be on internet soon.. dunno.. The newest version is
1.60 for the STE _and_ Falcon. There is a seperate falcon version with
some extras coming on a HD disk. Soo.. it's probably worth upgrading.
Utopos II is coming out for the Amiga 1200 commercially, and if Stardust
succeeds on the STe they might be making Utopos II for the STe aswell.
Pity they don't trust they can get Utopos II sold well on the Ste, but
oh well, what can you do?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi
-
Something is frantically reaching out, but it never stretches far enough.

5198. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 02:54:34 UTC
From: aa229@cfn.cs.dal.ca
Message-ID: <Crvs2y.JoL@cs.dal.ca>
Source record: 184766
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: *** GIF'S ***

: Hi, I am after a few GIF's for my Atari, I have never
: bothered to collect them, but I would like a Few of the
: Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
: cars, ships, animals etc..

: About say 10 in all that are worth keeping...

: So were can I get them and what are the file names...??

: What is the better Viewer, Photocrome or Gemview, Speed of Light
: was not as good as Photocrome to me that is...

: Thanks....

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5

5199. WANTED: HACKER to do a mod to some software....

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 03:21:40 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2udjg4$81v@news.dmpe.CSIRO.AU>
Source record: 184778

Hi Everyone.

Never thought I'd see the day when I saw this, but here goes. I recently bought a copy of a game for my Falcon, and while it works O.K., I'd like to have one or two things fixed on it, and so I present a challenge :

Could someone write a patch / do a hack of the game so that I can use it in a res larger than 320*200*16 (640*480*16 wanted ...)

Can someone patch the install program so that it responds to returns, etc!?

The game in question, if anyone is interested, is Wonderland by Magnetic Scrolls / Virgin.

Please reply by e-mail,

Best Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au OR h8el046@stan.xx.swin.oz.au |
| Voice: (W) +61 3 252 6222 (H) +61 3 589 1472 Fax: +61 3 252 6249 |

5200. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 03:27:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1902@usdtsg.DaytonOH.NCR.COM>
Source record: 184770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ubisc$b0e@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>*** GIF'S ***
>
>Hi, I am after a few GIF's for my Atari, I have never
>bothered to collect them, but I would like a Few of the
>Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
>cars, ships, animals etc..
>
>So were can I get them and what are the file names...??

The main FTP site I check out for cool GIFs and JPGs (primarily computer-art, but all kinds of pix are there) is at wuarchive.wustl.edu in the /multimedia/images directory. under which there is a gif and jpeg area. There are some INDEXes, but I doubt they're all that up to date. And the newest stuff appears quite often in the unindexed directory under the gif and jpeg areas...

>What is the better Viewer, Photocrome or Gemview, Speed of Light
>was not as good as Photocrome to me that is...

The best display for GIF files is Photochrome *on a stock ST/STe*. The fastest viewer for GIF/JPG (and one or two others) is probably Speed of Light. And the viewer that will let you look at the *most* graphics formats is no doubt Gemview...

If you have a TT/Falcon, then I would aim towards Gemview or SOL (Gemview if you have a truecolor system)...

If you're sticking to GIFs on a stock ST, Photochrome will give ya the best results (but is significantly slower than SOL)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5201. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 03:47:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2udl0t$kld@golem.wcc.govt.nz>
Source record: 184769

In article <2u7qvo$qmc@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>>Well, I don't know about fitting them in an STe but here are some reprsentative
>>prices, again from APS Technologies. Pays to shop around, though.
>>
>
>And it goes a crap load faster than those Macintoshes .... So Ner Ner Sinclap
>....
>;^)
>
>Karl.
>--
>| Karl Meyland CSIRO Division of Building, Construction and Engineering |

Na, get a Acorn Risc PC, runs 6 times faster than the 486DX2 66 mhz
when manipulating pics..

You can also Multitask Windows with it, Run 2 OS's together....

Gee what a machine, I think it leaves most PC for dead,
and with 24 bit graphics at 1600 * 1200..

I just recieved the Info from Acorn NZ to-day...

Roger..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5202. Re: test

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 05:22:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2udqj8$ljm@golem.wcc.govt.nz>
Source record: 184771

In article <1994Jun22.211752.15998@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>Just trying to get my reply-to address reset properly. This should work now.
>---
>
>_____________________________ John "HUTCH" Hutchinson ____________________________

I don't think its correct...

From: hutch@ilmen.lanl.gov (Hutch)

Should there be some thing after gov...???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5203. Gauntlet II (Working on STE!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 08:07:41 UTC
From: s9104948@yallara.cs.rmit.OZ.AU
Message-ID: <2ue48d$shq@goanna.cs.rmit.oz.au>
Source record: 184774

Hey I got Gauntlet II finally working on my STE (TOS 1.62, 1MB). Took me 4 hours to figure this out. By the way it has nothing to do with my STE not being able to read past track 80, I'm formatting disks out to track 85 without any problems. I originally thought it wouldn't work as I had a later version of TOS but apparently this is incorrect. I cannot explain why the following does work, it just does (-:

For people trying to get Gauntlet II working try this:

- Make a copy of Gauntlet II, using a normal copier. The disk is protected and the copy won't work but that doesn't matter. I used Fastcopy III which I got off Atari ST Review (Issue 9).
- Boot this copy, watch the title screen. Then the screen goes red and LOADING is displayed (well on mine it does!). After this the screen goes dark red, and the drive stops making noises.
- At this point, remove the copy and insert the original. My Gauntlet II now continues loading and actually works though the screen area with the scores/health is slightly corrupted.

Now all I need is a 4 player adaptor, then I can play 4 players!

Steven McIntyre
s9104948@yallara.cs.rmit.edu.au
(Melbourne, Australia)

5204. 1040ST + monitor + HD for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 08:09:21 UTC
From: mikew@soda.berkeley.edu
Message-ID: <2ue4bh$d7c@agate.berkeley.edu>
Source record: 184773

As much as I hate to do it, I need to part with my ST for some cash.
Here's the run down:

1040STf + Tweety Board.....$125

Atari SM125 mono monitor.....$60

Atari Megafile 30.....$80

Store-built SCSI 40 meg.....$90

Take it all for $355.

--

::
: Michael Wang ------------------ mikew@soda.Berkeley.edu :
: -*-*-*-*- \------------------- mikewang@ocf.Berkeley.edu :

5205. Re: Mouse-Ka-Mania II

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 08:17:55 UTC
From: vctec@westminster.ac.uk
Message-ID: <Crw6xL.EDA@westminster.ac.uk>
Source record: 184772

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: This file has been on atari.archive for awhile, but I just got a chance to
: look at it. I have not seen any comments about it, so I thought I would
: mention something....

: This is cool stuff! It allows you to replace any of the standard 8 system

This program has been on micros.hensa.ac.uk for a while, now, too, and
I must agree with Mickey....this definitely is cool stuff. I can
definitely recommend it if you are sick of the original Atari pointers,
bees, etc.

Quite good clean fun stuff....download it now.

at hensa: /micros/atari/tos/n/n113/mkm_ii.zip
at a.a: /Utilities/Mouse/mkm_ii.zip

Regards to all

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5206. Games on STE

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 08:22:52 UTC
From: s9104948@yallara.cs.rmit.OZ.AU
Message-ID: <2ue54s$sr6@goanna.cs.rmit.oz.au>
Source record: 184776

Apart from Gauntlet II which came with my STFM the only other game I have which will not run on my STE (Though I managed now to get Gauntlet II running, with a bit of effort) is StarGlider. The difference with this game is I don't actually know how to play it, and aren't exactly that interested in it anyway.

Now that I can play Gauntlet II on my STE (My parents have my STFM) and that I have Frontier I'm very happy.

Last thing: Anyone know where to get a Class 4 Military Drive in Frontier, or a Fighter Launcher? Really need to get hold of a Class 4 Military Drive. I've got nuclear missiles by the way! I've done stacks of assassinations (these I consider boring now!), photograph military installations etc, even destroyed military installations. My combat rating is Competent, Imperial Ranking of Baron. Is there anyone out there with a better imperial rating? I'm really dying to know what you get offered once you reach Viscount!

Steven McIntyre
s9104948@yallara.cs.rmit.edu.au
s914948@minyos.xx.rmit.edu.au
(Melbourne, Australia)

5207. Re: Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 09:30:16 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun24.093016.28145@cen.ex.ac.uk>
Source record: 184777

In article <Crv4xu.Dp3@isltd.insignia.com> graham@insignia.co.uk (Graham Beint,) writes:

>> Does anyone know of a Random Dot Stereogram picture creator for the Falcon

> Disk L.77 Auto Stereogram Creator : available from

> L.A.P.D, P.O. Box 2, Heanor Derbyshire, DE75 7YP, England

This program is LAPD licenseware IIRC, and therefore can only be distributed
by LAPD. Hence it hasn't appeared on any FTP sites.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

5208. Re: GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 09:36:30 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun24.093630.28782@cen.ex.ac.uk>
Source record: 184779

In article <1994Jun23.223555.21081@boojum.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:

>>I was wondering about the level of support GFA Basic has for the Falcon?
>>I mean, can it use Falcon resolutions and such.
>The last released version of GFA BASIC was 3.6 which included some features
>for TT support but alas, no Falcon-specific support has been added and from

Version 3.6 (TT) does support all Falcon resolutions including true colour,
with the exception of 256 colour mode in which the editor suffers screen
corruption. Falcon specific calls can easily be made through the XBIOS command.
Correctly written programs will work in any Falcon resolution.
The STE DMASOUND commands sometimes don't work correctly, but you can still
use the Falcon DMA by calling the new XBIOS routines.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

5209. Postcript-Interpreter for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 09:44:34 UTC
From: nhdcjebi@rrzn-nis.uni-hannover.de
Message-ID: <1994Jun24.094434.3011@newsserver.rrzn.uni-hannover.de>
Source record: 184602

Hello!

I am looking for a program, which send a postscript-file to a Atari laser-printer (SML).

Bye Jens

5210. WANTED: AVR PRO SERIES 16

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 13:06:26 UTC
From: mungo@insane.apana.org.au
Message-ID: <199406241227.WAA01857@insane.apana.org.au>
Source record: 184780

does anyone have one of these they don't need anymore?

i'd like to hear from you...

5211. Companies' Addresses Wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 13:48:20 UTC
From: cfav1@leonis.nus.sg
Message-ID: <2ueo74$l7p@nuscc.nus.sg>
Source record: 184783

I need the names, addresses & telephone/telefax numbers of companies that
makes the following products:

1) Medusa T40.

2) CPU Accelerator for Falcon030 (eg. Afterburner, Skunk32, etc.)

3) Asthetically and nice-looking Tower Casing Kits (other than
LightHouse) for ST/STE/Falcon030.

Thank you in advance for any help given.
--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

5212. Re: ST Format: Quark (On Cover Disk)

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 13:49:22 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <772465762snz@theshack.demon.co.uk>
Source record: 184796

In article <1994Jun13.153506.8623@ultb.isc.rit.edu>
ter5424@ritvax.isc.rit.edu "T-Dub/SGP '93" writes:

> In my never ending search for a good multi-track sequencer that plays 16-Bit
> *.AVR samples through my Microdeal Replay 16 on my 1040STF with optional MIDI
> support (I don't have any MIDI anything yet and simply want to sequence my
> samples and play the results through my Replay 16 Cart), I happen to run across
> ST Format Issue 58 with a program called Quark on the cover disk.
>
> Can anyone give me more information on this program called Quark from
> Microdeal? Is it what I've been looking for the last few months? If so,
> anyone have a cover disk they want to sell me? :) Thanks......
>
> Theron

Hello There!

I am the MIDI and Music specialist for ST Format and I regret to tell you that Quartet is not the package you are hoping for. As yet, the only package that wll be any good for you is Breakthru from Software Technology (Tel: +44 61 236 2515). This package costs £125 UKP approx and does all that you need it to. It will sequence 16-bit replay 16 samples and also combine them with MIDI sequences pretty elegantly.

Hope this helps.

--

<<<>>><<<>>><<<>>>

5213. Typing program

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 13:51:24 UTC
From: go@buphy.bu.edu
Message-ID: <2ueocs$j7r@news.bu.edu>
Source record: 184782

Hi,
I have an old 1040 STf with 1Mb, a friend of mine want to use it to
learn to type...is there any such freeware/shareware?

I have not used the Atari for quite a few years, so have no idea about
any ftp sites and how to download them....at work I have a Mac connected
to ethernet directly, so I can download files there (and write to a DOS
disk format) So I would really appreciate someone to tell me how I can do it.

Thanks,
Apollo

5214. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 13:52:04 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <772465924snz@theshack.demon.co.uk>
Source record: 184797

In article <41e32dfc83fd@sirius.herts.ac.uk>
D.Corps@herts.ac.uk "DuncMan" writes:

> Is there some program, or set of integrated programs, that could
> replace my various versions of various archivers? At the moment I have
> to use a different program for each type of compression, and some
> archived files seem only to like being unarchived by a particular
> version of an archiver- I have 2 different Lharc programs, for instance.
> Even a single program that would give me a nice front end to
> make selection quicker and easier.
>
> Duncan.

Hi Duncan,

Why not try the TWOINONE archiver ? Despite its name it supports many
different archive standards and all you have to do is add the raw TTP
files n a defined directory. Once set up it is ease itself to use.

--

<<<>>><<<>>><<<>>

5215. Re: Mag!X info please.

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 14:00:02 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <772466402snz@theshack.demon.co.uk>
Source record: 184798

In article <fd4f6604@straight.ct.se>
bertil.jagard@straight.ct.se "Bertil Jagard" writes:

> In a Message of <06-13-94 02:42> Graham Irvine writes:
>
> GI> It really need's a better desktop but apart from that I'd say along
> GI> with NVDI it thee an essential purchase for anyone with an ST.
>
> But in the Mag!X World Pro package you get EASE3 i think.. And it is some
> replacement for the desktop. Anyone ho has tested this together with Mag!X?
>
> Regards Bertil Jagard..

Hi Bertil!

I'm amazed who I keep finding on The Internet...

Re: MagiX

I have reviewed the program for ST Format and found it to be just the
job for anyone who is serious about the ST. Combined with KObold and
Ease it kinda leaves the competition a little deflated.

Ease has its shortcomings but the bulk of it is spot on and very very
nice. Watch for the up coming review!

This could be the real future of desktop environments on the ST.
Neodesk 4 will have to really jaw drop me to change my mind and Geneva
is probably completely eclipsed by MagiX. Shame, but that's the way it
is.

Regards to you,

Andy.
--

<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>
<< | >>
<< From the workstation of Andy Curtis | acurtis@theshack.demon.co.uk >>
<< | >>
<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>
<< Freelance Computer & MIDI columnist and SysOp of The Ad.Lib BBS >>
<< Call: +44 (0)91 3702659 V32bis 24Hrs >>
<< NeST 90:100/308.0 AtariNET 51:6/208.0 FishNET 777:400/2.0 >>
<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>

5216. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 14:06:27 UTC
From: nj1@ukc.ac.uk
Message-ID: <8615@merlin.ukc.ac.uk>
Source record: 184784

In article <2u97pk$8m3@m1.cs.man.ac.uk> grantr@cs.man.ac.uk (Rob Grant) writes:
>The article in ST Review also stated that you could get alot of spectrum games that
>will run on the emulator aswell from archive sites.I have looked and can't find them
>in ftp.cnam.fr or other sites.If anybody knows of a site containing the games please
>let me know.

Try ftp.ijs.si (I think that's the address.)

I think the folder is pub/zx/snapshots, although I could be wrong. The SNA's
are stored together in folders according to the initial
e.g. .../snapshots/x/xeno.sna

Neil.

P.S. Try Xeno - it was my favourite game on my speccy :)

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

5217. S.J. Mercury-News article 6/24/94

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 14:42:17 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16FDF6C6DS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 184786

The following article appeared on page G-1 (front page of Business Section) in the June 24 issue of the San Jose Mercury-News:

ATARI'S JAGUAR IS GOOD FOR MORE THAN GAMES

by Lee Gomes

Think of data processing at federally sponsored research labs, and what usually comes to mind are multimillion-dollar Cray supercomputers and other fearsome integer-chomping datasauruses.

But a $250 Atari video-game player?

That's the platform of choice for some researchers at the Argonne National Laboratory in Argonne, Ill, who are developing a new electronic commerce system for the nation's textile industry.

The project is designed to allow the 130,000 businesses involved in textiles, from yarn makers to fashion houses to retailers, to use the nation's evolving information superhighway to conduct their business.

Since the system must ultimately show people who know little about computers to see fabrics as finished clothes on their computers screens, Argonne engineers are designing an easy-to-use interface that is heavy on the graphics. And since the program needs to run in all kinds of sites, and inexpensive computer was required.

As a result, said Lucian Russell, a lab director, a group of engineers chose an Atari Jaguar for their development work. The Jaguar, which began shipping this year, is a $250 video-game player that uses a number of Atari custom-designed chips for advanced 64-bit graphics effects.

"We're trying to see what the limits are in terms of stuffing things into a small, cheap box," he said. "It may not be robust enough to do what we need, but this is an experiment."

Russel said his lab will be using the computer only to develop a demo program that shows off the general capabilities of an electronic commerce system. It will be up to textile companies, should they like what the lab creates, to complete its develoment, using whatever kind of machines they'd like.

Russel said the work with the Jaguar will be completed in the fall, after which the scientists will presumably go back to their Crays.

---Mark van Wyk, Sunnyvale

5218. Re: Magazines for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 16:25:16 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <772475116snz@theshack.demon.co.uk>
Source record: 184607

In article <2tj12s$qe9@Tut.MsState.Edu>
bjr2@Ra.MsState.Edu "Brian J. Roland" writes:

> Aloha,
> I am wondering if there are still any magazines devoted to Atari ST/TT/
> Falcon computers out there? I would much like to subscribe to some form
> of hard copy ST magazine like the old STart, Atari Explorer, or the like.
> If you know of any...please email me an address where I can subscribe.
> Thanks
> Brian

The Ad.Lib BBS is the free message site for ST Format now and I can
supply you with any suscriber information you need.

The postal address is:

ST Format, 30 Monmouth Street, Bath, Avon. BA1 2BW UK
Tel: (Voice) +44 225 442244

Regards,

Andy Curtis (ST Format writer)

--

<<<>>><<<>>><<<>>>

5219. Question about using GCC

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 16:30:12 UTC
From: vicb@clark.edu
Message-ID: <2uf1mk$hum@clark.edu>
Source record: 184785

Greetings,

I have been using HSC on my floppy-only system for some time. Next week
I will be adding a hard drive to my system, and I'm trying to decide
whether or not I should get GCC and start using it instead.

-- Is 2 megs enough memory from which to use GCC effectively? My last
project ended up having an executable of about 300K when it was finished.

-- Is GCC really all that much better than HSC? I'm particularly interested
in speed of the executable (e.g. with floating point operations)

-- How much hard drive space does HCC consume?

Thanks in advance for any advice or insight.

Victor Bruhn
vicb@clark.edu

5220. Diamond Back 3 problem

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 17:27:11 UTC
From: selick@acs4.bu.edu
Message-ID: <2uf51f$pkb@news.bu.edu>
Source record: 184787

I've been trying to get Diamond Back 3 to backup a Spectre partition on SCSI 0, Lun 0, and it won't recognize that drive exists. Both Spectre and Tos are able to access the drive no problem. I am using a 1040STe, 4 megs, and a Supra host adaptor with an Adaptek 4000 MFM controller, with 2 140 meg mfm drives.

Thanks,
Steve
selick@acs.bu.edu

5221. Re: Mouse-Ka-Mania II

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 17:58:04 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94175.135804STIRRE31@MAINE.MAINE.EDU>
Source record: 184790

It seemed like a cool program (though pretty useless :-)) but it
caused my Falcon to crash whenever I tried to change the video
mode. Anyone else have this problem?
-scott tirrell

5222. Looking for floppy or hard drive

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 18:11:56 UTC
From: raz@MCS.COM
Message-ID: <2uf7lc$gvq@Mercury.mcs.com>
Source record: 184788

Greetings fellow ST users. I am looking for an external DS/DD floppy and a <50 meg hard drive for my 1040ST. If anyone is selling their equipment in *good* condition, please e-mail me.

Thanks,

Anupam Razdan
raz@mcs.com

5223. MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 19:04:38 UTC
From: troyc@bnr.ca
Message-ID: <2ufao6$ih1@bmerha64.bnr.ca>
Source record: 184792

Ok, I have been struggling with MiNT for about 1 month now. I have gotten most of everything working, which includes MiNT-Net. This is set up on a Mega 4 STe with 21 and 25 meg unix partitions, the 21 meg for system stuff and 25 meg for home directories (yes, I have now run out of system partition space when I put emacs & its lisp files on, if you were wondering).

I just have a few questions that I hope some of you MiNT experts can answer:

1. rlogin does not work. Well, I got it to work once. Now whenever I try it all I get is a message that says "<user> login is not permitted on this terminal" or something close, where <user> is root or troyc, whichever I am trying at the time. I have the .rhosts file in my ~troyc directory, but I may have the format wrong. Like I said, this worked once as user troyc rlogin to localhost, but never when user troyc does "rlogin -l root localhost". Anyone with rlogin experience please jump in.

2. Both text editors I have, emacs 18.58? and Jove (new and old versions), run too low of a priorty with init. When I set INIT=tcsh in mint.cnf I have no problems with the editors and priorities, but when I have INIT=init, then I have problems. I am calling this a priority problem since with init I have to wait upwards of 30 seconds for any keystroke to be recognized. Without init, there is no delay at all. This limits my ability to do much (root can use a TOS based micro-emacs since minix allows root access to TOS partitions, but my users cannot). Is there a way to get this running at proper priorities, if that is indeed the problem?

3. As stated before, I have minix partitions on two different units. I have created a symbolic link from the system partition to the users home partition, but I cannot do a mv, which bombs each time saying it can't move across file systems. cp will copy across file systems, but it will not copy directories. Is there any way around this short of using NFS? Will NFS actually solve this problem? I tried to get NFS to work once, but I couldn't. I decided it was not important at the time.

4. The famous FTP problem. I need to get the psetid patch from someone I guess. I thought it was in one of the tar file somewhere along the way and I did it, but I guess not. When using FTP, I get the message: "can't set uid". This sounds like I didn't do the patch, can this possibly come from a missplaced passwd file? I have the anonymous account set up and I get the same problem. Will minixfs incorporate the other fix mentioned, which is to Gusetid or whatever, or will I have to do that myself (grep on the code indicates only two or three places to change, is that right?) ?

5. Has anyone been able to recompile stcron4? I don't like it using syslog nor do I want it in my /etc directory. I would rather it use the directory /var/adm or /var/log or whatever. When I use gcc on the supplied makefile,

I get mucho errors.

Things that I would like, so if you can point me to any of the following:

1. A ps which works like in unix: ps alone shows your processes, ps with flags (this differs from system to system, it seems) to show full listings and all processes. The ps I have either shows only the users processes, or the entire system, depending on how the 's' attribute is set on ps.ttp I would like to see a userid somewhere with the processes. This must be possible, since I tried to kill a process run by root and was not allowed to do so. This goes for top also.

2. A version of gzip which recognizes more extensions than .z I would like to see .gz .tgz at least added, if not to just allow any suffix and let me worry if I am messing up.

3. A telnet and telnetd port for mint+mint-net.

4. A curses based clear command to clear the screen...have I just missed this somewhere?

5. A decent curses based (vt100 or vt52) terminal program, ala ST52. Is there a vt100 driver in termcap? I should check when I get home...

******

6. KAY: Is there any hope for PPP in future releases of MiNT-Net, or maybe an add-on or something? My company has a some kind of security problem with SLIP, and will only allow PPP connections for dialin. (great job, by the way! Got everything up and running in one evening, upgrading from 1.08 even!)

******

If I think of anything else, and my newsserver lets this go through, then believe me, I will post again!

Thanks,

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

5224. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 19:06:46 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2ufas6$rsv@mother.usf.edu>
Source record: 184791

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM ()
writes:
: >
: > Sam Tramiel bascially told us Atari had dropped their line of computers six
: > months ago in an article in the San Francisco Chronicle [...]

: Yeh, I understand daddy-Jack almost blew a gasket over that comment. Even
: though it's true, for all intents and purposes, it still fries my blood.

: > If Atari doesn't get its act together and put out out some new games for
: > the Jaguar, I see trouble ahead.

: Same old, same old. Atari beats everyone to the punch with a technologically
: sophisticated piece of hardware at 1/2 the price, and blows the marketing.
: At least Jag owners can take some comfort in that 3DO is sucking wind now.

: -Hutch- @ Fair Dinkum "Laughing on the Outside..." Tech << skinny .sig v.1.1 >>

If 3DO wasn't so expensive, the Jag would be history now. But then again, I
can BUY a 3DO and games for it just about anywhere. I can't FIND a Jag.

5225. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 19:34:35 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun24.193435.7925@boojum.lanl.gov>
Source record: 184793

In article kld@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>
>Na, get a Acorn Risc PC, runs 6 times faster than the 486DX2 66 mhz
>when manipulating pics..
>
>You can also Multitask Windows with it, Run 2 OS's together....
>
>Gee what a machine, I think it leaves most PC for dead,
>and with 24 bit graphics at 1600 * 1200..

Sounds great, Roger. Too bad when all is said and done it's still 'just'
a PeeCee. <giggle> :)

-Hutch- @ Fair Dinkum Tech

5226. Re: RAMDISK needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 19:52:08 UTC
From: UZS0E7@ibm.rhrz.uni-bonn.de
Message-ID: <16FDF1176CS85.UZS0E7@ibm.rhrz.uni-bonn.de>
Source record: 184789

In article <2uacff$3v9@yrsa.ifi.uio.no>
hallvart@ifi.uio.no (Hallvard Tangeres) writes:

>
>Thanks.
>

Maybe I can help you with R-Disk ? There is also a SP_SEK Version
awalable.

upf Markus

5227. Re: Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 20:16:08 UTC
From: steve-j@teleport.com
Message-ID: <2ufeu8$qs7@elaine.teleport.com>
Source record: 184794

In article <2uac4b$3ni@yrsa.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:

```
>> Here's a note from James Grunke, Director of Atari Music and AUdio that
>> some of you might find of interest:
>>
>> ============
>> Last Friday (June 17) at the Atari annual stockholders meeting, Sam Tramiel
>> announced that Atari is licensing Falcon030 technology to C-LAB GmbH of
>> Germany.............. (SNIP).........

>I thought C-Lab had changed it's name to EMAGIC !!!?????.....
>Does this mean there is still a C-Lab, plus EMAGIC?

What happened was that C-Lab had a software division and a
hardware division. The software guys left and started up
Emagic w/ Ensoniq, so yes, there is a C-Lab AND Emagic.

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

5228. Re: RAMDISK needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 20:18:52 UTC
From: steve-j@teleport.com
Message-ID: <2uff3c$qu7@elaine.teleport.com>
Source record: 184795

In article <2uacff$3v9@yrsa.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:

```
>I've been using "Rambaby.ACC" for a long time, but after a LOT of work got loset because
the
>machine locked up and I had to reset the machine I got fed up, so I tried using
MAXIdisk.PRG
>instead, which is reset survivable!!! GREAT!!! I like it a lot, except for one thing- the
>disk compression. It takes time to compress files, and I'm using some other file
>systems with the computer too, so compressing them might be another weak link in the
>system.
>
>So, my question is: is there a reset survivable RAMdisk WITHOUT data compression
available?

I like EDISK, which should be available on atari.archive.umich.edu.

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

5229. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 21:12:34 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940624Z211234.885dbrewood@nest.demon.co.uk>
Source record: 184609

I'd be interrested in how other players are getting on with starball?
I've just obtained my first decent score 15,324,000 when trying to save the screen to disk I resewt the machine. damned cheesed of, just got the bonus up to x4 x4 and had 3 more balls in reserve. Had played Space Invaders, Eggball, Archanoid-ball, and somehow had annihilated a floating Yak, and was docking at space station 9 and up. Got tired wrists as well now, sigh.. Will have to register this damned program...

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

5230. FORSALE:Atari 1040ST and SC1224 color monitor

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 22:33:06 UTC
From: basil@tweety.cis.upenn.edu
Message-ID: <2ufmv2$j44@netnews.upenn.edu>
Source record: 184799

I have the following ST equipment/software for sale:

1040 STf w/ Tweety Board (Not installed) $130
SC1224 color monitor 120
2400 baud Supra modem. 30
Wico Joystick (top of the line) 25
included Software:
Flash 1.6, Drivers for HP printers, PD disks, Neodesk 3.1, whatever
else I find.

Buy all for $300 plus shipping or buy separately.

Music: Dr T's Tiger Cub $40 Great entry-level graphic sequencer
Hybrid Arts EditTrack II $40 Great professional sequencer
M1 Editor plus 500 sounds $35

Buy all three for $100

Games:
Ultima 5 $30
Ultima 6 $30
Populous $20
Populous/Simcity bundle $30
Populous II (awesome game) $30
Speedball $20
PowerMonger $30
MIDIMaze (Kill a Happy Face) $10
Dungeon Master $12
Chaos Strikes Back $12

Best offer on the above, plus shipping. Or buy with computer for
discount. Most have manuals and original boxes.

Contact Brian Stokes at basil@graphics.cis

5231. FOR SALE 520ST with SF354 and mouse

Newsgroup: comp.sys.atari.st
Date: 1994-06-24 23:36:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2ufql0$svm@ucsbuxa.ucsb.edu>
Source record: 184800

I have an Atari 520ST with SF354 and mouse for sale.
I will sell the whole package (512K Atari ST with
single sided external disk drive and mouse) for $40 plus
$10 for shipping. The machine is in perfect working condition
and is in good shape. The parts alone are worth more than $40,
I'm sure...

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

I would also trade it for something else (other computer or video
game equipment.) Please send e-mail if interested

5232. Re: Starball (Was Pinball Game)

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 00:37:55 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.772504675@BIX.com>
Source record: 184603

oldcornd@cs.man.ac.uk (David Oldcorn) writes:

> Hope everyone enjoys it
> Dave Oldcorn, V11 Software.

Dave... I downloaded "Starball" the other night and the entire family is enjoying the game emmensly. I must say you've all done a wonderful job on that one. I'm impressed.

I'd like to send in a shareware fee, but am uncertain how you'd like that since I'm in the USA.

Also, if you ever do decide to do another version of this game and would like someone to market it for you, please let me know. My company is Missionware Software and we currently carry a number of products, the most popular of which is Flash II, our telecom program.

Feel free to contact me via email if you prefer.

:~~~~~~:
: John R. Trautschold | j.trautschold@bix.com :
: """""""""""""""""""" | j.trautschold on BIX * 71333,1003 on CIS :
: Missionware Software | J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi :
:~~~~~~:

5233. Silmarils

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 00:41:39 UTC
From: tdcflcn@infinet.com
Message-ID: <2ufug3$de9@rigel.infinet.com>
Source record: 184604

Hello everyone,

I have ISHAR 2 for my Falcon and I want to know if ISHAR 3 is going to
be made?

Does anyone know if the maker of ISHAR, Silmarils (France) has an
address so I can get a list of games to expect from them?

--
Thomas Chamberlain, tdcflcn@infinet.com
===
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
===
Also a IBM AS/400 RPG/3 Programmer/Analyst/Software Consultant

5234. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 00:42:42 UTC
From: wright@thepond.EBay.Sun.COM
Message-ID: <2ufui2$ftc@male.EBay.Sun.COM>
Source record: 184605

My son has the following ST stuff for sale:
He is asking $300 for everything, but he might take a resonable offer.
If interested please E-mail me or call me at my office or home.
WK: (408) 276-1838
HM: (510) 373-1791

520ST
Atari color monitor
2ea DSDD floppy drives
1ea 20MB hard drive
Star SG10 printer

Micro-C shell (Beckmeyer tools)
Laser-C (Megamax)
ST Professional (VIP)
Word Writter ST (Timeworks)
Supra HD utilities
Write 90
DB master
Calendars & Stationary
Signs & Banners

Hunt for Red October
Leader Board
Hex
Various shareware disks

==========
Bruce Wright SunService
Sr. Manufacturing Engineer A Division of SMCC
Repair Technologies M/S MIL07-121
(408) 276-1838
E-mail: wright@thepond.EBay.Sun.COM
----------x x----------
( )
------------------ ------------------
\ /
\ /
\ /
\ /
\ /
\ /
O\ O/

If people concentrated on the really important things in life,
there'd be a shortage of fishing poles.
==========

5235. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 00:52:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ufv4t$2vi@golem.wcc.govt.nz>
Source record: 184606

In article <1994Jun22.140235.7072@boojum.lanl.gov>, hutch@ilmen.lanl.gov (John Hutchinson) writes:
>As promised, here are some quotes from the latest financial report from Atari?
>They should be of particular interest to anyone still trying to hang on and
>develop new products for the ST/TT/Falcon computers. Judge for yourself...
>
> About the Falcon030:
>
>"Since introduction in the first quarter of 1993, the Company has shipped
>small quantities of this product. The company does not expect sales of this
>product to be material in the future."

So don't invest in a Falcon...!!

So who is doing all the support for the software, or has it all been
given to outside developers.ie, Mint,Mutitos,Speedo, and Works..??.
is the Smith chap, (forget his full name) still around, I have not seen him
on here for a long time..

Also funny, some one stated that they had seen a newer type Falcon...!!

> The report goes on to detail how Atari has closed all offices worldwide,
>except for the Netherlands and Sunnyvale, and reduced its workforce from 570
>employees to 133.

I thought they had a UK office..???

>Thanks go to Charles 'Mad Dog' Johnson of the CodeHeads for this info.
>
>-Hutch- @ Fair Dinkum Tech
>

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5236. Re: ST HARDWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 01:04:55 UTC
From: Bill Repetto <brepetto@delphi.com>
Message-ID: <ps2QYzf.brepetto@delphi.com>
Source record: 184601

Brian, would you take $25 for the SM124? My daghteris in grade school and uses my PC right now. I have a 1040ST that I ahven't used since we moved here and I dropped the monitor on its head (ouch). Have a good one..
Bill R.

5237. New Children's Application

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 02:25:50 UTC
From: dab@prairienet.org
Message-ID: <2ug4je$8pn@vixen.cso.uiuc.edu>
Source record: 184608

Announcing a new program from D.A. Brumleve!

MathArt: A Paint Program for Young Mathematicians

The emphasis in MathArt is decidedly upon art. The math angle (pun intended!) takes the form (pun intended!) of geometrical shapes which provide the basis for line designs.

MathArt simulates the "string art" studies many children of the 60's and 70's experienced as a part of geometry class. A basic grid serves as the starting point for complex shapes and designs. Points along the axes of the grid are connected to form lines. When crossing, straight lines in a design may be interpreted by the eye as curves. A surprising variety of designs is possible using the points on a single grid.

As a junior high school student, the author found string art to be a clumsy and frustrating activity. The computer does away with the awkward string and nails and substitutes editing at the click of a mouse, thus encouraging experimentation with the potential of line designs. While the line designs are attractive and interesting without further adornment, the use of vivid color can accentuate certain features and enhance the effect. A paint program is included to allow children to color their designs and save them in an onscreen art gallery. No prior understanding of geometry is required to use the program, and even the smallest of computer users will enjoy exploring the creative potential of the basic structures presented.

The program consists of a Main Screen and three activity screens: the Drawing Screen, the Painting Screen, and the Art Gallery Screen. The child creates a line design on the Drawing Screen, embellishes it with color on the Painting Screen, and displays it with other paintings on the Art Gallery Screen. Each screen offers three possible grids for line art: a four-segment cross, a three-segment cross, and a circle. Up to three line designs of each grid shape may be saved to disk for later editing. An unlimited number of paintings can be saved for repainting or for later viewing in the Art Gallery. Paintings are saved in Degas Elite format.

MathArt, like all commercial kidprgs, is accompanied by an Installation Program which allows the parent or teacher to configure the child's disk to suit his/her needs and interests. This grow-as-you-grow approach allows MathArt to appeal to children throughout a very wide age range. To make learning to use the program a snap, MathArt conforms to the user interface provided in

all commercial kidprgs.

MathArt will run in ST Low on any Atari ST/STe/TT/Falcon030.
Printing requires a printer which accepts an ST screen dump;
nearly all printers are supported. Recommended for ages 3-11;
enjoyed by all!

Shipping on or before July 1, 1994! Scheduled to be debuted at
the MIST AtariFest in Indianapolis on July 23! See you there!

Retail price: US$40.00

Your dealer will welcome your order, or you may order direct.

To order COD: Voice 217 337 1937
Fax 217 367 9084
GEnie DABRUMLEVE
Internet dabrumleve@genie.geis.com

To order prepaid, send check or money order in US$ for $40 + $3
shipping to: D.A. Brumleve
P.O. Box 4195
Urbana IL 61801

Also available: Kidpublisher Professional US$40
Multiplay US$40
Kidpainter US$35
Super Kidgrid US$25

A $3 shipping charge covers all products ordered at one time.
Products mailed to points within the US are shipped Priority Mail
and really do tend to arrive within three days as promised by the
US Postal Service. Products sent to Canada and elsewhere are
shipped via US Air Mail.
--
!

5238. SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 02:41:23 UTC
From: steve-j@teleport.com
Message-ID: <2ug5gj$9l6@elaine.teleport.com>
Source record: 184612

The following announcement was posted on GEnie by Compo U.S.:

Atari ST RoundTable
Category 14, Topic 35
Message 26 Thu Jun 23, 1994
COMPO at 03:16 EDT

==========
SpeedoGDOS v5.0
==========

The next generation

SpeedoGDOS version 5.0 is the product of a close collaboration between Atari Corporation and COMPO Software Corp. The result is an essential tool that will simply revolutionize the way you use your computer, and the materials you create.

SpeedoGDOS 5.0 supports Bitstream Speedo, PostScript Type 1, and TrueType fonts. Simultaneously, transparently.

Bitstream Speedo is a scalable font format that has become the standard on Atari computers. PostScript Type 1 and TrueType are the standard formats on other computer systems. All three formats support scaling fonts to any size, with font hinting and kerning for the best possible display and print quality.

With tens of thousands of PostScript Type 1 and TrueType fonts available, a nearly limitless variety - and quantity - of high quality fonts is now available to you. Virtually any type design, style, or character set is easily obtainable. Foreign language fonts, symbol and notation fonts, exotic styles...

SpeedoGDOS 5.0 also reaches new heights in cross-platform compatibility - with the same font formats used on Ataris, PCs, Macs, and other computer systems, transferring data between computers is easier than ever before.

SpeedoGDOS 5.0 includes printer drivers for most popular printers, and an assortment of brand new drivers, including color drivers for color printers, and drivers for LaserJet 4 and compatible printers at 300 and 600 dpi.

SpeedoGDOS 5.0 includes a new manual and is available in two versions. They vary only in the number of typefaces included.

SpeedoGDOS 5.0 (Complete) includes twenty two Bitstream typefaces and is available for $79.95. It can be purchased from any Atari computer dealer or direct from COMPO Software.

The SpeedoGDOS 5.0 Upgrade includes eight Bitstream typefaces and is available to users of SpeedoGDOS 4.x for $50.00.

Upgrading to SpeedoGDOS 5.0

Users of SpeedoGDOS 4.x may purchase the SpeedoGDOS 5.0 upgrade from COMPO Software. Proof of SpeedoGDOS 4.x ownership is required.

Please forward, with your order, one of the following:

1) One of your SpeedoGDOS master disks, or a photocopy of a master disk.
2) The cover page from your SpeedoGDOS manual, or a photocopy of the cover page.

Pages or photocopies may be faxed to COMPO Software if you wish to order SpeedoGDOS 5.0 by telephone, fax, or email.

If you send an original SpeedoGDOS 4.x master disk, it will be returned with your order.

Please include $3.00 for shipping. California residents please add 8.25% sales tax.

COMPO Software Corp.
104 Esplanade Avenue Suite 121
Pacifica California 94044 USA
Tel: 415-355-0862
Fax: 415-355-0869
GEnie: COMPO

==========

Speedo is a trademark of Bitstream, Inc. PostScript is a trademark of Adobe Systems Incorporated. SpeedoGDOS is a trademark of Atari Corporation. LaserJet is a trademark of Hewlett-Packard Company.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5239. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 04:05:56 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ugaf4$5mn@terminator.rs.itd.umich.edu>
Source record: 184610
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7345 Jun 18 22:30 ./Applications/0index
-rw-r--r-- molin 21657 Jun 17 08:34 ./Applications/Databases/most.zip
-rw-r--r-- boydm 345712 Jun 18 05:02 ./Games/starball.zip
-rw-r--r-- lenn 19970 Jun 18 09:56 ./Games/0index
-rw-r--r-- molin 128153 Jun 16 05:50 ./Graphics/mydrw110.lzh
-rw-r--r-- entropy 13212 Jun 18 22:35 ./Graphics/0index
-rw-r--r-- molin 43071 Jun 16 05:00 ./Tt/ttart171.zip
-rw-rw-r-- entropy 1218 Jun 18 22:16 ./Tt/0index
-rw-r--r-- entropy 5581 Jun 18 22:20 ./Programming/0index
-rw-r--r-- molin 43870 Jun 18 06:22 ./Programming/mnilu.lzh
-rw-r--r-- molin 5592 Jun 18 09:57 ./Falcon/0index
lrwxr-xr-x boydm 24 Jun 18 09:56 ./Falcon/Games/starball.zip -> ../../Games/starball.zip
-rw-rw-r-- entropy 3881 Jun 20 19:07 ./Archivers/0index
-rw-r--r-- boydm 124065 Jun 20 19:02 ./Archivers/2in1107m.lzh
-rw-rw-r-- entropy 26993 Jun 20 19:09 ./Utilities/0index
-rw-r--r-- boydm 2148 Jun 20 19:02 ./Utilities/Tosfixes/buttnfix.lzh
-rw-r--r-- boydm 115583 Jun 20 19:13 ./0ls-lR.Z
-rw-r--r-- boydm 115203 Jun 20 19:15 ./0ls-lRc.Z
-rw-r--r-- boydm 344716 Jun 20 19:12 ./0index
-rw-r--r-- boydm 139634 Jun 20 19:12 ./0compind.Z
-rw-rw-r-- hyc 98611 Jun 23 15:11 ./Mint/Network/ftp-02.tgz
-rw-rw-r-- hyc 95434 Jun 13 07:51 ./Mint/Network/ftpd-02.tgz
-rw-rw-r-- hyc 168043 Jun 23 15:11 ./Mint/Network/ncftp175-01.tgz
-rw-rw-r-- hyc 109430 Jun 23 15:12 ./Mint/Network/ytalk302-01.tgz
-rw-r--r-- molin 105911 Jun 16 13:34 ./Gnustuff/Tos/Gawk/gawk2-15-5b.zoo
-rw-r--r-- entropy 12405 Jun 24 23:38 ./Gnustuff/Tos/0index
-rw-rw-r-- entropy 2725 Jun 24 23:19 ./Misc/0index
-rw-r--r-- molin 5797 Jun 24 05:41 ./Misc/n_menmin.lzh
-rw-r--r-- molin 69512 Jun 19 12:42 ./Utilities/suprview.lzh
-rw-rw-r-- entropy 27044 Jun 24 23:30 ./Utilities/0index
-rw-r--r-- molin 115735 Jun 24 23:44 ./0ls-lR.Z
-rw-r--r-- molin 115277 Jun 24 23:45 ./0ls-lRc.Z
-rw-r--r-- molin 5740 Jun 24 23:26 ./Falcon/0index
-rw-r--r-- molin 624317 Jun 24 07:18 ./Falcon/Demos/bound3.zip
-rw-r--r-- molin 580228 Jun 23 10:27 ./Falcon/Games/breakout.zip
-rw-r--r-- molin 2476 Jun 21 05:02 ./Falcon/Sound/stesnd2.zip
-rw-r--r-- molin 13474 Jun 20 11:45 ./Falcon/Utilities/falco0_4.zip
-rw-r--r-- molin 345376 Jun 24 23:43 ./0index
-rw-r--r-- molin 139844 Jun 24 23:43 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5240. Re: ICD and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 05:40:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ugfvo$7iv@golem.wcc.govt.nz>
Source record: 184611

In article <2ud439$r8a@panix2.panix.com>, rsnyder@panix.com (Roger Snyder) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: In article <2u5a74$ej5@panix2.panix.com>, rsnyder@panix.com (Roger Snyder) writes:
>: > I see posts from ICD all the time on GEnie. Their bulletin may be
>: >old (though I though I have seen newer ones than that, maybe a GEbnire
>: >error?) but they have more recent files in the library, (and the host
>: >software is update all that often--who wants to be DL a new version every
>: >month?).
>: >
>: > The latest version of the host software is in the lib. and is fairly
>: >recent.
>: >
>: >--Roger
>
>
>
>: I don't thing you have cheched this out, the Version on there is
>: 6.4.3 this is old, also no version of CleanUp is given...
>
> Cleanup is not posted to the libraries, it is nor PD nor
>sharewhare, and does not have the sort of copy protection a host adapter
>offers. 6.4.3 is not the old, and most people will not need a newer
>version because the changes are minor and affect only people with certain
>hardare. I have checked this out, I am on GEnie often.

Well when 6.6.0 is claimed to be now out, then 6.4.3 is old...!!!

Also if you read my Post, I did not even mention that CleanUp was on GEnie,
but there is a file called Versions, this does not include the current
version of CleanUp, also a Demo version of CleanUp was included
with the ICD Utils, but not now, so how do people find out the later version..

ICD do state you must use there later versions because of BUG fixes etc, they
never state what Bugs are fixed with the version numbers, only features
that have been added.....

Also ICD do state in there software that GEnie is a support site where you can
dnload the latest ICD Utils, but this is not so...

Other people on here are having similar problems with ICD...

>
> I'm a little tired of every 12 year old winer posting long rambling
>messages about how much they think a company owes them (when they bought
>the product second hand and stole have the sofware they run on it).

Well I am far from 12 years old, but do expect a company to stand by its commitments, and statements.....

I have mailed them some 4 times and a Fax and never recieved a reply...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5241. Re: Postcript-Interpreter for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 06:41:55 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ugjjj$dup@geraldo.cc.utexas.edu>
Source record: 184613

Hi,

In article <1994Jun24.094434.3011@newsserver.rrzn.uni-hannover.de> you write:

>I am looking for a program, which send a postscript-file to a Atari laser-printer (SML).

You are correct that this requires a full-fledged PostScript
interpreter. There are commercial interpreters, but the only free one is
Ghostscript.

You can't beat the price, but GS does have some drawbacks:

1.) You will definitely need 4M of ram to print to the SLM, and about 3M
of disk space for the fonts.

2.) For high-quality output, you need to buy commercial fonts -- most
of the free ones provided with GS are of low quality.

3.) Support for the SLM is limited. The SLM driver was written by
an Atari user who has since disappeared from the net. It
uses the diablo emulator, and hogs more memory than necessary.
I have also heard complaints that it does not center the page
properly (I don't have an SLM so I can't say anything first-hand).

You can ftp a 68000 version of GS from atari.archive.umich.edu in
Gnustuff/Tos/Ghostscript. Various 68030 versions with/without fpu
support are on lifshitz.ph.utexas.edu in pub/atari/ghostscript.

More information about atari GS, including plans for future versions,
can be obtained from my WWW site:
http://godel.ph.utexas.edu/Members/timg/gs/gs.html.

-Tim Gallivan
timg@landau.ph.utexas.edu

5242. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 07:36:11 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ugmpb$8c5@golem.wcc.govt.nz>
Source record: 184616

In article <1994Jun23.134915.10052@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article 7ar@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>>Well some one commented that I had posted incorrect info
>>regarding ICD Files on GEnie..
>>
>
>Like you said...
>
>"Facts.....!!!!"
>
>-Hutch- @ Fair Dinkum Tech
>

Well the Facts are they don't reply, I have sent now 4 e-mail and a Fax
no responce, and there lack of support on GEnie, I go in what I see,
and otheres here have had the same problem....

I stated ARE they closing down, not that they have closed down, but there
actions are not that good, dismall I would say....

Facts are Facts..!!!

I did ask you to post some Real facts about ICD and there lack of Support on
GEnie, so far nothing.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5243. Re: New Children's Application

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 07:42:50 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ugn5q$f06@geraldo.cc.utexas.edu>
Source record: 184615

In article <2ug4je$8pn@vixen.cso.uiuc.edu> dab@prairienet.org
(Dorothy A. Brumleve) writes:

> MathArt: A Paint Program for Young Mathematicians
>
>The emphasis in MathArt is decidedly upon art. The math angle
>(pun intended!) takes the form (pun intended!) of geometrical
^^^^
>shapes which provide the basis for line designs.

Perhaps MORE of a pun than intended. Every kid knows d^2 = 0.
(A joke for not-so-young mathematicians :-)

-Tim Gallivan
timg@landau.ph.utexas.edu

5244. ECOPY

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 08:51:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ugr71$8oj@golem.wcc.govt.nz>
Source record: 184618

Hi,

I have found ECOPY16D.TOS on 2 Sites, A.A and TU-BERLIN, both
of these files are corrupt..

Is there a site with out a corrupted version..??

Thanks..............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5245. GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 08:53:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ugra2$8oj@golem.wcc.govt.nz>
Source record: 184617

I asked some time back were can I get some good GIF's from,
no replies as of yet..??

So what sites can I get GIF's from..??

Thanks..........

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5246. Re: Good compiler for the Falcon??? Help!

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 11:13:28 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jun25.111328.1220@cathy.ijs.si>
Source record: 184619

In article <2tm5m0$fsc@scapa.cs.ualberta.ca>,
Stuart David A <cs93294@assn030.cs.ualberta.ca> wrote:
>I am looking for a good C compiler for the Falcon...
Commercial: Pure C from Application systems Heidelberg
or Lattice C (from the UK)
>Are compilers
>processor specific (ie: can an ST compiler run and compile on an 030)?
You can use ST compilers on the Falcon - the only problem is you might
not be able to use some of the falcon specific stuff supported by the
falcon avare compilers.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5247. Developer Details wanted

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 14:46:27 UTC
From: trwills@indyunix.iupui.edu
Message-ID: <1994Jun25.094628.6347@ivax>
Source record: 184621

HI,
I was thinking of becoming a developer for atari
as well, and i was wondering if anyone knows of what is
involved ($$, requirements, etc) and what does one get
for becoming one (discounts, OS guides, etc.). And thanks
in advance....
Ziggy

5248. [Q]: Mega ST ethernet, telnet SW

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 14:54:23 UTC
From: rlynx@netcom.com
Message-ID: <rlynxCryK2o.1B5@netcom.com>
Source record: 184620

Please, I got one user using MEGA ST who wants to connect to Ethernet
network. Is there a card, who make is it, where and how much? Also, once HW
problem is solved, is there (PD preferred) SW for telnet?
Thanks for your help. Please email, I do not read this newsgroup often.

Murphy's Constant: Matter will be damaged in direct proportion to its value.
Disimoni's Rule of Cognition: Believing is seeing.
--bob; rlynx@netcom.com

5249. WANTED: Avalon Sample Editor for ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 15:09:19 UTC
From: raver909@telerama.lm.com
Message-ID: <2uhhav$8e1@epicycle.lm.com>
Source record: 184622
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st

Want to buy, used copy of Avalon Sample editing software by Steinberg Jones for the Atari ST OR a used copy of Genwave by Interval Music for the ST.
Joe

--

5250. FOR SALE 520ST with SF354 and mouse

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 16:28:01 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <cfc_9406251930@flight.org>
Source record: 184641

David, I'm keenly interested. Please leave me a voice number to call to arrange the deal.

Fidonet: Michael Fitzpatrick 1:282/47
Internet: Michael.Fitzpatrick@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

5251. Atari 1040ST with SM124 Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 16:31:02 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <cfd_9406251930@flight.org>
Source record: 184640

Please leave a phone # where I can call voice to talk about your equipment.

Fidonet: Michael Fitzpatrick 1:282/47
Internet: Michael.Fitzpatrick@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

5252. Atari Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 17:20:39 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.4x7h@realm.tdkcs.waterloo.on.ca>
Source record: 184568

```
Stunt Car Racer $4
Rock Star Ate My Hamster $4
Gauntlet $4
Dragon's Layer $8
Toobin' $4

Games are for any ST and include shipping.
```

5253. Re: Postcript-Interpreter for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 18:34:31 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.772569271@acp5>
Source record: 184623

nhdcjebi@rrzn-nis.uni-hannover.de () writes:

>I am looking for a program, which send a postscript-file to a Atari laser-printer (SML).

I think the only way to achieve this is to convert the PS file to an IMG bit
image file using ghostscript. You can print the IMG file with most graphics
programs.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5254. Re: Silmarils

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 18:59:21 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2uhuq9$2du@irz401.inf.tu-dresden.de>
Source record: 184624

In article <2ufug3$de9@rigel.infinet.com>, tdcflcn@infinet.com (Tom Chamberlain) writes:
> I have ISHAR 2 for my Falcon and I want to know if ISHAR 3 is going to
>be made?
Yep,it is announced,along with a Falcon-version of Robinson's Requim.

Matthias
--
.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`----------------------+---'

5255. Re: [Q]: Mega ST ethernet, telnet SW

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 19:47:44 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2ui1l0$2ue@csugrad.cs.vt.edu>
Source record: 184626

Bob Cat (rlynx@netcom.com) wrote:
: Please, I got one user using MEGA ST who wants to connect to Ethernet
: network. Is there a card, who make is it, where and how much? Also, once HW
: problem is solved, is there (PD preferred) SW for telnet?
: Thanks for your help. Please email, I do not read this newsgroup often.

Since my roommates and I have set up our own little Ethernet
Network in our apartment, I would also be interested in this information.

I'm also wondering if there's any adapters for the Mega STe's LAN
(RS-422) port and appropriate software to use it. That might work as a low
cost alternative... Thanks!

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

5256. Modem: Dial with no carri

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 20:05:20 UTC
From: oesterud@oslonett.no
Message-ID: <2ui2m0$hua@hasle.oslonett.no>
Source record: 184627

In message #6, stein.arne.jensen@p10.sec writes:

> I believe it must be possible to send dial strings through a modem withou
> carrier, but I just can't figure out how (in Gfa basic from a Falcon).

Of course this is possible Stein-Arne :-)
How would you be able to call a BBS otherwise.

> To write a program to enable me to code and send adverts via the phone to
> commercial norwegian TV station. Normally this would be done manually by
> pressing 2-digit codes for each letter you want in the advert. I'm able

I allready have such a program - I even think it's on ABK-BBS

Lars-Erik

BTW: Stein-Arne, I have a new e-mail adresse so if you could confirm
that this message really got through to comp.sys.atari.st.....

5257. I`m back !!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 20:05:22 UTC
From: oesterud@oslonett.no
Message-ID: <2ui2m2$hud@hasle.oslonett.no>
Source record: 184628

First, if anyone has tried to get hold of me, I'm sorry that I've been off air, but I lost my two previous e-mail adresses....

But now I'm back on the adresse "oesterud@oslonett.no"

Lars-Erik 0sterud (SysOp ABK-BBS, Oslo, Norway)

5258. help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 20:31:10 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2ui46e$dr0@nic.umass.edu>
Source record: 184629

I just downloaded starball, and it looks great, but....

It locks up!!

I'm running it on a 1040 under TOS 1.something, and it
freezes at the screen with the faces on it...

What am I doing wrong?

5259. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 21:15:54 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ui6qa$pll@yrsa.ifi.uio.no>
Source record: 184630

In article <772465924snz@theshack.demon.co.uk>, acurtis@theshack.demon.co.uk (Andy Curtis) writes:
> In article <41e32dfc83fd@sirius.herts.ac.uk>
> D.Corps@herts.ac.uk "DuncMan" writes:
>
> > Is there some program, or set of integrated programs, that could
> > replace my various versions of various archivers? At the moment I have
> > to use a different program for each type of compression, and some
> > archived files seem only to like being unarchived by a particular
> > version of an archiver- I have 2 different Lharc programs, for instance.
> > Even a single program that would give me a nice front end to
> > make selection quicker and easier.
> >
> > Duncan.
>
> Hi Duncan,
>
> Why not try the TWOINONE archiver ? Despite its name it supports many
> different archive standards and all you have to do is add the raw TTP
> files n a defined directory. Once set up it is ease itself to use.

yes, but you really need a hard disk don't you? I mean, since it has to call up all the different .TTP programs..
Is there any ONE program with everything contained available (like DC-xtract), except that DC extract seems too be too old to deal with some of the zip and lzh files. It just stops working and you lose the mouse pointer.

Hallvard, Oslo, Norway

5260. Re: Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 21:19:12 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ui70g$pma@yrsa.ifi.uio.no>
Source record: 184631

In article <2ufeu8$qs7@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
> In article <2uac4b$3ni@yrsa.ifi.uio.no>,
> Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:

> >I thought C-Lab had changed it's name to EMAGIC !!!?????.....
> >Does this mean there is still a C-Lab, plus EMAGIC?

> What happened was that C-Lab had a software division and a
> hardware division. The software guys left and started up
> Emagic w/ Ensoniq, so yes, there is a C-Lab AND Emagic.

so, doesn't emagic make the unitor, steady eye, export etc. any more?
Does C-lab continue with that stuff?
And what you say about Emagic/Ensoniq only applies for the US, right?
I didn't think they'd have any partnership- they're only the authorized
dealer for Emagic in the States, aren't they? Correct me if I'm wrong.

Hallvard, Oslo, Norway

5261. Re: RAMDISK needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 21:57:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e0cb6e6@p13.secom.ct.se>
Source record: 184561

23 Jun 94, Hallvard Tanger&#65533;s wrote something like this to All :

```
HT> I've been using "Rambaby.ACC" for a long time, but after a LOT of
HT> work got loset because the
HT> machine locked up and I had to reset the machine I got fed up, so I
HT> tried using MAXIdisk.PRG
HT> instead, which is reset survivable!!! GREAT!!! I like it a lot,
HT> except for one thing- the
HT> disk compression. It takes time to compress files, and I'm using some
HT> other file
HT> systems with the computer too, so compressing them might be another
HT> weak link in the
HT> system.
HT>
HT> So, my question is: is there a reset survivable RAMdisk WITHOUT data
HT> compression available?
HT>
HT> Thanks.
HT>
HT> Hallvard, Oslo, Norway
```

```
Test TurboRAM ! Its very fast, reset-survivable and does'nt have data
compression...
```

```
=-=-=-=-=-=-=-=-=-=-= Falcon for ever =-=-=-=-=-=-=-=-=-=-
- =
= Samuel Arvidsson - Vroomfondel of NeanderThal -
- =
= Call NeanderThal WHQ +46-240-81398 22-06 SysOp: Tolmo -
- =
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

5262. Re: Modem: Dial with no carrier!

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 22:01:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e0cba73@p13.secom.ct.se>
Source record: 184562

23 Jun 94, Stein Arne wrote something like this to All :

SA> I believe it must be possible to send dial strings through a modem
SA> without a carrier, but I just can't figure out how (in Gfa basic from
SA> a Falcon).
SA> Why do I need it?
SA>
SA> To write a program to enable me to code and send adverts via the
SA> phone to a commercial norwegian TV station. Normally this would be
SA> done manually by pressing 2-digit codes for each letter you want in
SA> the advert. I'm able to do by sending the tone-signals through the
SA> monitor speaker, but think that using the modem would be a much more
SA> elegant way of doing it.
SA> Here's what I want to do:
SA> - Dial the phone number to the TV station (that part is no problem)
SA> - monitor through the phone and wait for an answer (that would be
SA> okay to if the modem didn't hang up while I was waiting - actually -
SA> here's where the
SA> problems start).
SA> - Send the page number by modem (3 digits - f.ex. "356").
SA> - wait for a new message from the TV station.
SA> - Send the whole advert - a maximum of 240 characters or 2-digit
SA> codes. - Tell the modem to hang up when all is done.
SA>
SA> It seems to me that the tricky part is to keep the modem from hanging
SA> up when it don't detects a carrier.
SA>
SA> I'm using a Best Electronics 14.4/14.4 faxmodem
SA>
SA> STein Arne Jensen / Atari Users Of Norway
SA> Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
SA> Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
SA> Internet: stein_arne_jensen@p10.secom.ct.se

If your modem supports VERY long dial-strings, you could make a program that sets up very long dial-strings with pauses (commas).. Ofcourse you will have to try out exactly how long pause you should have.. An example dial may look something like this "atdt tv station number,,,,,,,,,,356,,,,1234345656768678989098O etc" and when its finished with all the modem wont receive any carrier, so after doing this it will just say "NO CARRIER"... Unfortunately, most modems just support dial-string of up to 32 characters, and THAT'S not enough.. So its sound much more simply to use the speaker (or why not make a cable to your phone that goes directly from the sound output to the cables in the phones, so you wont have problems with lousy speakers and such?)...

Hope it will help a little..

/Samuel

=-=-=-=-=-=-=-=-=-=-= Falcon for ever =-=-=-=-=-=-=-=-=-=-
- =
= Samuel Arvidsson - Vroomfondel of NeanderThal -
- =
= Call NeanderThal WHQ +46-240-81398 22-06 SysOp: Tolmo -
- =
=-

5263. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 22:21:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2uialc$et2@golem.wcc.govt.nz>
Source record: 184635

] Utopos II is coming out for the Amiga 1200 commercially, and if Stardust
] succeeds on the STe they might be making Utopos II for the STe aswell.
] Pity they don't trust they can get Utopos II sold well on the Ste, but
] oh well, what can you do?

Stardust?

If Utopos II is commercial, I'm not paying more money for it!

5264. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 22:23:16 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2uiaok$et2@golem.wcc.govt.nz>
Source record: 184636

```
] I asked some time back were can I get some good GIF's from,
] no replies as of yet..??
]
] So what sites can I get GIF's from..??

ftp.catt.ecsu.edu

graphics/images/
```

5265. Re: flash with emacs question

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 22:52:57 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.772584777@BIX.com>
Source record: 184634

nicole@seas.smu.edu (Nicole Martin) writes:

> I use Flash to connect with a mainframe where I run the emacs
> wordprocessor. Since I'm not allowed to mess with the keybinding
> there, I'd like to do a translation with Flash to make the backspace
> key go out as if it were the normal delete-key output, and make the
> delete key send out <control>-d. Can this be done with the
> translation table? If so what symbols? Thanks

Nicole...

I'm not sure if the old Flash 1.x version will do what you are asking for.
However, the new Flash II definitely will. It's got a "swap backspace and
delete" option designed just for situations like yours.

If you have any other questions, please ask here or in email.

:~~~~~~:
: John R. Trautschold | j.trautschold@bix.com :
: """""""""""""""""""" | j.trautschold on BIX * 71333,1003 on CIS :
: Missionware Software | J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi :
:~~~~~~:

5266. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 23:15:52 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <J8ySYPo.cgentry@delphi.com>
Source record: 184632

Steve Johnson <steve-j@teleport.com> writes:

> Upgrading to SpeedoGDOS 5.0
> ---------------------------
>
> Users of SpeedoGDOS 4.x may purchase the SpeedoGDOS 5.0 upgrade from
> COMPO Software. Proof of SpeedoGDOS 4.x ownership is required.

Dose this also apply to people who received it with their Falcon?

5267. TOS 5.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-25 23:17:34 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <Je6Sofu.cgentry@delphi.com>
Source record: 184633

Was or will TOS 5.0 for the Falcon released?

5268. Re: Mouse-Ka-Mania II

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 00:08:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uigup$ffi@golem.wcc.govt.nz>
Source record: 184637

In article <Crw6xL.EDA@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
>Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
>: This file has been on atari.archive for awhile, but I just got a chance to
>: look at it. I have not seen any comments about it, so I thought I would
>: mention something....
>

>at hensa: /micros/atari/tos/n/n113/mkm_ii.zip
>at a.a: /Utilities/Mouse/mkm_ii.zip

Now updated to MKM21.ZIP....

Its on GEnie.......

>
>Danny
>--
>Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5269. UUCICO 4.0 and Hermes

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 00:56:28 UTC
From: moses@freenet.Grfn.ORG
Message-ID: <9406260056.AA21413@freenet.grfn.org>
Source record: 184638

I have a slight problem with UUCICO 4.0 and Hermes, it keeps giving me an error !No Data Packet and am curious if anyone else has this problem or knows what is wrong. I'm trying to use Hermes 1.14 so I'm not sure what's going on. Any help would be appreciated and if possible to email all responses to moses@grfn.org Thank you

5270. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 01:12:02 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCrzCo3.54C@netcom.com>
Source record: 184639

```
Chris Gentry (cgentry@delphi.com) wrote:
: Steve Johnson <steve-j@teleport.com> writes:
:
: > Upgrading to SpeedoGDOS 5.0
: > --------------------------
: >
: > Users of SpeedoGDOS 4.x may purchase the SpeedoGDOS 5.0 upgrade from
: > COMPO Software. Proof of SpeedoGDOS 4.x ownership is required.
:
: Dose this also apply to people who received it with their Falcon?

Yes, it does.
```

5271. TRADE: VIDI-ST & VIDIChrome for Geneva or Compendium

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 05:08:24 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZQzS4-g.lmcclure@delphi.com>
Source record: 184642

```
TRADE:
VIDI-ST video digitizer cartridge (w/v1.28 software)
and
VidiChrome software

FOR:
Geneva, or new version of the Atari Compendium.

Reply via e-mail for fastest response.
```

5272. Lots of Atari ST HardWare for Sale!! Please Read This!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 05:41:06 UTC
From: bensmith@teleport.com
Message-ID: <2uj4di$r8l@kelly.teleport.com>
Source record: 184646
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st

I have the Following ST Item's for Sale. All listings are Multiple with a number (x) proceeding showing number of each Item.

(3x) ATARI 520STM Computer upgraded to 1 MegaByte of RAM, with RF Port for Output to TV(B&W or Color), Monitor Port, Remaining standard Ports, Mouse & a Working Repairable Power Supply. NO BUILT-IN FLOPPY: $75.

(2x) ATARI SF314 DSDD Floppy Drive with Cable and a Working Repairable Power Supply: $75.

(3x) ATARI SM124 MonoChrome Monitor: $75.

BTW, my 520STM and an external DSDD SF314 Drive can be better than a 1040STF. It's been upgraded to 1 MEG, and both the External Floppy and the 520STM have External Power Supplies, when once blown, at best you open it up and replace the fuse, at worst, since it's External, you replace it. It's this way with Both the 520STM Power Supply and the SF314 Disk Drive Power Supply. And if either the Disk Drive or the Computer goes, you replace the Drive or the Computer. It's Modular. It's been upgraded to one MEG and unlike the 1040STF. It has a Built-in RF Modulator with an RCA Jack so you can plug it in to a TV. B&W or Color. And you can have BOTH for $150 plus Shipping and COD Costs.

Let me know.

First Come, First Served. If your interested in any of this call Ben at (503)256-9974 24HRs or E-Mail me on the Internet at this address: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5273. Re: Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 05:49:04 UTC
From: Bill Repetto <brepetto@delphi.com>
Message-ID: <Z04yohg.brepetto@delphi.com>
Source record: 184643

Vince, I'd be interested in the ST system. will give you $450 for
the whole shebang. If that's acceptable, I'll get the money right out
to you.
Bill R.

5274. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 06:08:42 UTC
From: abarbiero@delphi.com
Message-ID: <RW6TAPq.abarbiero@delphi.com>
Source record: 184644

I think your post belongs in the .advocacy group. And while what you said has a bit of truth to it, don't bitch about a company that you don't run. I dont agree with everything they have done but they are still in business and thay says something.

Andreas@AEO

5275. Re: 1040ST + monitor + HD for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 06:09:21 UTC
From: Bill Repetto <brepetto@delphi.com>
Message-ID: <R26TQDh.brepetto@delphi.com>
Source record: 184645

I could use the Megafile 30 - let me know here to send the money and I will pick up the shipping, of course...
Bill R.

5276. Re: Typing program

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 07:07:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2uj9g2$r09@mailer.fsu.edu>
Source record: 184647

Apollo Go (go@buphy.bu.edu) wrote:
> Hi,
> I have an old 1040 STf with 1Mb, a friend of mine want to use it to
> learn to type...is there any such freeware/shareware?

I believe there is at least one typing tutor program on
atari.archive.umich.edu. Ftp to the site, grab the top level 0index file,
and have a look. Also, I can highly recommend Mavis Beacon Teaches Typing.
It is an old commercial package (made for a bunch of different architectures,
including the Atari ST in the past). You might be able to find a copy of
this program used or from a computer store (probably in the "bargain bin").
Try Toad computers (1-800-448-TOAD), D&P (1-800-535-4290), and B&C Computer
Visions (408-986-9960). Also, you might want to post a "wanted" notice in
this group.

MBTT is a really nice program. It shows a picture of the keyboard with
"ghost hands" overlaid to show proper hand positioning. There are numerous
drills and such, and at least one "game" to make the learning interesting.
It works on both mono and color monitors. It is a full typing course, well
thought out and implemented.

<nostalgia mode on>

I personally learned how to touch-type with an Atari 8-bit program called
(I think) Mastertype. I remember the speed drill/game with the spaceship
in the middle of the screen, and "bad guys" coming in from the corners.
One had to type the string above a "bad guy" to destroy it. Nifty program!
Anyone remember it?

<nostalgia mode off>

> I have not used the Atari for quite a few years, so have no idea about
> any ftp sites and how to download them....at work I have a Mac connected
> to ethernet directly, so I can download files there (and write to a DOS
> disk format) So I would really appreciate someone to tell me how I can do it.

Well, you get the files to the Mac (how to do this depends on how you are
connected to the Internet, and what types of machines and programs are
available, so consult your local system staff) and write them to a standard
MSDOS formatted 720k DSDD 3.5" floppy disk. If you want to produce such
disks on your ST, grab the program ps2form from atari.archive.umich.edu.
Also, you probably want starter.tos, which contains a bunch of archive
programs in a self extracting archive (to get you started).

--
****
* Mickey Boyd *

* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5277. Re: Good compiler for the Falcon??? Help!

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 07:53:09 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ujc55$jqs@darkstar.UCSC.EDU>
Source record: 184648

In <1994Jun25.111328.1220@cathy.ijs.si> matija@sirius.ijs.si (Grabnar Matija) writes:

>In article <2tm5m0$fsc@scapa.cs.ualberta.ca>,
>Stuart David A <cs93294@assn030.cs.ualberta.ca> wrote:
>>I am looking for a good C compiler for the Falcon...
>Commercial: Pure C from Application systems Heidelberg
>or Lattice C (from the UK)
>>Are compilers
>>processor specific (ie: can an ST compiler run and compile on an 030)?
>You can use ST compilers on the Falcon - the only problem is you might
>not be able to use some of the falcon specific stuff supported by the
>falcon avare compilers.

I've never gotten laser C to run on my Falcon. At least not the shell part of
it. If I had, I'd probably have this little program done by now, since I'd
have had months to work on it... sigh.

~Chris
>--
>"My name is Not Important. Not to friends.But you can call me mister Important"
> - Not J. Important
>Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
>Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5278. Re: Atari & C-LAB GmbH agreement

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 07:54:53 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2ujc8d$jr6@darkstar.UCSC.EDU>
Source record: 184649

In <2ui70g$pma@yrsa.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangeras) writes:
>And what you say about Emagic/Ensoniq only applies for the US, right?
>I didn't think they'd have any partnership- they're only the authorized
>dealer for Emagic in the States, aren't they? Correct me if I'm wrong.

Were is the appropriate term. At last check, thinkware was distributing
Emagic products in the U.S.

~Chris
>Hallvard, Oslo, Norway

5279. Re: I`m back !!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 11:43:06 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940626Z114306.975dbrewood@nest.demon.co.uk>
Source record: 184652

In article <2ui2m2$hud@hasle.oslonett.no>
oesterud@oslonett.no "Lars-Erik \sterud" writes:

> First, if anyone has tried to get hold of me, I'm sorry that I've been
> off air, but I lost my two previous e-mail adresses....
> But now I'm back on the adresse "oesterud@oslonett.no"

Lars I have been trying to contact you to see if you would be interested in
taking over NeST Norway?

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

5280. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 11:43:47 UTC
From: steve-j@teleport.com
Message-ID: <2ujplj$i7u@elaine.teleport.com>
Source record: 184650

In article <J8ySYPo.cgentry@delphi.com>,
Chris Gentry <cgentry@delphi.com> wrote:

>> Upgrading to SpeedoGDOS 5.0
>> ---------------------------
>>
>> Users of SpeedoGDOS 4.x may purchase the SpeedoGDOS 5.0 upgrade from
>> COMPO Software. Proof of SpeedoGDOS 4.x ownership is required.

>Dose this also apply to people who received it with their Falcon?

Yes. If you got it with your Falcon, you have to send them
proof of ownership (with the manual, disk, or photocopy
thereof).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5281. Re: TOS 5.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 11:45:37 UTC
From: steve-j@teleport.com
Message-ID: <2ujpp1$i9n@elaine.teleport.com>
Source record: 184651

In article <Je6Sofu.cgentry@delphi.com>,
Chris Gentry <cgentry@delphi.com> wrote:

>Was or will TOS 5.0 for the Falcon released?

Atari will be releasing a new version of MiNT (v1.11) in the
next few months, but no mention of TOS 5.xx has been mentioned.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5282. Re: TOS 5.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 13:35:42 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.772637742@acp5>
Source record: 184653

Chris Gentry <cgentry@delphi.com> writes:

>Was or will TOS 5.0 for the Falcon released?

Never I guess. Atari hasn't worked on it for ten months. And they don't seem
to be interested in the computer business anymore. So I don't see how there
could ever be a new TOS.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5283. Falcon French users group

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 15:00:31 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <2uk56f$ga8@thot.u-strasbg.fr>
Source record: 184654

Joint the Falcon 030 French User's Group

FAUCONTact
for 50 french francs you'll get membership for 6 month if you live in EEC
(45 if in france)
double those prices for the year. Membership will allow you to acces the
public domain
library and will get every 2 month the Faucontact magazine. The UG wants
software to
be published for the Machine.

FAUCONTact
Mas du cres
30140 Boisset & Gaujac
FRANCE

If you can acces the minitel network they can be contacted on 36-14 RTEL1
bal faucontact or
at 66 60 52 76.

It's a good way to practice French.

Ludo

5284. Analog joysticks for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 15:25:21 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <p07Tgrp.predictor@delphi.com>
Source record: 184655

I have a 1040STe and I remember when they came out, everyone was talking about the analog joystick ports and how cool they would be, with both input and output. Later, I seem to recall hearing that Atari scratched plans to make these analog sticks. I am wondering: did Atari (or anyone) ever turn out analog sticks? Is there any software that will take advantage of them? If not, how about any technical info on how I can wire up external electronics to them?

Will Dwinnell
Commercial Intelligence Inc.

5285. Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 15:27:10 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <hWzz4-m.predictor@delphi.com>
Source record: 184656

So, what does the introduction of the Jag have on the ST (TT, Falcon, etc.)
line from Atari?

Will Dwinnell
Commercial Intelligence

5286. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 16:17:36 UTC
From: martin@kitome.demon.co.uk
Message-ID: <772647456snz@kitome.demon.co.uk>
Source record: 184658

In article <1994Jun24.193435.7925@boojum.lanl.gov>
hutch@ilmen.lanl.gov "Hutch" writes:

>
> In article kld@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger
> Sheppard.) writes:
> >

Stuff about Acorn RISC PC delete

>
> Sounds great, Roger. Too bad when all is said and done it's still 'just'
> a PeeCee. <giggle> :)
>
Well, not quite - you do get an Archimedes as well, it's just that it can run
PC software as well if you buy the second processor, mind you - so can the ST
with the right add-on board (OK so not quite as fast as the RISC PC but then,
it's not as expensive either so ...)

Martin

Speaking for myself as ever ... :-)
--

Martin Kite
Hiding at home on: martin@kitome.demon.co.uk
Daytime contacts at: mkite@lincoln.gpsemi.com

5287. NVDI 3.0 announced!

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 16:19:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406261819.a8217@pb2.maus.de>
Source record: 184677

Hey *!

A couple of days ago NVDI *3.0* was annunced in the MausNet. This new version
gives you full support for *Speedo* _and_ *TrueType* fonts.

ST/TT/Falcon versions will be available at the beginning of August, other versions e. g. for graphics-boards a little later.

All _registered_ users will get Snail-Mail information when NVDI 3.0 is available.

Upgradefees: (ST/TT/Falcon-version!)
- NVDI 2.5 -> NVDI 3.0 : 50 DM
- NVDI 2.1x -> NVDI 3.0 : 70 DM
- NVDI 2.0x and older -> NVDI 3.0 : 80 DM
(Upgrade includes 8 vectorfonts)

Please do your own currency conversion.

/Hendrik/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

5288. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 16:50:42 UTC
From: martin@kitome.demon.co.uk
Message-ID: <772649442snz@kitome.demon.co.uk>
Source record: 184659

In article <2ufao6$ih1@bmerha64.bnr.ca> troyc@bnr.ca "Troy Carpenter" writes:

>
> 3. As stated before, I have minix partitions on two different units. I have
> created a symbolic link from the system partition to the users home
> partition, but I cannot do a mv, which bombs each time saying it can't
> move across file systems. cp will copy across file systems, but it will
> not copy directories. Is there any way around this short of using NFS?

Are you trying to copy directories or files ? (I'm talking with experience of UNIX systems here - I gave up on MiNT a while ago - maybe some other time) On the Suns at work mv wont work with directories but mv <dir_name>/* <target_dir> works fine. As for cp, cp -r does a recursive copy, ie. goes down the directory structure.

Hope this helps (if it even works on MiNT :-))

Martin
--

Martin Kite
Hiding at home on: martin@kitome.demon.co.uk
Daytime contacts at: mkite@lincoln.gpsemi.com

5289. Re: TOS 5.xx

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 17:13:25 UTC
From: jabrana@powertech.no
Message-ID: <1994Jun26.171325.4179@powertech.no>
Source record: 184657

Chris Gentry <cgentry@delphi.com> :
>Was or will TOS 5.0 for the Falcon released?

What do you wan't to see in the new TOS? I suppose the latest
TOS versions are very useable. New versions will now start
to become more memory hungry ,not a problem if you have a lot
of memory but still .. .

TOS 5.xx ,with built in MTOS is something I won't like at
all .. .

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jabrana@powertech.no _//

5290. Re: ** RSI kills my ST use **

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 19:03:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cMM&2HbdibM@semprini.waterloo-rdp.on.ca>
Source record: 184697

In <H.eg.5yeIOIVK3hw@harvee.billerica.ma.us>, Eric S Johansson writes:
> I have had a moderate case of RSI (repetative strain injury) for a year now
> and I am now looking into using voice recoginition systems to do my typing
> for me. unfortunatly, the one i want runs on dos. since I want to keep
> using my st for mail and news, (yes, I really like hermes) I need to
> figure out, how I can drive my st from my pc...

IBM has an _incredible_ voice recognition system for OS/2; I saw it
demoed a while ago at a multimedia show. OS/2 has other advantages over
DOS (ie, it works properly) even though the RAM necessary to run it is a
bit larger (8M vs. 640k).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5291. Re: anyone got a jpeg viewer??

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 19:04:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IaFYpKP_R2Q@semprini.waterloo-rdp.on.ca>
Source record: 184698

In <chb3mag.22.000EDF57@leeds.ac.uk>, M.A. GARNER writes:
> Hi, as the title says has anyone got a jpeg viewer ?? If so could some one
> point me to a site where i can get it from (or even post it somewhere?)

MGIF (monochrome GIF viewer) is an incredibly fast (for an ST) JPEG
viewer that displays greyscales by flickering through several dithered
screens.

GEM-view can load/display JPEGs as well.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5292. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 19:47:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wpoN_VVYyrU@semprini.waterloo-rdp.on.ca>
Source record: 184699

In <16FDE752FS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>, L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
> Sam Tramiel bascially told us Atari had dropped their line of computers six
> months ago in an article in the San Francisco Chronicle talking about the
> Jaguar. I'm holding on to my STe because it still does what I need. I even
> turned down an offer of $800 for my entire system! Look at it this way . . .
> no matter what computer you go out and buy, it's pretty well obsolete in a
> couple of years, anyway. If Atari doesn't get its act together and put out
> out some new games for the Jaguar, I see trouble ahead. . . .

A computer is only "obsolete" when its no longer useful to you; for some people, this is when you can't buy anymore hardware for it (the ST's been like that for at least 6 years it seems), or when you can't buy anymore software for it (the ST's been like that for about 2 years unless you go mailorder... almost no stores still stock Atari software).

For _you_, your ST still isn't obsolete. Mine is certainly getting there though... Not enough RAM and speed for what I want to be doing (ray tracing, C++ development). Still good enough for playing Ultima V and NetHack though. And Gobliiins...

PCs have been "obsolete" in a technical sense for about 8 years or so... no other computer designed since about 1984 has had sound capabilities as an option that you have to add later, for example. From a hardware/software add-on standpoint, the PC will live for probably 10-20 years more...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5293. Re: Developer Details wanted

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 19:50:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.kOlRPFiKogU@semprini.waterloo-rdp.on.ca>
Source record: 184700

In <1994Jun25.094628.6347@ivax>, writes:
> HI,
> I was thinking of becoming a developer for atari
> as well, and i was wondering if anyone knows of what is
> involved ($$, requirements, etc) and what does one get
> for becoming one (discounts, OS guides, etc.). And thanks
> in advance....

At this point, it would be pretty pointless to become a new Atari
ST/TT/Falcon developer; it'd make much more sense to develop games for
the Jaguar console.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5294. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 20:14:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2uknja$o9c@golem.wcc.govt.nz>
Source record: 184661

] Why not try the TWOINONE archiver ? Despite its name it supports many
] different archive standards and all you have to do is add the raw TTP
] files n a defined directory. Once set up it is ease itself to use.

And it doesn't seem to work from Neo-Desk too well, keeps claiming that
it can't find it's resource/data file. No matter what the setup!

5295. need to convert .IMG to GIF, TIP etc..

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 20:29:50 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ukofu$9t4@yrsa.ifi.uio.no>
Source record: 184660

Is there a program that converts .IMG images to GIF, TIFF and other formats that are usable in MS-DOS/UNIX?

And don't tell me GEMview, 'cause I have it, and when i tried to save the files, I only got a choice between 3 (X)IMG formats.

Hallvard, Oslo, Norway

5296. need to convert .IMG to G

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 22:42:07 UTC
From: oesterud@oslonett.no
Message-ID: <2ul07v$2f8@hasle.oslonett.no>
Source record: 184663

In message #98, hallvart@ifi.uio.no writes:

> And don't tell me GEMview, 'cause I have it, and when i tried to save the
> files, I only got a choice between 3 (X)IMG formats.

If you register GEMview I think it can handle more formats...
ANd on PC several program (even WP5.1) reads IMG files and can
save in other formats...

5297. Hard/Software for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 22:56:22 UTC
From: abarbiero@delphi.com
Message-ID: <5S4zQBm.abarbiero@delphi.com>
Source record: 184662

NEW:
3.5" SCSI case subsystem
External SCSI ID
SCSI passthrough
built in fan
Nice vertical case with stand
Very compact and suitable for Atari or Mac needs

Bought it to sell a 3.5" drive I owned... sold the drive loose
so now I do not need the case! Used for about one hour. Original
packing and warranty.

ONLY $75
SRP- $99

Used for review:

The Patrician- manage a trading empire on the high seas
in the 14th century. Trade between Germany,
England, Russa Norway and Sweden. Sweep the seas
of pirates and become the Patrician over all!
Hey, if you are interested I will EMAIL you the
review I wrote for Atari Explorer Online.

Legends Of Valour- Well, if you can't have DOOM! on your Atari,
this smooth scrolling fantasy role playing game
will carry you through! Multiple missions, full
character interaction and enough versatility to
keep you interested.

Books for sale:

The Guide to Calamus Desktop Publishing- A must for all Calamus 1.09n
users. Tutorials and references for all functions.

The Atari Compendium- A total compendium of all Atari computer programming
functions, everything you wanted to know. Official
developer information.

Games are $20.00 and include original docs and box.
Calamus guide is $10, and the Atari Compendium is only $20!!

Leave mail to ABARBIERO@Delphi.com

buyer pays shipping.

5298. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 23:45:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ul3v3$qh2@golem.wcc.govt.nz>
Source record: 184664

In article <1994Jun24.193435.7925@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>
>In article kld@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>>
>>Na, get a Acorn Risc PC, runs 6 times faster than the 486DX2 66 mhz
>>when manipulating pics..
>
>
>Sounds great, Roger. Too bad when all is said and done it's still 'just'
>a PeeCee. <giggle> :)

Na, its a Computer....

>-Hutch- @ Fair Dinkum Tech

They have called it a Risk PC, to help it sell, but I think its just
a Acorn Archimedes and has its own OS, and a very nice GUI...

NOTE: These machines are very similar in a way to Ataries, there Full OS
is built in Rom, but they have a lot of Built in Software,
Paint Program,Basic etc, the last one that I had a look at has 2 megs of Rom,
I don't know how much this one has...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5299. Re: ECOPY

Newsgroup: comp.sys.atari.st
Date: 1994-06-26 23:56:08 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun26.235608.25208@abo.fi>
Source record: 184665

In <2ugr71$8oj@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:

> Hi,
>
> I have found ECOPY16D.TOS on 2 Sites, A.A and TU-BERLIN, both
> of these files are corrupt..
>
> Is there a site with out a corrupted version..??

I can't remember where I found my own copy - maybe it was ftp.uni-kl.de, or cnam.cnam.fr, or clausthal.de - but after seeing the demo, I just _had to_ buy the program. It's a must for Falcon owners, especially - and my version 1.63 is perfectly in English... So: people go and get it! I trust someone wiser than I can give the details: where available, and the price (I bought mine from Fez-A-Bit Atari Messe in Berlin). Great stuff..!

5300. Re: TOS 5.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 00:57:05 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2ul851INN28oc@rs1.rrz.Uni-Koeln.DE>
Source record: 184666

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
: Chris Gentry <cgentry@delphi.com> writes:
:
: >Was or will TOS 5.0 for the Falcon released?
:
: Never I guess. Atari hasn't worked on it for ten months. And they don't seem
: to be interested in the computer business anymore. So I don't see how there
: could ever be a new TOS.

Atari Corp. may not be interested in supporting the ST/TT/Falcon computer
series anymore, but quite a lot of developers have not. Perhaps they are
a source of further development of TOS in the future. After all, development
from people working in academic environments and third party companies has
played a substantial role in the past, and hopefully will continue to do
so in the future.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

5301. Re: GEM programming tools

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 01:52:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ulbc6$8l4@uqcspe.cs.uq.oz.au>
Source record: 184668

sforseil@vub.ac.be (FORSEILLES STEPHAN) writes:

> Are they any programming tools (C libraries and so on) to program
>GEM faster (dialog boxes and menus)?

The libraries mentioned in a recent survey were:

```
-------------------------------------------------------------------------
Library name | Distribution | Author
-------------------|----------------|---------------------------------------
Enhanced GEM | Freeware | Christian_Grunenberg@s2.maus.de
FLUID | Not yet | Steve Sowerby (sms@sys.uea.ac.uk)
GEM++ | GPLed Freeware | Warwick Allison (warwick@cs.uq.oz.au)
Gemlib | Freeware | Jwahar Bammi (bammi@cadence.com)
HGT (HiSoft BASIC | Commercial | Dave Nutkins and Ofir Gal
GEM Toolkit) | | (hisoft@cix.compulink.co.uk)
Steve Woodford's | Personal use | Steve Woodford (woodford@esca.com)
Prospero C library | Commercial | ?? Does Prospero still exist ??
WinLIB PRO | Commercial | Karl 0ygard (karlo@ifi.uio.no)
| | Ken Hollis (khollis@bitsink.gbdata.com)
| | Markus Gutschke (gutschk@uni-muenster.de)
Wndhndlr | Available | Jan Kim (kim@vax.mpiz-koeln.mpg.d400.de)
-------------------------------------------------------------------------
```

The major features respondants like are:

- easy to use with their compiler and language
- amodal dialogues
- general purpose windows
- window menus
- toolbars
- popups
- easy to use / simple to understand
- comes with demo software
- free
- it doesn't enforce event driven programming (uses callbacks)
- apps only have to supply the actual redrawing code an
a function called when the closer is clicked.
- checkboxes
- lists
- scrollbars
- multi-dialog (Multi-dialog is a popup menu with an associated sub-dialog)
- hotkeys for buttons, boxchar's and checkboxes.
- enhanced editable text fields (with selection and clipboard use)
- sources are available, you can look in it
- a good example exists (sources)

- easy to patch (for strange functions)

(but of course, no library provides all of this)

The major problems respondants found with GEM libraries:

- incompatibilities between gem bindings in various compiler libaries
- don't want to use library without source code
- library needs to be properly maintained/improved with AES/VDI upgrades
- a text-editor widget would be nice
- the keyboard shortcuts use the Alt key, they should use the Ctrl key
- unfinished - lots to add yet
- requires slightly different programming from standard GEM (callbacks)
- not too AES-3D friendly in some instances
- no real documentation
- there is no documentation (not even in German)
- documentation in German
- some of the very useful features are still undocumented

Hmm... look at those last 4.

Below are the unsummarised responses. More in-depth comments and descriptions
of the libraries appear therein.

HiSoft BASIC GEM Toolkit (HGT)
Dave Nutkins and Ofir Gal
hisoft@cix.compulink.co.uk
commercial
Amodal dialogues, general purpose windows, window menus, toolbars

Heck, I don't know the author. It's the one that came with Prospero C
(and Prospero Pascal if I work on any of my older programs). I think
Prospero is down the tubes though. They didn't respond to my last
email.
Easy to use with my compiler.
I've had several problems where I've had to create my own data structures
because the ones supplied with my program didn't like the data being
passed to it by WERCS. Kept getting warnings of data type mismatch when
there was none.

Which libraries are available for C programming (including source code)?
I've seen some without source code, and I don't want to use them.

my own
me (Steve Woodford)
woodford@esca.com
[personal use only]
Maintainable 'in-house'. All 'tricks' completely understood (I wrote it!).
Lack of time to properly maintain/improve/incorporate AES/VDI upgrades.
Perhaps I should migrate to a 'standard' library........
I await the results of this survey!

Anything to ease the task of GEM programming will be welcome. I've had a
few attempts at programming for GEM but I still haven't got my head around
it yet.

(Don't know which libraries are available / standard)

GEM++ Only one of it's kind. Easy to use. Comes with demo
software. Free.
gem don't have any other library to use. Simple to understand.

GEM++ A text-editor widget would be nice. Not sure whether I
can establish multiple objects (eg: buttons) on screen
from a single RSC-object. That'd be nice too.
gem No real docs (Tim Oren...)

Enhanced GEM
Christian Grunenberg
Christian_Grunenberg@s2.maus.de
pd (?)
It provides a decent set of new objects (popups, etc)
Documentation (there is none, even in German)
The keyboard shortcuts use the Alt key, they should use the Ctrl key
It is written in the Pure C AES dialect (ob_spec is a union), which
makes it harder to port to traditional AES dialects.

my own ("wndhndlr")
myself
kim@vax.mpiz-koeln.mpg.d400.de
anyone who cares may get the source from me
(no significant distribution so far)
* it doesn't enforce event driven programming
* my apps only have to supply the actual redrawing code an
a function called when the closer is clicked.
I have to track down bugs and add stuff myself...
I should say that my library isn't really a GEM library. It's (as
one may guess from the name "wndhndlr") just a window event
handler. It can handle most window related events in a more or
less sensible, more or less user configurable way, user code is
called back upon redraw events and upon closing a window.
I've never done any documentation or made any distribution of
this stuff, but a few friends have copies so they can build other
stuff I made using the wndhndlr lib.

FLUID (my own)
Steve Sowerby
sms@sys.uea.ac.uk
Not available yet :-(
Modeless/modal dialogs in windows
Extra dialog gadgets : checkboxes, popup menus, lists, scrollbars,
multi-dialog (Multi-dialog is a popup menu with an associated sub-dialog
- as in Myriad's Preferences dialog- which is fully automated)
Hotkeys for buttons, boxchar's and checkboxes.
Enhanced editable text fields (with selection and clipboard use)

Untested (by other than me)
Unfinished - lots to add yet.
- I've only written what I've needed for Myriad so far.
Requires slightly different programming from standard GEM (callbacks)
Not too AES-3D friendly in some instances
I couldn't decipher EGEM or get it to work with Lattice C without lots of hassles, I haven't got G++ installed so GEM++ is no good yet, and frankly there were a lot of things I wanted extra to anything I'd seen so I wrote my own. Generally the problem with enhanced GEM libraries is the lack of documentation and example programs. I hope to provide this if I ever release FLUID. I think if a few people got together and designed something properly (similar to MiNTlibs development), it would be possible to produce a REALLY good library that everyone could use, thus improving the general standard of GEM programs (which can sometimes be a bit poor). Maybe you and I should get together and look at each other's stuff and see what we can come up with ? I must admit I haven't looked at GEM++ for a while. I really do plan to install G++ RSN so I might send some comments your way then. I also would like to release FLUID at some point even if its just for people to get ideas from.

GEM++
C++ is SO MUCH BETTER than C for GUI programming (and apps programming in general). I also like how you did most of the work for useful classes already... ;-)
Some of the very useful classes are still undocumented.
I'm working on a simple, small class for mouse pointers; this grew out of an idea I had... I wanted to be able to define mouse pointer objects in the RSC file.
I used to use GEMfast, mostly because it had studly things like sprintf() into a dialog box... it made things easier in C. Since I got interested in C++, I've looked at Extended GEM and several other GEM libraries for C, but I've ditched them all because they're not a C++ class library; things are just so much easier in C++ it's unreal.

E_GEM (1.20 & 1.30)
Chistian Grunenberg
Christian_Grunenberg@s2.maus.de
freeware
Sources are available , you can look in it
A good example exists (sources) : WINLUPE
Easy to use , Easy to patch (for strange functions)
No documentation
German (but for French people German/English , it is always a foreign language)
I have not tried BIG (a french product) : They claimed once that it will be part of the developper kit but ???
It seems to be too BIG , too restrictive : too much is done by the library , it is not flexible at all...
(It is of course my personnal point of view)
No, I'm working on one, but for the record, YES.

WinLIB PRO (Version 0.63Alpha as of writing)
Karl 0ygard, Ken Hollis, Markus Gutschke
karlo@ifi.uio.no, khollis@bitsink.gbdata.com, gutschk@uni-muenster.de
Commercial (planned)
It combines all of the major elements of all other previously written
library IDEAS into one major library, with new ideas and updates.
Trying to get these damned bugs fixed!
If you would like to order the base system to WinLIB PRO, it will be
available for $19.95(US) (that's an unbeatable price on ANY system for a
MULTITASKING GUI) for users of Pure C, Laser C, Lattice C, GNU C++,
Alcyon C, Heat 'n Serve C, Mark Williams C, and Turbo C.

_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5302. Re: need to convert .IMG to GIF, TIP etc..

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 02:42:27 UTC
From: aa229@cfn.cs.dal.ca
Message-ID: <Cs1BIt.65A@cs.dal.ca>
Source record: 184670

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
: Is there a program that converts .IMG images to GIF, TIFF and other
: formats that are usable in MS-DOS/UNIX?

: And don't tell me GEMview, 'cause I have it, and when i tried to save the
: files, I only got a choice between 3 (X)IMG formats.

You may want to try Imagecopy II, it will allow you to save as GIF,TIFF
and IMG, the only problem is you will have to buy a copy as it is not
shareware.
```

5303. Re: Atari ST hardware *** FOR SALE ***

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 02:57:00 UTC
From: hugh@cs.toronto.edu
Message-ID: <94Jun26.225642edt.48149@neat.cs.toronto.edu>
Source record: 184669

apratt@taligent.com (Allan Pratt) writes:

| I guess this is a "me too" posting... I see a lot of for-sale ads
| in this group, and here's another one.

I wonder if everyone knows who Allan is. He was one of the main
in-house Atari software developers. It was a sad day for us when he
went to Apple (several years ago).

Good luck, Allan.

Hugh Redelmeier
hugh@mimosa.com or {utcsri, utzoo, scocan}!redvax!hugh
When all else fails: hugh@csri.toronto.edu
+1 416 482-8253

5304. RCS 2.9

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 03:17:04 UTC
From: mlake@irscscm.uucp
Message-ID: <1994Jun27.031704.17484@irscscm.uucp>
Source record: 184519

A while back someone posted here that they are using Atari's RCS version 2.9. I am using v2.8 and have never seen v2.9. Can someone tell me where I can obtain it? I've looked for it on CI$ and GEnie already. What are the differences between 2.8 and 2.9?
Thanks for any help.

--
Marshall Lake
mlake%irscscm%media@uunet.uu.net
...!uunet!{media,mimsy!bogart}!irscscm!mlake
mlake@irscscm.UUCP or mlake@genie.geis.com

5305. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 03:36:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ulhf6$nv3@mailer.fsu.edu>
Source record: 184671

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] Why not try the TWOINONE archiver ? Despite its name it supports many
>] different archive standards and all you have to do is add the raw TTP
>] files n a defined directory. Once set up it is ease itself to use.
>
> And it doesn't seem to work from Neo-Desk too well, keeps claiming that
> it can't find it's resource/data file. No matter what the setup!

I had the same problem. The fix was to get rid of the PATH environmental
variable. Strange.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5306. Re: Analog joysticks for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 03:42:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ulhr1$nv3@mailer.fsu.edu>
Source record: 184672

Will Dwinnell (predictor@delphi.com) wrote:
> I have a 1040STe and I remember when they came out, everyone was
> talking about the analog joystick ports and how cool they would be,
> with both input and output. Later, I seem to recall hearing that
> Atari scratched plans to make these analog sticks. I am wondering:
> did Atari (or anyone) ever turn out analog sticks? Is there any
> software that will take advantage of them? If not, how about
> any technical info on how I can wire up external electronics to them?

You might try finding a Gravis Mousestick. It is essentially a fancy analog joystick, designed to emulate the mouse to some degree. It would probably be very nice for stuff the analog joysticks are good for (mainly flight simulators). Note that normal ST switch joysticks are better for virtually all arcade type games (IMHO).

The Gravis does not specifically support the analog joystick feature of the STE, to my knowledge, so you would only be able to use it in place of the mouse. Again, this would probably be very nice for games that support mouse flying. I seem to remember that it was a bit expensive, but you might be able to find a used unit for a reasonable price.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5307. Re: SCSI Interface - The Translator

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 03:48:15 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2uli5v$nv3@mailer.fsu.edu>
Source record: 184673
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dennis Remmer, probably... (mail_remmer@uqvax.cc.uq.oz.au) wrote:
>
> I've just read the issue of ATARI ST Magazine, and I noted with interest
> the article outlining the existence of a new cheap SCSI cable device
> called the 'Translator'. They mentioned something about a HD parity
> requirement limiting the types of devices usable.
>
> Are there any other bits of relevant limitations one should know before
> running out with cash in hand to buy the sucker...

What does it do? Is it an external host adaptor, similar to the ICD Link?
If so, the Link 2 (soon to come out, I hear) is supposed to do everything the
Link could, plus have an LED to positively show presence of termination power
and the ability to handle drives with or without parity. It supports
flopticals, fixed disks, removable disks, CDROMs, SCSI tapes, etc. etc.
The Link (and presumably the Link 2) run about $100US. How much is the
"Translator"? The ICD software is very nice, and is still being actively
developed. This is a big plus for ICD host adaptors, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5308. Re: [Q]: Mega ST ethernet, telnet SW

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 04:22:58 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <772690978snz@gw6hva.demon.co.uk>
Source record: 184749

In article <2ui1l0$2ue@csugrad.cs.vt.edu>
cfuhrman@csugrad.cs.vt.edu "Chris Fuhrman" writes:

> Bob Cat (rlynx@netcom.com) wrote:
> : Please, I got one user using MEGA ST who wants to connect to Ethernet
> : network. Is there a card, who make is it, where and how much? Also, once HW
> : problem is solved, is there (PD preferred) SW for telnet?
> : Thanks for your help. Please email, I do not read this newsgroup often.
>
> Since my roommates and I have set up our own little Ethernet
> Network in our apartment, I would also be interested in this information.

What you want is the tuw-tcp archive from :-

ftp.tu-clausthal.de:/pub/atari/telecom/tcpip

It has all the details of a pocket ethernet adapter interface and the
necessary software to run as .ACCS on the Atari. The adapter card goes
into the cartridge port, so no internal mods needed.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

5309. Junior Office class 1 fax driver: where?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 04:42:54 UTC
From: flinn@cs.ubc.ca
Message-ID: <2ullceINN4nk@elephant.cs.ubc.ca>
Source record: 184674

There have been recent suggestions that the Junior Office package
contains a class 1 fax driver. The package I retrieved from atari.archive
has a class 2 driver (the default), and a driver for Sierra compatible
fax-modems. I had thought that Sierra == class 1, but the documentation
for the Sierra driver explicitly states that if your modem is neither
class 2 nor Sierra compatible, but is class 1 instead, then you are out
of luck because the software does not support class 1.

Am I misunderstanding something, is there really a class 1 driver
somewhere (if so where), or were the recent suggestions in error?

Thanks,
Scott

Scott Flinn
Department of Computer Science flinn@cs.ubc.ca
The University of British Columbia 604/822-8572

5310. Re: Analog joysticks for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 05:22:07 UTC
From: steve-j@teleport.com
Message-ID: <2ulnlv$m45@kelly.teleport.com>
Source record: 184675

In article <p07Tgrp.predictor@delphi.com>,
Will Dwinnell <predictor@delphi.com> wrote:

>I have a 1040STe and I remember when they came out, everyone was
>talking about the analog joystick ports and how cool they would be,
>with both input and output. Later, I seem to recall hearing that
>Atari scratched plans to make these analog sticks. I am wondering:
>did Atari (or anyone) ever turn out analog sticks? Is there any
>software that will take advantage of them? If not, how about
>any technical info on how I can wire up external electronics to them?

I don't recall Atari saying it was MAKING analog joysticks
for the STE/Falcon's enhanced controller ports -- just that
the new ports CAN use analog joysticks. The joypad
controllers that come with the Jaguar are digital controllers
that use the enhanced controller port set-up. Atari Europe
is supposed to be releasing several Falcon-specific games
that use the new controller ports, but I don't know of any
STE software.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5311. Re: Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 05:36:58 UTC
From: steve-j@teleport.com
Message-ID: <2ulohq$ml8@kelly.teleport.com>
Source record: 184676

In article <hWzz4-m.predictor@delphi.com>,
Will Dwinnell <predictor@delphi.com> wrote:

>So, what does the introduction of the Jag have on the ST (TT, Falcon, etc.)
>line from Atari?

It means Atari MAY have revenue in the future to spend
on other projects. Atari's officially discontinued
all computers except the Falcon and has said that if
they DO make a new computer, it will be Jaguar-based.

Atari's been losing millions of dollars for a number
of years now on its computers, so it HAS to focus on
the Jaguar to return the company to profitability,
which it expects to do next year -- they expect to
break even for 1994. We COMPUTER users may not like
being left out in the cold, but at this point in
time, Atari has little other choice unless they
want to run the company into bankruptcy.

Atari HAS licensed C-Lab GmbH to make Falcon-compatible
"music workstations" AND has licensed TOS out to
other companies for use in 68040 accelerators (for
the Falcon030) and possibly other clones.

Personally, I still think there's a market for under
$500 computer systems (like the STE), but then I
also think Atari's right that it would be difficult
to market to general audiences with the limited
graphics and such.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5312. Verkaufe: Atari Laser

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 07:47:03 UTC
From: haver@sirius.fernuni-hagen.de
Message-ID: <2um05n$nph@fuhainf.fernuni-hagen.de>
Source record: 184678

Hi Volks,

Verkaufe Atari Laser,

kaum benutzt (nur 2 Tonerkartuschen insgesamt verbraucht).
Wegen Systemwechsel, Preisvorstellung um 900.- DM, aber: jedes Angebot
wird wohlwollend geprueft.

Mail-Adresse: ullner@stzdo.do
Tel.: 02366 / 81242

.. mit der Hoffnung auf viele Anfragen,
Sieghard.

5313. Re: ECOPY

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 08:31:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2um2pu$2oe@bognor.barclays.co.uk>
Source record: 184679

I thought Ecopy was commercial???
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5314. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 09:10:49 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Cs1tI1.Ez5@hermes.hrz.uni-bielefeld.de>
Source record: 184680

In article <...>, troyc@bnr.ca (Troy Carpenter) writes:

|> 4. The famous FTP problem. I need to get the psetid patch from someone I guess.

Since obviously everyone has read the `announcement' of ftp on the mint-list, but
nobody had applied the necessary patch before, I'll set up a new patchlevel which
includes all the necessary stuff and a check in ftpd whether you've got the patch.

|> 3. A telnet and telnetd port for mint+mint-net.

Well, just do it... ;-)

|> 6. KAY: Is there any hope for PPP in future releases of MiNT-Net (...) ?

At least there're some people interested in it! I know Kay is working on a version
of MiNTNet which makes it possible to load external net-drivers. We'll see how much
easier it'll get with that one.

ciao,
TeSche
--
Torsten Scherer (Schiller, TeSche...), itschere@techfak.uni-bielefeld.de
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131.2-15 |
| Last updated: 14. April 1994 |

5315. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 09:47:00 UTC
From: Christian_Grunenberg@s2.maus.de
Message-ID: <199406271147.a17681@s2.maus.de>
Source record: 184449

RSR>Photochrome 4.0 does not allow one to display or process at a Mega
RSR>STE's full speed, and does not do a good job in reducing most
RSR>pictures to display on the STE's screen without a great deal of
RSR>distortion.

There's a little bug in PhotoChrome 4.0. With a small patch (replace the
long-integer '$00020010' by '$00010010' with a monitor like ST-Tools)
PhotoChrome will recognize a MSTE and run at full speed!

Regards,
Criss...

5316. Re: Postcript-Interpreter for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 10:12:33 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jun27.101233.29529@ibr.cs.tu-bs.de>
Source record: 184681

Tim Gallivan (timg@ccwf.cc.utexas.edu) wrote:
: Hi,

: You can't beat the price, but GS does have some drawbacks:

: 1.) You will definitely need 4M of ram to print to the SLM, and about 3M
: of disk space for the fonts.

: 2.) For high-quality output, you need to buy commercial fonts -- most
: of the free ones provided with GS are of low quality.

But GS is able to use ATM (Adobe Type Manager) Fonts which are
available from many ftp-sites. Look into the windows and OS/2
directories.

You get at least decent TimesNewRoman and Helvetica, some
Garamond and Baskerville\dots

: -Tim Gallivan
: timg@landau.ph.utexas.edu

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5317. looking for PD/SW fax software

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 10:35:38 UTC
From: rcsagk@rwa.urc.tue.nl
Message-ID: <rcsagk.772713266@rwa.urc.tue.nl>
Source record: 184684

Hi,

I'm looking for PD/SW fax software for an Atari STe.
Is there any available and if so, where?

Thanks,

Guido Klemans

Email: G.G.C.Klemans@urc.tue.nl
Eindhoven University of Technology - The Netherlands

5318. Re: Analog joysticks for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 10:44:48 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EF2KEIWC1-UP@zaphot.abg.sub.org>
Source record: 184726

In <p07Tgrp.predictor@delphi.com> Will Dwinnell wrote :

>I have a 1040STe and I remember when they came out, everyone was
>talking about the analog joystick ports and how cool they would be,
>with both input and output. Later, I seem to recall hearing that
>Atari scratched plans to make these analog sticks. I am wondering:
>did Atari (or anyone) ever turn out analog sticks? Is there any
>software that will take advantage of them? If not, how about
>any technical info on how I can wire up external electronics to them?
>
>Will Dwinnell
>Commercial Intelligence Inc.

Maybe i can help you -
The ports are found in 1040STE and Falcon(!). The plugs are
15-pin-SUB-D, female. You can use standard-'VGA'-plugs, male. But you
must remove the metal-cover of the plug. The other (but expensive !)
way is to use the plugs and wires of the ATARI JAGUAR-control-pads.

```
___________________________
\ 1 2 3 4 5 /
\ 6 7 8 9 10 /
\ 11 12 13 14 15 /
\_________________/
```

The view is from the back side of the plug.

1 - A4 6 - Button A/Lightpen 11 - B4
2 - A3 7 - +5V 12 - B3
3 - A2 8 - n.c 13 - B2
4 - A1 9 - GND 14 - B1
5 - Paddle Y 10 - Button B 15 - Paddle X

Lightpen input (low active) is only available on port 0.

Adresses of the ports:

$FF9200 Buttons
Bit 0: Button A, Port 0 (Input)
Bit 1: Button B, Port 0 (Input)
Bit 2: Button A, Port 1 (Input)
Bit 3: Button B, Port 1 (Input)
Bit 4-15: not used

$FF9202 Ports
Bit 0: A1, Port 0 (Input/Output)
Bit 1: A2, Port 0 (Input/Output)

Bit 2: A3, Port 0 (Input/Output)
Bit 3: A4, Port 0 (Input/Output)
Bit 4: B1, Port 0 (Input)
Bit 5: B2, Port 0 (Input)
Bit 6: B3, Port 0 (Input)
Bit 7: B4, Port 0 (Input)
Bit 8: A1, Port 1 (Input/Output)
Bit 9: A2, Port 1 (Input/Output)
Bit 10: A3, Port 1 (Input/Output)
Bit 11: A4, Port 1 (Input/Output)
Bit 12: B1, Port 1 (Input)
Bit 13: B2, Port 1 (Input)
Bit 14: B3, Port 1 (Input)
Bit 15: B4, Port 1 (Input)

$FF9220 Lightpen X
$FF9222 Lightpen Y
Bit 0-15: Position

$FF9210 Paddle X, Port 0
$FF9212 Paddle Y, Port 0
$FF9214 Paddle X, Port 1
$FF9216 Paddle Y, Port 1
Bit 0-7: Paddle-Position
Bit 8-15: not used

Note: The paddle-inputs may _NOT_ be used as analog inputs for sound
sampling etc. ! They are the same as in the old Atari 400/800,
Commodore VC20, C64 etc.

I hope this helps you!

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

5319. Indianapolis 2000 for the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 10:54:47 UTC
From: hstaalm@cs.vu.nl
Message-ID: <Cs1yBC.50w@cs.vu.nl>
Source record: 184683
Cross-posted to: comp.sys.atari.st,rec.games.misc,rec.games.video.arcade,rec.games.video.misc,rec.games.video.atari

Hello,

I (well not really myself, just for a friend..) am looking for the game :
"Indianapolis 2000" on the Atari ST computer. Does anyone know if this game
is ported to the ST series computers? And if so, where he could purchase it?:
in The Netherlands (preferred), or somewhere else in Europe? If you have any
info, please email me. ThanX in advance.

GreetZ,
Hans
--

Department of Mathematics & Computer Science | Vrije Universiteit
(& empirical nihilistics and applied emptyology) | Amsterdam - The Netherlands
hstaalm@cs.vu.nl http://www.cs.vu.nl/~hstaalm/

5320. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 11:00:19 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2umbg3$sr9@canopus.cc.umanitoba.ca>
Source record: 184682
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 25.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 20.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 12.00 (no docs)
Zork III........................$ 11.00
Firezone........................$ 10.00
Sherman M4......................$ 10.00
TV Sports Football..............$ 7.00

Michtron BBS....................$ 3.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 5.00 (no box)
DC Shower v1.0e (latest)........$ 5.00 (no box)

=====================================================================
MAGAZINES
=====================================================================
STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$33+shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
=============================================================================
```

5321. SCSI Interface - The Translator

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 11:30:04 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Jun27.113004.1@uqvax>
Source record: 184667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there

I've just read the issue of ATARI ST Magazine, and I noted with interest
the article outlining the existence of a new cheap SCSI cable device
called the 'Translator'. They mentioned something about a HD parity
requirement limiting the types of devices usable.

Are there any other bits of relevant limitations one should know before
running out with cash in hand to buy the sucker...

Can this device support a typical chain of SCSI devices (0-7 with CDROMS, Tape
drives etc...).
Any other information of interest would be great.

Reply to the NG for general consumption please...

Thanks
DR

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennis@transcom.brisnet.org.au | (Electronic Music Label, Production)

5322. Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 11:37:27 UTC
From: P.D.Bates@bradford.ac.uk
Message-ID: <1994Jun27.113727.6016@bradford.ac.uk>
Source record: 184686

Hello there... just an inane request
here to lighten up everyone's day...

Did the programme (from... mmm... 1987?)
"Little Computer People" by Activision
appear on the ST?

This, for those that don't know, presented
you with a personalized little 'computer person'
on your screen, who you had to keep fed and
watered and so on, and in response it would
play music on a piano and write letters to you.

Simplistic and childish, yes, but I am just
curious to know if it ever existed for the
Atari ST and then of course, where could
I get a copy from???

Thanks a lot...

Peter Bates

5323. Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 11:40:33 UTC
From: P.D.Bates@bradford.ac.uk
Message-ID: <1994Jun27.114033.6115@bradford.ac.uk>
Source record: 184687

Once again I am seeking a piece of the past...

Does anyone know if the programme
"The Professional Adventure Writing System"
(or PAWS) by Gilsoft in the UK
ever made it to the ST?

This dates back to 1986/87, and once more
I am just curious to know whether it ever
made it to the ST platform, and of course
where I could get a copy from.

Thanks once again, I am just keen to try
writing my own adventure games with that
system in mind...

Having said that, are there any systems
around now that allow you to create your
own games, of any type or genre?

Thanks...

Peter Bates

5324. Infocom Adventures

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 11:42:34 UTC
From: P.D.Bates@bradford.ac.uk
Message-ID: <1994Jun27.114234.6303@bradford.ac.uk>
Source record: 184685

Yes... another query about old software.

Does anyone know of anywhere
where I can get Infocom adventure
games for the Atari?

I am particularly thinking of...

"The Hitch-hikers guide to the galaxy"

"Bureaucracy"

&

"Leather goddesses of Phobos"

Thanks once again...

Peter Bates...

(signatureless)

5325. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 12:22:11 UTC
From: v892307@gijsen.si.hhs.nl
Message-ID: <Cs22D0.FD6@si.hhs.nl>
Source record: 184688

In article <2ufao6$ih1@bmerha64.bnr.ca>, troyc@bnr.ca (Troy Carpenter) writes:

|> I just have a few questions that I hope some of you MiNT experts can answer:
|>
|> 1. rlogin does not work. Well, I got it to work once. Now whenever I try it
|> all I get is a message that says "<user> login is not permitted on this
|> terminal" or something close, where <user> is root or troyc, whichever I
|> am trying at the time. I have the .rhosts file in my ~troyc directory, but
|> I may have the format wrong. Like I said, this worked once as user troyc
|> rlogin to localhost, but never when user troyc does "rlogin -l root
|> localhost". Anyone with rlogin experience please jump in.

If you invoke rlogin without a username, it defaults to the current user and
may ask for a password, but not a username. I think for security reasons
root login is disabled. So, if you invoke rlogin without a username when
you're root, you may get kicked off. However I'm not sure. I'll look at
the sources to verify this.

I noticed by the way that rlogind doesn't copy the environment. I had to
fix that and recompile it. When I login using the original version UNIXMODE
is gone, so it can't find absolute paths like /usr/bin. The shell can't
find the user's home directory so it doesn't start as a login shell.
The program "who" complains it can't find /etc/utmp and so on :-(

|> 3. As stated before, I have minix partitions on two different units. I have
|> created a symbolic link from the system partition to the users home
|> partition, but I cannot do a mv, which bombs each time saying it can't
|> move across file systems. cp will copy across file systems, but it will
|> not copy directories. Is there any way around this short of using NFS?
|> Will NFS actually solve this problem? I tried to get NFS to work once, but
|> I couldn't. I decided it was not important at the time.

Have you tried "cp -r sourcedir destdir" or "cp -pr sourcedir destdir". The
-r option recursively copies subdirectories. The -p option keeps the original
owners, modes etc..

The program "mv" is buggy indeed. Unfortunately I can't regenerate a crash
when I *want* it to happen :(so I can't tell what goes wrong. Anyway "mv"
across filesystems shouldn't work. Some versions of "mv" behave like a "cp"
and "rm source" if the source and destination are on different filesystems.

What goes wrong with NFS? I've got NFS up and running using either 1 or 2 ST's;
even tried NFS between an ST and a Linux-PC :) Mounting local filesystems
using NFS seems pointless to me. It doesn't solve your problem as Mintnet NFS
always mounts under u:\nfs.

|> 4. The famous FTP problem. I need to get the psetid patch from someone I
|> guess. I thought it was in one of the tar file somewhere along the way
|> and I did it, but I guess not. When using FTP, I get the message: "can't
|> set uid". This sounds like I didn't do the patch, can this possibly come
|> from a missplaced passwd file? I have the anonymous account set up and I
|> get the same problem. Will minixfs incorporate the other fix mentioned,
|> which is to Gusetid or whatever, or will I have to do that myself (grep on
|> the code indicates only two or three places to change, is that right?) ?

The diffs are on the atari archive: Mint/mint-1.10-1.10h1-diffs.gz
And yes: you'll have to change minixfs.c in the minixfs source distribution.
The calls Getuid() and Getgid() have to be changed into Geteuid() and Getegid().

|> 5. Has anyone been able to recompile stcron4? I don't like it using syslog
|> nor do I want it in my /etc directory. I would rather it use the directory
|> /var/adm or /var/log or whatever. When I use gcc on the supplied makefile,
|> I get mucho errors.

I thought cron and syslog do entirely different things. Isn't cron used for
executing certain system programs at specified times? Anyway I think you can
configure where to put the syslog-messages with /etc/syslogd.conf or something
like that.

|> Things that I would like, so if you can point me to any of the following:
<some interesting programs deleted>

I would like these things too :) Especially Telnet!

Best regards,
Ronald
--
==============================+==
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+==

5326. Welcher SIMM fuer Atari MegaSTE?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 12:48:07 UTC
From: bitar@avalon.unizh.ch
Message-ID: <1994Jun27.124807.20443@ifi.unizh.ch>
Source record: 184689

[No readable article body recovered]

5327. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 12:53:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2umi4l$2oe@bognor.barclays.co.uk>
Source record: 184690

In article <1994Jun27.113727.6016@bradford.ac.uk>, P.D.Bates@bradford.ac.uk (P.D.Bates) writes:
|> Did the programme (from... mmm... 1987?)
|> "Little Computer People" by Activision
|> appear on the ST?
LCP appeared a fair bit earlier on the C64 I think but the ST version did get released and 1987 sounds about right. ISTR it also used MIDI for the bits where the guy played his piano. It was OK, no major enhancements over other versions.

|> Simplistic and childish, yes, but I am just
|> curious to know if it ever existed for the
|> Atari ST and then of course, where could
|> I get a copy from???
To be honest, I only ever saw one copy in a shop. You may be lucky and get a 2nd hand copy.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5328. Mint patches & rlogin & mintos problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 12:55:12 UTC
From: v892307@gijsen.si.hhs.nl
Message-ID: <Cs23w1.Fqv@si.hhs.nl>
Source record: 184693

Hi,

After applying the new mint patches (mint-1.10-1.10h1-diffs.gz) I noticed Init (mintos) doesn't work too well on the serial ports. The user only gets a "login:" message, and then nothing happens. Looks like communications from the ST to the modem go well but communications from the modem to the ST go bye bye. I'll look at the diffs (and hack those just a little bit :), but maybe there's someone already familiar with this problem so I don't have to hack at all.

Also I noticed the rlogind doesn't copy the environment. I looked at the sources. They show the entire environment is replaced by a new one which only holds TERM. Is this done on purpose (for security) or what? I've edited the source and recompiled it so it copies the environment. Otherwise my UNIXMODE is gone and none of the programs recognise absolute paths like /usr/bin, /etc etc... Am I doing the right thing?

Last questions:
Is anyone writing a Mintnet-driver for the MIDI-ports?
Is it safe to connect ST's using the parallel port? Is it possible to blow up port B of the soundchip, by switching the ports on both ST's as output?

Best regards,
Ronald

--
==============================+==
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+==

5329. Re: Infocom Adventures

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 12:56:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2umi9d$2oe@bognor.barclays.co.uk>
Source record: 184691

In article <1994Jun27.114234.6303@bradford.ac.uk>, P.D.Bates@bradford.ac.uk (P.D.Bates) writes:
|>
|> Yes... another query about old software.
|>
|> Does anyone know of anywhere
|> where I can get Infocom adventure
|> games for the Atari?
Most are available 2nd hand. few were re-released in the Uk as budget titles by Virgin a couple of years ago. Failing that, there is a PC compelation of AFAIK all the games (text only) that is quite cheap. The data files are the same across all platforms so as long as you have at least one Infocom game, just copy over the executable and a PC data file and you should be able to play. There are also some PD runtime interpretors on some FTP sites. I think they're called Z code interpretors.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5330. Re: Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 12:57:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2umicf$2oe@bognor.barclays.co.uk>
Source record: 184692

In article <1994Jun27.114033.6115@bradford.ac.uk>, P.D.Bates@bradford.ac.uk (P.D.Bates) writes:
|>
|> Once again I am seeking a piece of the past...
|>
|> Does anyone know if the programme
|> "The Professional Adventure Writing System"
|> (or PAWS) by Gilsoft in the UK
|> ever made it to the ST?
Don't think so. How about STAC? That supported graphics and text and could do quite good stuff. It was given away as a cover disk a couple of years ago - used to be about 40GBP at one point. There are a few PD writing systems as well. Again, check FTP sites and/or good PD libraries
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5331. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 13:15:19 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cs24tJ.8Mx@freenet.carleton.ca>
Source record: 184694

In a previous article, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) says:

>I just downloaded starball, and it looks great, but....
>
>It locks up!!
>
>I'm running it on a 1040 under TOS 1.something, and it
>freezes at the screen with the faces on it...
>
>What am I doing wrong?
>
I have the same thing happen on my Mega STe, 4 megs ram, at every
different speed setting (cache, no cache), and at 50 and 60 hz, with a
bare boot system! This is driving me bonkers! I'm running under TOS 2.05.

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

5332. Heimdall

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 13:23:30 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cs2576.8tx@freenet.carleton.ca>
Source record: 184695

Is there any way to get Heimdall running from your HArd Disk? It looks like a great game, but I don't know if I'm up to all the disk swapping. The manula only mentions running from floppies. Was there ever a HD installable version produced? What about a patch? Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

5333. HELP - HDD problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 14:12:33 UTC
From: arash@track.cslab.tuwien.ac.at
Message-ID: <2ummoh$im8@email.tuwien.ac.at>
Source record: 184574

Hi
A friend of mine has got problems with his atari mega2 st.
His HDD doesnt work anymore.There is no HDD icon on his
desktop.But after switching it on he can hear some HDD
noises, the LED goes on and after some seconds out.
He cant even format his HDD.
Can someone help us?
Thanx ARASH :-)

5334. Re: GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 14:25:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.142514.15507@boojum.lanl.gov>
Source record: 184701

In article 28782@cen.ex.ac.uk, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>In article <1994Jun23.223555.21081@boojum.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>
>>The last released version of GFA BASIC was 3.6 which included some features
>>for TT support but alas, no Falcon-specific support has been added and from
>
>Version 3.6 (TT) does support all Falcon resolutions including true colour,
>with the exception of 256 colour mode in which the editor suffers screen
>corruption. Falcon specific calls can easily be made through the XBIOS command.

Thanks for the correction, Dan. It's just that my experience has shown that
GFA 3.6 really does not 'like' Falcon resolutions (you really got a 'true
color' mode app running in 3.6?). Yes, you _can_ use GFA on the Falcon but
I still contend it's not the happiest combination. It works, but...

>Correctly written programs will work in any Falcon resolution.
^^^^^^^^^

That's just the key, isn't it? :)

Cheers,

-Hutch- @ Fair Dinkum Tech

5335. Re: anyone got a jpeg viewer??

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 14:46:39 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2umoof$iqo@turing.fwi.uva.nl>
Source record: 184703

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <chb3mag.22.000EDF57@leeds.ac.uk>, M.A. GARNER writes:
:> Hi, as the title says has anyone got a jpeg viewer ?? If so could some one
:> point me to a site where i can get it from (or even post it somewhere?)
:
:MGIF (monochrome GIF viewer) is an incredibly fast (for an ST) JPEG
:viewer that displays greyscales by flickering through several dithered
:screens.
:
:GEM-view can load/display JPEGs as well.

how much memory is required to run GEM-view?
--
Martijn Dekker +---+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

5336. Atari ST Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 14:55:48 UTC
From: cir_tlw@vax1.utulsa.edu
Message-ID: <1994Jun27.085548.1@vax1.utulsa.edu>
Source record: 184696
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Want to buy HD for Atari ST. Please reply with description

and price directly to: BIOL_RFC@vax1.utulsa.edu

5337. Huge .Sig's: Please Stop!

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 15:11:51 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.151151.16661@boojum.lanl.gov>
Source record: 184704

In article ftc@male.EBay.Sun.COM, wright@thepond.EBay.Sun.COM (Bruce Wright - SunService Repair Technologies Mfg Engineer) writes:

[...]

```
>==========================================================================
>Bruce Wright SunService
>Sr. Manufacturing Engineer A Division of SMCC
>Repair Technologies M/S MIL07-121
>(408) 276-1838
>E-mail: wright@thepond.EBay.Sun.COM
> ----------x x-----------
> ( )
> ------------------ ------------------
> \ /
> \ /
> \ /
> \ /
> \ /
> \ /
> O\ O/
>
>If people concentrated on the really important things in life,
>there'd be a shortage of fishing poles.
>==========================================================================
```

Hey netters...

You are free to do what you want, of course, but huge .signatures like Bruce Wright's, above, really are frowned on by a lot of folks on the net. The suggested rules for .sig's are to be no MORE than 4 lines in length. The reason is that people tire of scrolling through big .sigs all the time and more importantly, some people have to PAY for their access to the nets and this stuff just adds needlessly to their cost. I have my own reasons for disliking them but that's a personal problem.

Just a request for you to consider or ignore... yer choice. :)

Thanks.

-Hutch- @ Fair Dinkum Tech

5338. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 15:22:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.152233.16999@boojum.lanl.gov>
Source record: 184705

In article 8c5@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>Well the Facts are they don't reply, I have sent now 4 e-mail and a Fax
>no responce, and there lack of support on GEnie, I go in what I see,
>and otheres here have had the same problem....
>
>
>I stated ARE they closing down, not that they have closed down, but there
>actions are not that good, dismall I would say....
>
>I did ask you to post some Real facts about ICD and there lack of Support on
>GEnie, so far nothing.....

Sorry, Roger. I will NOT post about ICD. That is _their_ business, not mine.
I have relayed your complaints to them (icdinc@genie.geis.com) and if they
wish to reply to you or post to this newsgroup, that is their option.

The FACTS are that they are very much in business but very busy, too, what
with heading up the IAJD (Independent Association of Jaugar Developers).
Tom replied to my email right away so I don't know why he has not responded
to yours. Perhaps your tone has something to do with it??? Can't blame him.

-Hutch- @ Fair Dinkum Tech

5339. Re: Developer Details wanted

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 15:39:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.153926.17468@boojum.lanl.gov>
Source record: 184706

In article 6347@ivax, trwills@indyunix.iupui.edu () writes:
>HI,
> I was thinking of becoming a developer for atari
>as well, and i was wondering if anyone knows of what is
>involved ($$, requirements, etc) and what does one get
>for becoming one (discounts, OS guides, etc.). And thanks
>in advance....

For fame and fortune, pick another platform.

For fun and friends, you are on the right track. :)

Send a query by mail to Atari Corporation, ATTN: Developer Support,
5000 Borregas Blvd, Sunnyvale, CA (sorry, I don't have the zip code)
and ask for information about becoming a registered developer.

There _used_ to be a two tier system... one for hobbyists and one
for those already shipping (or about to ship) a commercial product
for the Atari.

Hardware discounts are available for commercial developers but they
have lots of restrictions and can usually be beat by shopping around.

There is currently no annual fee for developer support because, well,
there isn't any developer support to be given. You are essentially on
your own, with the exception of support from private organizations
like the IAAD. Atari doesn't even publish the dev newsletter anymore.

Anyone can buy the developer kit materials but be forewarned. They
are of poor printed quality (photocopied), poorly organized, and of
limited use to most developers (unless they have totally revamped
the dev docs since last I checked, which I really doubt). All of the
dev docs used to cost $300 but I don't know what the cost is now.
Personally, I think the most valued source of info is the 'Atari
Compendium' book by Scott Sanders.

If you don't get a response from Atari you can also check with the
Independent Association of Atari Developers (IAAD) by sending an
email request for info to permit$@genie.geis.com.

Good luck,

-Hutch- @ Fair Dinkum Tech

5340. Re: Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 15:51:52 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.155152.17787@boojum.lanl.gov>
Source record: 184708

In article predictor@delphi.com, Will Dwinnell <predictor@delphi.com> () writes:
>So, what does the introduction of the Jag have on the ST (TT, Falcon, etc.)
>line from Atari?

Er... perhaps you might want to rephrase this question. What do you mean???

The Jaguar is a game system, the others are personal computers. The only
thing they have in common is the Atari name and the fact that they both
compete for the same scarce resource dollars.

-Hutch- @ Fair Dinkum Tech

5341. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 15:55:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.155556.17907@boojum.lanl.gov>
Source record: 184707

In article qh2@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>They have called it a Risk PC, to help it sell, but I think its just
>a Acorn Archimedes and has its own OS, and a very nice GUI...

Actually, Roger, that's 'RISC' (Reduced Instruction Set Computing) but in
retrospect, I think your nomenclature or 'Risk' is more appropriate. :)

-Hutch- @ Fair Dinkum Tech

5342. Re: CDK --> CVG ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 16:14:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940627161455.L.J.Sak@sp0326.kub.nl>
Source record: 184702
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <2u442u$3dm@infa.central.susx.ac.uk> "andrewc@cogs.susx.ac.uk (Andrew Collington)" says:

> Is it possible to turn my Calaums documents, or rather pages of documents into
> Calamus CVG files?
>
> --
> Andrew Collington @ Sussex University, Falmer.
> --
> Ah! To be young and insane.
> - The Dream Team -
>

Ludo says: yes with Bridge or Dataformer-vector

5343. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 16:58:21 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un0fd$k4n@mother.usf.edu>
Source record: 184709

I've found another recurring problem with STZip 2.5. Some times, I will click on a file and tell it to extract.... and it simply won't. In order to get it to extract, I have to select none of them and tell it to extract. If I select them all, then the same problem occurrs. Some of them won't extract. I think the last two times, they were PRG's that wouldn't extract, but I don't know if it's limited to those.

5344. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 17:07:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un10n$k4n@mother.usf.edu>
Source record: 184710

You might want to try ANSITerm for good ANSI emulation. It's geared to work with UNIX and works great. It uses ST Low and a 4x8 pixel screen font, but it does 16 color ANSI, and it's FAST!

5345. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 17:20:26 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un1oq$k4n@mother.usf.edu>
Source record: 184712

My only questions about this new SpeedoGDOS are the following:

1) Does it actually run at a respectable speed now?

2) Why the *^&^*&^ doesn't it support Calamus fonts?

3) If there is a FPU installed, does it detect it and use it, or is that pointless because of the design?

Otherwise, the instant I get the extra $50, I'm buying the upgrade. :)

5346. Re: TOS 5.xx

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 17:27:11 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un25f$k4n@mother.usf.edu>
Source record: 184713

Jabran Akhtar (jabrana@powertech.no) wrote:

: Chris Gentry <cgentry@delphi.com> :
: >Was or will TOS 5.0 for the Falcon released?

: What do you wan't to see in the new TOS? I suppose the latest
: TOS versions are very useable. New versions will now start
: to become more memory hungry ,not a problem if you have a lot
: of memory but still .. .

: TOS 5.xx ,with built in MTOS is something I won't like at
: all .. .

I was once talking to someone at Atari Corp on the phone about various things, and he made mention of TOS 5.0 and how they were working on it at the time. This was many months ago. Also, it is my understanding that registered developers are getting TOS 4.9x which is a beta version of 5.0 or something.

5347. This has nothing to do with GOAL (Was: GOAL! - buy this game)

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 17:38:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e0f2c6e@p2.stacken.ct.se>
Source record: 184553

Hi, Hutch! On 23 Jun 94 you wrote:

H> From: hutch@ilmen.lanl.gov (Hutch)
H>
H> Oh, come now, Patrick. This is very childish of you and quite
H> inappropriate.
H> If you would take the time to read _all_ my posts in this thread, you
H> would realize that I've already said I cannot divulge the actual
H> number of Falcons manufactured to date because of a promise I made to
H> a certain individual at Atari whom I would like to remain friends
H> with. You are correct that I have no proof that I am willing to
H> offer. As such, I don't expect everyone to accept what I say at face
H> value and you are certainly free to believe in whatever fairy tale
H> strikes your fancy. The numbers being bantered about are such HUGE
H> exagerations that I felt I simply had to comment on them.
H> My original angst was directed at some European magazines that have
H> been spreading all kinds of half-truths and false information,
H> apparently in an effort to boost their market. If choose to believe
H> otherwise, that's fine.
H> I have also _already_ apologised for my self-serving tone where it
H> looked like I was patting myself on the back. That was not my intent.
H> I only wished to emphasize that as a developer, IAAD member, and
H> loooong time Atarian, I might have access to certain facts that
H> others are not privy to. If you feel the need to tear me down even
H> further after I have already apologised for the misinterpretation of
H> my posts, then that's YOUR problem, not mine.
H> I'm sorry you felt the need to be so hateful as it was uncalled for,
H> IMHO. It certainly encourages me to develop more for the Atari. Yeh,
H> right.

Hateful? Get real, I was being sarcastic, certainly not hateful. I have no personal feelings against you. (I hardly know you so how could I?) I was simply fed up with your negative attitude and when you failed to back up your statements with proof, you lost any credibility you might have had. And to top that you went ahead and told the world how important you are. Sorry, but I just had to react to that. Since I've been an Atari user myself for nearly a decade and, pardon my ignorance, never heard of you or your company I just couldn't believe my eyes. But I apologise if my tone was too harsh. And yes, I did read your apology and I accept it, but that was not until _after_ I read your original post and replied to it so you can't hold that against me. I'm not a medium you know.

Now, let's end this silly nonsense and do something positive for Atari instead, shall we?

5348. Laser Diablo Emulator Help.

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 17:43:12 UTC
From: daveh@netcom.com
Message-ID: <davehCs2H81.JwG@netcom.com>
Source record: 184715
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently picked up a second hand SLM805 laser but it did not have the Diablo Emulator. I would really appreciate it if someone could send me a copy. I have the manual etc. Just missing the software disk.

Many Thanks,

Dave.

(daveh@silvaco.com or daveh@netcom.com)

5349. New QWK reader

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 17:47:59 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2un3cf$8o3@usenet.INS.CWRU.Edu>
Source record: 184714

On FNET we have been talking, and there are notes that there is a new
Q-mail reader, IMHO*.* or something out. Does anyone know of this,
or any new reader available? Could you mail them to me uuencoded? Thanks.
--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks
about the size of Mickey Rooney. It's big and black and inky, and we are small
and dinky, It's a great big universe, and we're not!"

5350. Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 17:56:50 UTC
From: daveh@netcom.com
Message-ID: <davehCs2Hus.L8E@netcom.com>
Source record: 184716
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Connected with my recent aquesition of an SLM805 my Mega 2 now simply does not have enough memory. Can anyone tell me how to up her to 4 Meg. I assume that I need to solder in 16 1Megx1 Rams but I also here that some resitors are needed. What are these and their value, also what value and type are the smoothing capacitors? Finally where is a good source for cheep ram (100ns is in there at the moment.)

Many Thanks,

Dave.
(daveh@silvaco.com or daveh@netcom.com)

5351. ST Dealers in SF Bay area

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 18:06:12 UTC
From: daveh@netcom.com
Message-ID: <davehCs2IAC.MEx@netcom.com>
Source record: 184719

Can anyone tell me the ST dealers in the Bay Area. B&C I know about
but they are shut until the begining of next month. I also know about
Best Electronics.

Thanks,

DAve.

(daveh@silvaco.com)

5352. Re: Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 18:17:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406272017.a8248@pb2.maus.de>
Source record: 184448

On Tuesday June 21th at about twenty to twelve
koehne@kreta.informatik.uni-dortmund.de (*Patrick Koehne*) happened to
write:

PK>If it is possible I will upload the programms to an ftp-site.

Watch out!

All versions of WINX > 2.2 are not ment to be downloaded anywhere!

The 2.3x-versions still have beta-status.

/Hendr!k/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

5353. RE: ANYONE GOT A JPEG VIE

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 18:19:10 UTC
From: jabrana@powertech.no
Message-ID: <1994Jun27.181910.16249@powertech.no>
Source record: 184711

In an article of <27 June 1994 ,16:46> (Mdekker@fwi.uva.nl) writes:

m> how much memory is required to run GEM-view?

1MB should be enough to run it ,but it needs a lot of memory when
you load any picures in it. A Hard disk is also recommended .. .

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jabrana@powertech.no ____//

... Someone keeps moving my chair
/// IMHO V1.07

5354. Re: Indianapolis 2000 for the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 18:24:27 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2un5gr$k5l@irz401.inf.tu-dresden.de>
Source record: 184717
Cross-posted to: comp.sys.atari.st,rec.games.misc,rec.games.video.arcade,rec.games.video.misc,rec.games.video.atari

In article <Cs1yBC.50w@cs.vu.nl>, hstaalm@cs.vu.nl (Hans Staalman) writes:
>I (well not really myself, just for a friend..) am looking for the game :
>"Indianapolis 2000" on the Atari ST computer. Does anyone know if this game
You are probably looking for 'Indianapolis 500' by Electronic Arts.It was - to
my knowledge - released only for PC & Amiga,not for Ataris.

Matthias
--
.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`----------------------+---'

5355. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 18:54:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e0f313a@daggskim.ct.se>
Source record: 184731

Iain.Laskey wrote using postfix electrons on 22 Jun 94 (to All)...
> (John Hutchinson) writes:
|>> a brand new box of Maxell Gold Label 5.25 disks which at that time
|>> were probably the most expensive available, about $2.00 each or so, as
|>> I recall. Anyway, out of the box of 10, 4 of them would NOT format at
|>> all.
|>> heeheeheeheehee... did I ever enjoy _that_ one! :)
> Sounds familier. A friend used to buy Verbatim 5.25 inch disks at 25GBP
> a box of 10 - this was in 1982 - a lot of cash. I used to buy unbranded
> ones at 0.5GBP each. He was really amazed to hear I rarely got a bad
> disk - maybe 1 in 50. He assumed 1-2 out of a box of 10 would be bad -
> that was his success rate with pricey disks.

Funny that you both say this, as I had similar experiences too, but with 3.5" Maxell and other name boxes of 10. If I sold a box I had to check each disk myself and ensure 10 good ones or I was sure to get the box back a few days later from the (rightly) angry buyer. Then a local company started off importing container loads of blank no-name (in any color you wanted) and I stuck with those. Not only was the price ridiculously low, but I went through thousands (used and sold) with only a handful ever showing any problems. The best batches were packaged in lots of 50 with a Canadian maple leaf on the wrapper; I swear not a single failure there.

I still wonder how they made those pricey brand-name diskettes? -- hand-painted magnetic coating? :)

(illegible signature) Bo Leuf

5356. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 19:01:10 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <772743670snz@theshack.demon.co.uk>
Source record: 184743

pIn article <1994Jun27.113727.6016@bradford.ac.uk>
P.D.Bates@bradford.ac.uk "P.D.Bates" writes:

> Did the programme (from... mmm... 1987?)
> "Little Computer People" by Activision
> appear on the ST?

Yes, from Activision many moons ago... It was even
re-released as one of their budget games, but lord only knows where
you'd get a copy now...

--

<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>
<< From the workstation of Andy Curtis | acurtis@theshack.demon.co.uk >>
<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>
<< Freelance Computer & MIDI columnist and SysOp of The Ad.Lib BBS >>
<< Call: +44 (0)91 3702659 V32bis 24Hrs >>
<< NeST 90:100/308.0 AtariNET 51:6/208.0 FishNET 777:400/2.0 >>
<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>

5357. Re: RAMDISK needed

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 19:07:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e0f3373@daggskim.ct.se>
Source record: 184730

Hallvard Tanger&#65533;s wrote using postfix electrons on 23 Jun 94 (to All)...
> From: hallvart@ifi.uio.no (Hallvard Tanger&#65533;s)
>
> I've been using "Rambaby.ACC" for a long time, but after a LOT of work
> [...]

That was one odd ramdisk/spooler combo ;) It had "hacker" written all over it
so I never dared use it seriously.

> [...]
> So, my question is: is there a reset survivable RAMdisk WITHOUT data
> compression available?

A number. Extracted from my BBS dl-file (Dsik utility/ramdisk)...
-v-
ETERNAL.LZH 8K #____ resetproof ramdisk
FLASHD.LZH 5K #____ fast removable ramdisk
INTRAM.LZH 8K #____ ramdisk as ACC
STATIC.LZH 6K #____ yet another ramdisk
VDISK3.LZH 6K #____ German ramdisk ACC, removable
VRAMDISK.LZH 5K #____ ramdisk ACC with IMG-backup to disk, v1.1 svensk
XDISK205.LZH 23K #____ easy-to-use resetproof ramdisk
-^-
I'm not entirely sure _all_ of the above are reset-safe, but most later
versions tended to survive a warmboot.
(Rambaby was put in the general hack area...)

(illegible signature) Bo Leuf

5358. Re: Heimdall

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 19:30:08 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2un9c0$pl0@infa.central.susx.ac.uk>
Source record: 184720

Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:

: Is there any way to get Heimdall running from your HArd Disk? It looks
: like a great game, but I don't know if I'm up to all the disk swapping.
: The manula only mentions running from floppies. Was there ever a HD
: installable version produced? What about a patch? Thanks!
: --
: Mark Montreuil (613) 990-4833 (voice)
: IH Advisory Council Internet Relations
: Internet: Montreuil.mark@istc.ca

I would also like to know. I have this game and with just one floppy drive
there is a hell of a lot of loading to do. To run it off a HD would make life
so much easier.

Does anyone know if there have been any HD installable versions of either BAT
or BAT 2 by UBI Soft, especially BAT 2?
--
Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

5359. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 19:40:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e0f45f3@p2.stacken.ct.se>
Source record: 184554

Hi, Dino! On 21 Jun 94 you wrote:

DD> From: amiga@hosta.dircon.co.uk (Dino Dini)
DD>
DD> It's standard procedure... some conversions of GOAL! have been
DD> handled by third parties... PC and SNES. The problem is no publisher
DD> would give an advance to cover the cost for the Jaguar, because of
DD> it's low potential sales. My estimate above would not be enough to
DD> cover 25% of the cost of a conversion.

But I thought Kick Off 3 (your game?) was already in the works for the Jaguar so I don't quite follow you. It seems to have a very large potential in sales if everything goes according to plans. Maybe the projected 500,000 units by the end of the year doesn't hold true but even half that number would make it a good investment, don't you think?

Now, if you were talking about the Falcon, I can understand your worries. But may I then be bold enough to suggest that you look into the concept of shareware? I know Llamatron (Jeff Minter) have been very successful with his Atari games in the past and this way you could probably make more money than any "big name" company could offer you since you would receive 100% of the asking price for each game sold, rather than a small fraction of it. Think about it, only 1,000 copies at 10 pounds each would earn you a respectable income of 10,000 pounds, and more importantly, a place in the center of every Atari owner's heart! :-)

And if you are worried about your status as a professional developer, I suggest that you take a good look at Id Software. I don't think anybody is questioning their professionality just because they make shareware. They are probably one of the most respected developers in the industry, thanks to successful games like Wolfenstein 3D and Doom on the PC. Or ask Jeff Minter if he feels discriminated because he's been doing shareware.

5360. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 19:42:39 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2una3f$ppt@infa.central.susx.ac.uk>
Source record: 184721

Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:

: In a previous article, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) says:

: >I just downloaded starball, and it looks great, but....
: >
: >It locks up!!
: >
: >I'm running it on a 1040 under TOS 1.something, and it
: >freezes at the screen with the faces on it...
: >
: >What am I doing wrong?
: >
: I have the same thing happen on my Mega STe, 4 megs ram, at every
: different speed setting (cache, no cache), and at 50 and 60 hz, with a
: bare boot system! This is driving me bonkers! I'm running under TOS 2.05.

: --

: Mark Montreuil (613) 990-4833 (voice)
: IH Advisory Council Internet Relations
: Internet: Montreuil.mark@istc.ca

I have also had this trouble, but with a 4Mb STE, Tos 1.62, and a 160MB hard drive. I found that if you put it on a floppy and run it from there, not your HD, then it should work... well, it did on mine.

Hope this helps some.
--
Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

5361. Re: need to convert .IMG to GIF, TIP etc..

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 20:01:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2unb6u$c7s@golem.wcc.govt.nz>
Source record: 184725

] And don't tell me GEMview, 'cause I have it, and when i tried to save the
] files, I only got a choice between 3 (X)IMG formats.

Make sure you have a GVW_SAVE directory in the same folder as GEMVIEW.APP
and tell GEM-View that the "Moduls" are in the GEMVIEW.APP directory.

I get a list of around 30 things to save as. It converts things brilliantly!

5362. IDE pin out urgently required!

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 20:09:42 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun27.200942.27589@cen.ex.ac.uk>
Source record: 184723
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Help!

I urgently require a pin out description of the 44 pin IDE connector on the
2.5" IDE drive used in the Falcon030 so that I can correctly connect it to
a PC.

I have heard that 40 pins are the standard IDE and 4 pins are the power, can
anyone give me a full description?
Ta,
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

5363. Re: ECOPY

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 20:21:00 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.2.001459D7@edi.ngate.uni-regensburg.de>
Source record: 184718

Hi,

>I have found ECOPY16D.TOS on 2 Sites, A.A and TU-BERLIN, both
>of these files are corrupt..

>Is there a site with out a corrupted version..??

Try: ftp.uni-regensburg.de
freeware\software\atari\tools\disk\floppy\ecopy16d.zip

puuh, that was very long!

bye,
Rainer

5364. Postscript to Atari SLM

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 20:25:15 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <2uncjb$g5o@romulus.ucs.uoknor.edu>
Source record: 184722

nhdcjebi@rrzn-nis.uni-hannover.de (), asks:

> I am looking for a program, which send a postscript-file to a Atari
> laser-printer (SML).

Get Ghostscript, it supports printing 'Postscript' to the screen,
many different dot matrix printers, and several laser printers, including
the 'SLM' printers. It is a Free Software Foundation program, ported to
the ST by Tim Gallivan <timg@landau.ph.utexas.edu>. It is on most Atari
archive sites, Genie, a.a., etc.

-Bill Hallman
bh@okcforum.osrhe.edu

5365. STE joystick ports/4 player game

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 20:59:35 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2unejn$6kv@darkstar.UCSC.EDU>
Source record: 184724

I am working on a four-player combat game in STOS, and want to use the extended joystick ports that come on the STE & Falcon. I have the STE joystick extender code, but that was made for use with a funky little interface that split each of the analog ports into two regular joystick ports (enabling 6 joysticks total). I just want to be able to use Jaguar controllers (normal analog) with the ports. Anyone have any clues/patches/ extensions or help for use with STOS? TIA!

Oh yeah, on a similar note...does anyone have the extra 2-player joystick adapter for use with the parallel port (you know, for Gauntlet II and things) I would be willing to buy one off you. cya later.

5366. Re: ST Dealers in SF Bay area

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 21:47:37 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <2unhdp$25v@agate.berkeley.edu>
Source record: 184727

Bay area dealers that I know of are:
ATY Computer, in Oakland
Winners' Circle Systems, in Berkeley

I hope this helps.

Doug Tarico
dtarico@ocf.berkeley.edu

5367. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 21:47:53 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2unhe9$b1b@mailer.fsu.edu>
Source record: 184734

P.D.Bates (P.D.Bates@bradford.ac.uk) wrote:

> Hello there... just an inane request
> here to lighten up everyone's day...
>
> Did the programme (from... mmm... 1987?)
> "Little Computer People" by Activision
> appear on the ST?

Yes. Mine is marked 1985/1986, so it must have been one of the first ST applications out there. BTW, if you leave your machine on for several days, and you fail to give your computer person food and water, he gets green in the face and writes you nasty letters, and the dog becomes mean and barky. This actually entertained myself and some dorm buddies at the time (ah, for the simple pleasures in life :-).

> Simplistic and childish, yes, but I am just
> curious to know if it ever existed for the
> Atari ST and then of course, where could
> I get a copy from???

That might be tough. I would call several Atari mail order places and see if they have one in the bargin bin, or perhaps second hand. If you need a source for such, try calling Toad Computers 1-800-448-TOAD and ordering an issue of Current Notes or ST Informer magazine (be sure to get on Toad's mailing list as well). I mention Toad specifically because I can remember the 1-800 number :-). There are at least 4 or 5 mail order places with large ST software/hardware inventory. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5368. Re: Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 21:51:08 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2unhkc$b1b@mailer.fsu.edu>
Source record: 184735

P.D.Bates (P.D.Bates@bradford.ac.uk) wrote:

> Once again I am seeking a piece of the past...
>
> Does anyone know if the programme
> "The Professional Adventure Writing System"
> (or PAWS) by Gilsoft in the UK
> ever made it to the ST?
>
> This dates back to 1986/87, and once more
> I am just curious to know whether it ever
> made it to the ST platform, and of course
> where I could get a copy from.

I don't know about this one. However, take a peek at the index in the Programming section on atari.archive.umich.edu. There was a recently uploaded adventure game development system, whose name escapes me.

> Having said that, are there any systems
> around now that allow you to create your
> own games, of any type or genre?

STOS and STAC are probably the two biggies. STOS has compatability problems on various STs (fixable, from what I understand). I didn't hear much about STAC, but it was a similar product geared for adventure type games. There was yet another one whose name also escapes me, but I believe the recent upload Berzerk (in the Games section of atari.archive) was written with it, and the titlescreen mentions the name of the development system.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5369. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 21:53:25 UTC
From: healy@nosc.mil
Message-ID: <1994Jun27.215325.14324@nosc.mil>
Source record: 184728

In article <1994Jun23.220752.20403@boojum.lanl.gov> hutch@ilmen.lanl.gov writes:
>In article di4@Mercury.mcs.com, raz@MCS.COM (Anupam Razdan) writes:
>>I'd like to get some netters' opinions on Atari. [...]
>>They have always been technologically advanced (the 800 more
>>than the original ST) but they are the worst managed company in computers!
>
>What was your first clue? :)
>
>>They had the first computer that cost under $1/kbyte and they still
>>fumbled the ball.
>
>Remember that issue of Byte magazine with a 1040ST on the cover? Good ol' days.
>

That's when I bought my ST (after seeing the article in Byte). When
was that? '87?

Mike Healy

healy@nosc.mil

5370. Re: Infocom Adventures

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 21:55:04 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2unhro$b1b@mailer.fsu.edu>
Source record: 184736

P.D.Bates (P.D.Bates@bradford.ac.uk) wrote:

> Yes... another query about old software.
>
> Does anyone know of anywhere
> where I can get Infocom adventure
> games for the Atari?
>
> I am particularly thinking of...
>
> "The Hitch-hikers guide to the galaxy"
>
> "Bureaucracy"
>
> &
>
> "Leather goddesses of Phobos"

Sheesh, I feel like a historian :-). Hitchhiker's guide and LGoP were definitely made for the ST. My suggestion is the same as for Little Computer People: contact some ST mail order places and ask about their bargin bins or second hand software (or even new shrinkwrapped stuff). Also, there is a program on atari.archive.umich.edu that emulates the logic engine for any Infocom adventure. In other words, you could take the data file(s) from a PC version of the game and run it on your ST. You would probably have a better chance of finding a cheap or used PC one, as they probably sold a lot more of them. Look in the toplevel 0index file on atari.archive for this program.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5371. Spectre GCR hidden dedication page

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 22:02:24 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2uni9g$b1b@mailer.fsu.edu>
Source record: 184737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here is a silly question. After doing a bit of Mac emulation last night,
I realized that while I have read about several Dave Small "hidden dedication"
pages, I had yet to actually find the one in Spectre 3.0 software. So, I
peeked around a bit, and am stumped. Does anyone know how to invoke it? I
presume it plays an unusual sample, as have his previous ones. Thanks
in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5372. SLM804, monitors, computer for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 22:43:51 UTC
From: dhohenst@gpu.srv.ualberta.ca
Message-ID: <2unkn7$m7e@quartz.ucs.ualberta.ca>
Source record: 184729

For Sale:
Atari SLM 804 Laser Printer: 8pages per minute, text and graphics.
300 dots per inch resolution.
300 sheet paper tray.
Will connect to any Atari DMA port.
Atari SM 125 High Resolution Monochrome Monitor: 640x400 resolution.
12" screen.
Anti-reflective coating.
Amazingly clear picture.
Atari 520STfm Computer: Built in 3.5" double sided floppy drive.
2.5 Megabytes RAM.
RF output to Television or VCR.
Atari 520STm Computer: 1Megabyte RAM.
RF output to Television or VCR.
Atari SC 1224 Colour Monitor
Atari SF 354 Floppy Drive, Upgraded to double sided.
External drive with power supply.

Must sell. Need the money. All prices negotiable.
SLM 804 $450
SM 125 $100
SC 1224 $150
520 STm (1Meg RAM) $200
520 STfm (2.5Meg RAM, Internal Floppy Drive) $350
SF 354 DSDD Drive $50

Please call Doug at 476-4684 and leave a message; respond here;
or E-mail to dhohenst@gpu.srv.ualberta.ca

5373. Re: GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 23:01:04 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCs2vxs.L2G@netcom.com>
Source record: 184733

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:

: I was wondering about the level of support GFA Basic has for the Falcon?
: I mean, can it use Falcon resolutions and such.
: Also wondering if there are any routines/modules easily available that will
: handle loading pictures of different formats (GIF/JPEG) and playing digitized
: sounds (yes, I am a STOS junkie....)
: cya & tia!

5374. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 23:13:50 UTC
From: healy@nosc.mil
Message-ID: <1994Jun27.231350.15046@nosc.mil>
Source record: 184745

In article <2ugra2$8oj@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>I asked some time back were can I get some good GIF's from,
>no replies as of yet..??
>

I saw at least one reply about 40 messages back. Are you not
getting all posts to this group?

Mike Healy

healy@nosc.mil

5375. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 23:34:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2unnlu$etd@golem.wcc.govt.nz>
Source record: 184738

In article <2ui46e$dr0@nic.umass.edu>, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) writes:
>I just downloaded starball, and it looks great, but....
>
>It locks up!!
>
>I'm running it on a 1040 under TOS 1.something, and it
>freezes at the screen with the faces on it...
>
>What am I doing wrong?

2 Things, you did not extract all the files...!!

Or you are running it from a Floppy, unpack it again to a fresh Floppy...!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5376. Why GOAL! is the best football game ever

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 23:36:24 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199406280042.AA00297@moroder.demon.co.uk>
Source record: 184732

GOAL! may not look too impressive at first, as the fact that the players are larger than in the Kick Off series means that the game is harder to get into, and will remain difficult to play until you've mastered the art of passing the ball around while keeping half an eye on the scanner.

However, with a little perseverance, it soon becomes much easier to play than Kick Off 2 and more challenging (and rewarding) than Sensible Soccer.

Here are some of the features which only come to light after a while (or can only be mastered with a fair bit of practice), and set this game apart from the others.

+ By repeatedly pushing the joystick in one direction and releasing it, you run more slowly in that direction. When running slowly, the ball stays closer to your feet and you can change direction more easily. (I don't think you could do this with Kick Off 2, and it makes a big difference.)

+ When you're clean through on goal and shoot without trying to direct the ball, your player will automatically try to place the ball in the corner of the net. (I've never seen any other games which do this. Normally you end up shooting straight into the goalkeeper's arms, when in real life the player would have a good chance of scoring.)

+ You can stand on the ball and shield it from an opponent until one of your team-mates becomes free to receive a pass. If you take too long, the opponent will push you over and run off with the ball.

+ When taking one of your midfielders on a run down the wing, one of your forwards will move towards him in case he's going to pass the ball. If you ignore him and keep on running, the forward will change his mind and move into the penalty box to wait for a cross.

+ If you have the (computer-controlled) opposition under a good deal of pressure, and then score, they may just boot the ball straight up the field from their kick-off. (Or maybe it happens randomly - I honestly can't tell.)

+ If your opponents are leading narrowly and time is running out, they may just boot the ball towards your end of the pitch to waste time.

+ You can take long-range shots and determine how high they should be by pulling back on the joystick immediately after you kick the ball, in a similar way to applying aftertouch. It's quite tricky, and the further out you are the more likely it is to be saved (so no goals from the half-way line), but it can result in some spectacular goals.

+ You decide how many men (between 0 and 7) you want in your wall if your opponent has a free-kick near your goal.

And there are countless other subtle features that I've either forgotten or not yet identified.

I've been playing football games for over ten years - the first was International Soccer on a Commodore 64 in John Menzies - and GOAL! is currently at the top of a very long list (and likely to stay there for a few years at least).

And just for the record, I thought Sensible Soccer was better than Kick Off 2, but only for a month or so, by which time it had become far too easy. I can put a forward in goal and a couple of goalies (who run much slower) up front and still give the opposition a good kicking.

If GOAL! is the last football game to appear on the ST - well, it doesn't really matter because it would be practically impossible to improve on it.

Technical addendum:
As custom team sets are saved to an ordinary diskette, you can hack about with them with a binary editor. The game itself doesn't let you give teams a black jersey, or black stripes with black shorts, but you can if you figure out what to change in the data file. (Clue: in the ST version, strips are numbered from 0 to 5 and colours from 0 to 15, and the six bytes for home and away kits are kept together.) The (slight) down side to this is that the team name is invisible (black on black) on the screens which give you pitch, wind and referee details and match statistics..

Stephen

5377. Migraph Address

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 23:42:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2uno5j$etd@golem.wcc.govt.nz>
Source record: 184739

Thanks to the chaps that replyed to my request for Address,
but did not match up to a letter that I have from Migraph..

So can one or two people e-mail me Migraphs Address..

Thanks.............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5378. Jaguar with Atari SC 1435 Monitor????

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 23:43:37 UTC
From: csjjh@news.cts.eiu.edu
Message-ID: <Cs2xwp.F61@news.cts.eiu.edu>
Source record: 184740

Anyone know what kind of cable I'd need (if there is one) to hook up a Jaguar to my Atari SC 1435 Monitor for the STe? I tried both extra Jaguar cables & the video port was wrong.
Thanks,
Jonathan

5379. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-27 23:51:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2unolg$etd@golem.wcc.govt.nz>
Source record: 184741

In article <H.eg.wpoN_VVYyrU@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <16FDE752FS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>, L676791@LMSC5.IS.LMSC.LOCKHEED.COM
writes:
>> Sam Tramiel bascially told us Atari had dropped their line of comp

>PCs have been "obsolete" in a technical sense for about 8 years or so...
>no other computer designed since about 1984 has had sound capabilities
>as an option that you have to add later, for example. From a
>hardware/software add-on standpoint, the PC will live for probably 10-20
>years more...

Yes there is, its called the Acorn Archimedes and there later Risc PC, this
would be the fastest Home PC one could buy, and from memory has 8 ch sound..

NOTE: The USA is not the home for all PC's, but they did develop
one good one and kiled it, THE MINDSET developed by Atari Engineers...

> cherborth@semprini.waterloo-rdp.on.ca

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5380. SLM 804 Laser Printing Problems (Word Writer/Geneva) (Help!)

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 00:22:31 UTC
From: ehood@convex.com
Message-ID: <2unqg7$8j3@lovecraft.convex.com>
Source record: 184742
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Problem 1:

I'm having problems getting correct printing on my SLM 804 laser printer with Word Writer. Everything will print fine for the first page, but subsequent pages get all garbled. Also, if I try to use different fonts, text gets indented after I use a font different than in slot 1 (as specified by the SETUP630.PRG). Has any one had success printing on a SLM 804 with Word Writer? Can I get a copy of your .CFG printer file if "Yes"?

Problem 2:

When Geneva is running, and I print to the laser printer (via Steno or PageStream), sometimes the printout gets messed up. For text files, the characters get all bunched. For graphics (or PageStream text), the graphics get clipped and garbled.

Any help is greatly appreciated. Please respond via e-mail if possible.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

5381. Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 00:23:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2unqi5$ffg@golem.wcc.govt.nz>
Source record: 184747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does any one know what has happened to Eric Smith,
I have not seen him here for a long time,
does he still work for Atari, also is he still involved
with Mint..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5382. Toad

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 01:06:25 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <Cs31v7.MK3@news.cis.umn.edu>
Source record: 184748

Hello everyone,

I am just here to get Toads new genie address. I know it has changed
since there last one that I have, which is: toadserv.

Thanks,

Joseph

5383. Austin TX:Giving away Atari books/software

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 01:12:33 UTC
From: mlehmann@austin.ibm.com
Message-ID: <Cs320x.1rwr@austin.ibm.com>
Source record: 184750
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I canabolized my Atari and placed all the useful parts into
my Intel computer.

I have 4 programming books, Word Writer ST, Laser C 2.21 and Debugger,
UIS III, NeoDesk (1989 version), and some other programs I want
to give away.

Respond to this post. First responder who is willing to
drive to Round Rock gets it.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

5384. Re: TOS 5.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 01:20:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.n_vGSoxsj2_@semprini.waterloo-rdp.on.ca>
Source record: 184600

In <2ujpp1$i9n@elaine.teleport.com>, Steve Johnson writes:
> In article <Je6Sofu.cgentry@delphi.com>,
> Chris Gentry <cgentry@delphi.com> wrote:
>
> >Was or will TOS 5.0 for the Falcon released?
>
>
> Atari will be releasing a new version of MiNT (v1.11) in the
> next few months, but no mention of TOS 5.xx has been mentioned.

This implies that someone at Atari has been working on MiNT lately;
AFAIK, Eric's been far too busy working on the Jaguar to do more than
post an occaisional amalgamation of patches from people on the net...
Several members of the MiNT mailing list have been doing quite a lot to
expand and improve MiNT.

Naturally, their names escape me at the moment... ;-) But I appreciate
what they're doing!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5385. Re: Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 01:55:55 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <hM+SwN7.predictor@delphi.com>
Source record: 184746

Hutch,

You don't think that the introduction of a new and profitable line
of products is important to a business with an older, less (or un-)
profitable line of products?

Will Dwinnell

5386. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 02:21:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uo1f4$h01@golem.wcc.govt.nz>
Source record: 184552

In article <1994Jun27.152233.16999@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article 8c5@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>Well the Facts are they don't reply, I have sent now 4 e-mail and a Fax
>>no responce, and there lack of support on GEnie, I go in what I see,
>>and otheres here have had the same problem....
>
>Sorry, Roger. I will NOT post about ICD. That is _their_ business, not mine.
>I have relayed your complaints to them (icdinc@genie.geis.com) and if they
>wish to reply to you or post to this newsgroup, that is their option.

So you are going back on your word to me...??

ICD has never posted to this NewGroup...

>The FACTS are that they are very much in business but very busy, too, what
>with heading up the IAJD (Independent Association of Jaugar Developers).
>Tom replied to my email right away so I don't know why he has not responded
>to yours. Perhaps your tone has something to do with it??? Can't blame him.

Just to ask for some facts, how does one Tone that, may be they don't have
MANNERS..

NOTE: The Fax was no even sent by me, so how can that add to this so called
Tone..??

PLEASE POST WHAT YOU PROMISED TO POST ABOUT ICD, and there Lack of Support
on GEnie...

>-Hutch- @ Fair Dinkum Tech

As far as I can see it ICD are no longer the company they once were, and there
is no need to treat there past customer in the way that they are doing...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5387. Re: Analog joysticks for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 03:04:30 UTC
From: abarbiero@delphi.com
Message-ID: <py2w4X2.abarbiero@delphi.com>
Source record: 184551

You can use jaguar controllers on the STe too!!

Andreas@AEO

5388. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 03:16:57 UTC
From: mattk@netcom.com
Message-ID: <mattkCs37s9.931@netcom.com>
Source record: 184555
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:

>In article <2tio7t$iof@mailer.fsu.edu> boyd@math.fsu.edu writes:
>>I just had a friend download the latest greatest ICD software from Genie.
>>It is version 6.4.3. This is the non-Pro level stuff. I mention this
>>because it is often unclear what the latest version is.

>I just received version 6.5.5 of ICDBOOT, along with the other
>non-pro utilities, direct from ICD via the post office. It
>would appear ICD is a bit slow in sending updates to Genie.
>

I'm at v 6.0.0 of the ICD utilities. What's been changed since then? Is it
worth my time to upgrade up to 6.5.5?

Also, what are "non-pro" utilities? What would be "pro" utilites?

5389. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 04:54:33 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jun28.045433.179108@zeus.aix.calpoly.edu>
Source record: 184556

In article <772238284.0@lchurch.mcd.on>,
Steve Barnes <Steve.Barnes@lchurch.mcd.on.ca> wrote:
>> The Quantum 240 is a very nice mechanism, Roger, but how about the
>> following?
>
>> announced availability of the Quantum ProDrive LPS 525S, a 525Mb SCSI hard
>> in 3.5" 1/3 height form factor (will fit in the Mega) with 9.7ms avg seek
>> time
>> for only $379. That's a good deal, people. Heck, I bought a 340Mb drive
>
> Ouch.. I paid $400 for my LPS240 not a year ago.. The Quantums seem to
> be dead nuts reliable after toasting Seagates, Miniscribes, Tandons,
> Maxtors... Say, I've either had really bad luck or I'm real hard on drives
> :-)
>
> Thanks for the tip though, I'm putting together a large commercial BBS
> system and that 1G drive sounds like just the ticket.

I agree, that sounds really good, but I have one question: Is that the
model with or without on-disk disk caching? I remember them saying they would
come out with a cheap-o line of drives that were sans expensive SRAM chips (and
not necessarily upgradeable).

BTW, watch the extra-long lines - I didn't realize how much of your
article I was missing until I used EMACS to edit the (quotation of the)
message. Parts that wrapped around were cunning placed so that I didn't even
notice an incomplete sentence. :)

For that BBs you are putting together - what is it using and will
it have the (an?) Atari CD-ROM (the pd sampler)? Just think - you will have
to have 4 maxed out (256MB) partitions just to access all that space. What
will you do with all that space to fill (and don't tell me you'll run a
mirror site for Atari.Archive ;>)? Good reason not to get the 1.8GB drive -
you might run out of disk letter assignments before you could access all of
it. :)

>-Steve, steve.barnes@lchurch.mcd.on.ca
>
> * Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

PS: About the Quantums being reliable: I totally agree. The most
sturdy and consistant and fast drive I have ever seen (after 5 years as a
computer tech, and having done more than my share of Macs). The worst
problem I have ever seen them have consistantly was that old stiction problem
a few years back in the Q20s and Q40s (which they gave out a fix to). Even
then, most of the time you could bring back the drive with a deft flick of

the wrist and back up your data before the drive turned its toes to the daisies. I wish all drives died so peacefully!

-MikeB

5390. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 04:59:50 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jun28.045950.185139@zeus.aix.calpoly.edu>
Source record: 184557
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

In article <2u7jn0$5dk@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>> How do you smash the worms?
>
>You use the funny looking low kick.

Yeah, looks like he's break-dancing. :)

BTW, how does it look on an atari st/TT/falcon? I only played/finished
it on the Mac (in fact we ah... tested the new (then) duos' and docking
stations with OOTW in 640x480 mode) and I was wondering if they kept the same
detail, animation, speed, and sound (or better)?

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

-MikeB

5391. Re: Analog joysticks for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 05:24:12 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2uoc5s$bp@news.dmpe.CSIRO.AU>
Source record: 184564

While we are on this, are the Jag controllers digital or analog!? I ask this
as I may get desperate soon and wire up one of my ST Joysticks to a 15 pin plug
.... ;^>

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au OR h8el046@stan.xx.swin.oz.au |
| Voice: (W) +61 3 252 6222 (H) +61 3 589 1472 Fax: +61 3 252 6249 |

5392. CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 05:31:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <0fc49601@straight.ct.se>
Source record: 184439

Hi!.

I'm wondering if there anyone that have any information on which CD-Rom would work with my ICD-Hostadapter.. The Parity *MUST* be disabled to work with my interface.. Any suggestions?

Regards Bertil Jagard SysOp Swedish Atari Club..
==========
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==========

5393. Re: ECOPY

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 05:37:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2uocv1$j70@golem.wcc.govt.nz>
Source record: 184558

What the heck _is_ "E-Copy"?

5394. CAIN Atari Fun Fest 94 (Cleveland Area Show)!!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 06:39:11 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2uogif$78j@usenet.INS.CWRU.Edu>
Source record: 184559
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.misc

CLEVELAND, OHIO is 500 miles within HALF of the population in the United States and a very LARGE population of Canada.

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun! There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their Lynx and game cards and comlynx with other players! Who says that you'll never get the opportunity to comlynx???

There will also be dealerships attending this show that will be more than happy go give you great dealers on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers there to supply you with all your computer gaming needs...

ALL INTERESTED ATARI DEALERSHIPS AND USER GROUPS SHOULD CONTACT THE SHOW ORGANIZERS AS SOON AS POSSIBLE! Great spaces are on a first come basis! Atari user groups are given tables for free!

PLEASE distribute this on BBSs, networks, and at your user group meetings! We want to have one heck of a gaming day! And a gaming day that might be closer to you than you think!

CAIN Atari Fun Fest 94

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

What to See and Do!

The New Jaguar Game System!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)

8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

Table pricing per 8 foot table
$10.00 per table no electricity
$15.00 per table with one outlet
For more show or lodging info contact
Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

--

5395. Drawing Tool

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 06:47:58 UTC
From: petep@info.isbiel.ch
Message-ID: <2uoh2u$nam@vega.info.isbiel.ch>
Source record: 184563

How knows a good 2D-drawing tool on ftp for the falcon030 ?
i need it for correcting some "errors" in scanned pictures, for presentations, ...

5396. ATARI & Internet

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 06:50:24 UTC
From: petep@info.isbiel.ch
Message-ID: <2uoh7g$nam@vega.info.isbiel.ch>
Source record: 184560

for the moment i'm using our school Internet account, but i will leave the school soon.
What are good programms for FTP,TELNET,MAIL,NEWS,WWW, which runs on a falcon030 and whre can i find them ?

5397. Re: Migraph Address

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 07:04:49 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2461.2E0FCB91@dhhalden.no>
Source record: 184565

In article <2uno5j$etd@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>Thanks to the chaps that replyed to my request for Address,
>but did not match up to a letter that I have from Migraph..

>So can one or two people e-mail me Migraphs Address..

Why? If you have one on a letter and are assuming that the others you got were wrong based on the address you knew from the letter, why ask for more?

Try the one on the letter...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

5398. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 08:07:22 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2uolnq$lh5@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 184567

In <2ufao6$ih1@bmerha64.bnr.ca> troyc@bnr.ca (Troy Carpenter) writes:

>6. KAY: Is there any hope for PPP in future releases of MiNT-Net, or maybe an
> add-on or something? My company has a some kind of security problem with
> SLIP, and will only allow PPP connections for dialin. (great job, by the
> way! Got everything up and running in one evening, upgrading from 1.08
> even!)

Look for Mint-Net 0.51 conatining a very, very alpha PPP driver.

Kay.

5399. Re: Mint patches & rlogin & mintos problems

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 08:10:12 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2uolt4$li2@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 184569

In <Cs23w1.Fqv@si.hhs.nl> v892307@gijsen.si.hhs.nl (Baljeu) writes:

>After applying the new mint patches (mint-1.10-1.10h1-diffs.gz) I noticed
>Init (mintos) doesn't work too well on the serial ports. The user only gets
>a "login:" message, and then nothing happens. Looks like communications from
>the ST to the modem go well but communications from the modem to the ST
>go bye bye. I'll look at the diffs (and hack those just a little bit :), but
>maybe there's someone already familiar with this problem so I don't have to
>hack at all.

This is fixed in mint-1.10-1.10h[234]-diffs.gz.

>Also I noticed the rlogind doesn't copy the environment. I looked at the
>sources. They show the entire environment is replaced by a new one which
>only holds TERM. Is this done on purpose (for security) or what? I've edited
>the source and recompiled it so it copies the environment. Otherwise my
>UNIXMODE is gone and none of the programs recognise absolute paths like
>/usr/bin, /etc etc... Am I doing the right thing?

Ooops, have to look into that.

>Last questions:
>Is anyone writing a Mintnet-driver for the MIDI-ports?
>Is it safe to connect ST's using the parallel port? Is it possible to blow
>up port B of the soundchip, by switching the ports on both ST's as output?

If someone goes ahead and makes select() work in the mide devices then
the new hardware independent driver in Mint-Net 0.51 will work with midi,
too.

Kay.

5400. Re: Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 08:18:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uomc9$n21@bognor.barclays.co.uk>
Source record: 184571

In article <hWzz4-m.predictor@delphi.com>, Will Dwinnell <predictor@delphi.com> writes:
|> So, what does the introduction of the Jag have on the ST (TT, Falcon, etc.)
|> line from Atari?
Well, the Jag is a games console and the Falcon/TT are computers so they don't
really have anything to do with each other. What do you mean exactly?

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5401. A Test

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 08:20:12 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9406280820.AA21317@cluster1.urz.uni-halle.de>
Source record: 184570

Thats only a little test. Please ignore it!

5402. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 08:24:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uomoh$n21@bognor.barclays.co.uk>
Source record: 184572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2unqi5$ffg@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> Does any one know what has happened to Eric Smith,
|> I have not seen him here for a long time,
|> does he still work for Atari, also is he still involved
|> with Mint..??
Last I heard he was programming the Jag. Atari pulled him off MiNT as they were short staffed and needed some Jag work done. He still posts to the MiNT mailing list.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

5403. Re: Typing program

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 08:30:33 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xG0xYt5.johnhechtman@delphi.com>
Source record: 184566

The question was, "Is there a shareware typing program for the ST?." The answer is YES, it's called TYPIST. It's available at least on Gopher as that's how I got my version of it. Even better, it's hard drive loadable which the Mavis Beacon program is NOT! I own both and the MB prg IS good, but requires a key disk to run it each time you use it. Needless to say, it's a pain in the a*s and I wind up working with TYPIST more. Oh, and did I mention it's also FREEWARE?! (G)

5404. Re: Games on STE (Was: Re: Gaunlet II)

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 08:57:39 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <010253DTIHQDUWIRUUBE@ars.ath.forthnet.gr>
Source record: 184744

IW>Loads of games? I've _Never_ seen _any_ commercial game using more than
IW>82 tracks! (The drive in my STE will do 00 to 83 (84 tracks), and the old
IW>520STe I have here will manage 00 to 82 (83 tracks).)

Please find a disk that works ok with 84 track format. All disks now are
made for IBM compatibles and the max track there is 79. So after that is
all trial and error.

I had a SF354 that could format a disk up to track 86 and was the only
drive that could read that disk without problems. I prefer games are
written on normal or 10-sector formatted disk max 80 tracks. After that
you can't be sure.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

5405. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 09:22:29 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2uoq4l$jqq@rs18.hrz.th-darmstadt.de>
Source record: 184575

SW>] I asked some time back were can I get some good GIF's from,
SW>] no replies as of yet..??
SW>]
SW>] So what sites can I get GIF's from..??
SW>
SW> ftp.catt.ecsu.edu
SW>
SW> graphics/images/

ftp: ftp.catt.ecsu.edu: Unknown host

Is there another site to get pics (TC prefered, e.g. JPG)
from, this one doesn't seem to be available. Or is there
something wrong in the spelling of the site ?

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

5406. Re: IDE pin out urgently required!

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 09:38:58 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2uor3i$jqq@rs18.hrz.th-darmstadt.de>
Source record: 184576
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

That's what I got on the same request on the Maus-Net in Germany:

Pinlayout 2.5" IDE-HD:

Host Reset 1 o o 2 GND
D7 o o D 8
D6 o o D 9
D5 o o D10
D4 o o D11
D3 o o D12
D2 o o D13
D1 o o D14
D0 o o D15
GND o
IOCHRDY o o GND
/HIOW o o GND
/HIOR o o GND
DACK o o RESERVED
DRQ o o GND
IRQ 14 o o /HOST IO-16
HOST ADDR1 o o /PDIAG
HOST ADDR2 o o HOST ADDR 2
/HOST CS0 o o /HOST CS1
/DASP o o GND

+5V LOGIC o o +5V MOTOR
GND 43 o o 44 XT/AT

Hope this helps.

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

5407. Turn OFF Mega ST Hard Drive..

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 09:58:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uos83$kme@golem.wcc.govt.nz>
Source record: 184577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have found a very simple way to turn OFF the Drive in my MEGA ST2..

I have a Floppy with ByePass Hard Drive and Cold boot set up
in the Boot Sector by using DC Format...

I also have Ataries later Ship/Park Program the 776 byte one that can be used
as a ACC...

I use the Floppy to boot up the system, this byepasses the Hard Drive,
the Ship/Park Program is used to turn OFF the Hard Drive, as a Program..

After 30 seconds or so I exit the Ship/Park program, ie, to let the
Hard Drive spin down...

This sort of works, but I end up with multible entries in my
Floppy disk directory..?

I have found one way to clear this with out causing the Hard Drive
to spin up, I just hit the reset button...

Can some one explain why I am getting multible Directory entries
with the Floppy drive...A Drive that is.....

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5408. STARBALL

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:02:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uosga$kme@golem.wcc.govt.nz>
Source record: 184581
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

I thought some one should know, as of to-day there has been 135
dnloads on Genie for STARBALL, a great pinball game..

Go get it...

P.S. who was the other person that uploaded STARBALL to GEnie
that I beat by just mins..?

Just interested...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5409. Calamus Font containing Greek Alphabet

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:12:44 UTC
From: mattispa@aston.ac.uk
Message-ID: <Cs3r18.MIE@aston.ac.uk>
Source record: 184578

I am looking for a font which contains the Greek alphabet for calamus. Can anyone direct me to a company or public domain software. I have a maths font but it does not contain the letters I am interested in.

Patrick A Mattis email :mattispa@sun.aston.ac.uk
Dept of Mech & Electrical Eng voice : 021 359 3611 x 4314
Aston University fax : 021 333 5809
Birmingham
B4 7ET
ENGLAND

'In the beginning was the Word ...' - St John 1:1

5410. [Q] wizztronics contact info

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:20:20 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.3fSgPCiDDRA@harvee.billerica.ma.us>
Source record: 184590
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anyone know how I can get in touch with wizztronics?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

5411. Future Wars (was

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:29:57 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2uou35$5m8@clss3.bangor.ac.uk>
Source record: 184579

Hello,
After playing Another World I've got quite into the 'cinematique' style
of game. There is a game released on the budget label KIXX called 'Future
Wars' (I think) which also uses the cinematique style. Has anyone played
this game as I have never heard of it before ? More importantly is it good ??

Dylan
---
dbanarse@sees.bangor.ac.uk

5412. Re: ** RSI kills my ST use **

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:32:10 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.&l2Ne7idq3U@harvee.billerica.ma.us>
Source record: 184591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <H.eg.5yeIOIVK3hw@harvee.billerica.ma.us>, Eric S Johansson writes:
>I have had a moderate case of RSI (repetative strain injury) for a year now
>and I am now looking into using voice recoginition systems to do my typing
>for me. unfortunatly, the one i want runs on dos. since I want to keep
>using my st for mail and news, (yes, I really like hermes) I need to
>figure out, how I can drive my st from my pc...
>
>two ideas that come to mind are:
> replacing my mega2 keyboard with a PC interface
> redirecting keyboard input to the serial/midi port
>
>any others??
>
>I really need help with this one! I don't want to have to give up on my
>st now!

I know, I know, bad form following up on your own article...

in thinking about this, I see 2 "real" solutions. one is to hack up my
midi port to act as a second serial port and connect it to the PC. then
I just need to run a term prog on the PC to send data to my ST and
somehow redirect kbd io (bconin??) to get data from both the kbd and
the midi port.

second, locate a box that speaks rs232 on one end and mega kbd protocol
on the other.

help? pointers?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

5413. Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:41:42 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <2uoup6$6u8@m1.cs.man.ac.uk>
Source record: 184582

I've had quite a few messages from people experiencing problems with Starball locking during the title screen (the blue one with the faces). So far these seem to mostly be in two groups: Mega STe, and 1040ST with TOS 1.02 or 1.2.

One thing that does need to be said is that ALL the files including the soundtracker module list MUST be there even if they aren't or don't appear to be used. I think this may cover a couple of cases.

I must admit I'm baffled as to why it runs from floppy but not from HD.

I am contacting those people who have had problems and trying to fix them. I hope by the end of next week to release a version 1.2 which should have much better compatibility and also (for the zillion people who have asked) hi-score saving.

Dave Oldcorn
V11 Software

5414. Re: Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:55:09 UTC
From: meister@tatertot.com
Message-ID: <mummoc1w165w@tatertot.com>
Source record: 184586

steve-j@teleport.com (Steve Johnson) writes:
> It means Atari MAY have revenue in the future to spend
> on other projects. Atari's officially discontinued
> all computers except the Falcon and has said that if
> they DO make a new computer, it will be Jaguar-based.

What about the TT? Aren't they still manufacturing it?

=-=-=-

5415. Re: looking for PD/SW fax software

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 10:59:08 UTC
From: meister@tatertot.com
Message-ID: <01mmoc2w165w@tatertot.com>
Source record: 184587

rcsagk@rwa.urc.tue.nl (Guido Klemans) writes:

> Hi,
>
> I'm looking for PD/SW fax software for an Atari STe.
> Is there any available and if so, where?
>
> Thanks,
>
> Guido Klemans
>
> Email: G.G.C.Klemans@urc.tue.nl
> Eindhoven University of Technology - The Netherlands
>
>
>

The only FAX software I know of is STraight Fax, and it's certainly not
PD...

=-=-=-

5416. Mono monitor replacement

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 11:21:33 UTC
From: rgh93@aber.ac.uk
Message-ID: <1994Jun28.112133.5930@aber.ac.uk>
Source record: 184583

Hi all,

I have now had two SM125 mono monitors break down on me in quick succession. I do however have a monochrome hercules monitor ex- of a PC; has anyone tried to interface one of these to the Atari before? Looking at the specs (line rates) it should be possible.

Alternatively, where can I get one of my monitors (cheaply) repaired (must obviously be within UK!)?

It'd be greay if you could respond to this request by email; our server here only keeps news items for 24 hours, and I don't get time to read news that often.

Thanx.......

Rich

--

	Richard G Hince	
	Centre for Intelligent Systems	
	University of Wales Aberystwyth	

5417. Re: A Test

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 11:43:54 UTC
From: proche@imag.fr
Message-ID: <2up2dq$oge@isis.imag.fr>
Source record: 184585

In article <9406280820.AA21317@cluster1.urz.uni-halle.de>, iagaw@cluster1.urz.uni-halle.de writes:
|> Thats only a little test. Please ignore it!

Wow ! Another test ! OK, you can trust me. I'm ignoring it.

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah ! Yeah !" Nirvana

5418. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 12:01:13 UTC
From: alpldbia@w251zrz.zrz.tu-berlin.de
Message-ID: <2up3e9$f18@brachio.zrz.TU-Berlin.DE>
Source record: 184584

>My only questions about this new SpeedoGDOS are the following:
>
>1) Does it actually run at a respectable speed now?

First speed tests will be published soon according to a statement of a SpeedoGDOS developer in newsgroup atari.text (only available on MausNet). As soon as I can get hold of the results I can post them in here.

For REAL speed you might consider buying the upcoming NVDI 3 (announced for August '94 in Germany and surely soon after that in the whole wide world). It will handle Speedo- and TrueType-fonts directly, i.e. without the help of SpeedoGDOS. I'm sure it will be _very fast_ (as it already is now). On the other hand - if you need Type-1 fonts there's no other way than SpeedoGDOS 5 (of course you can increase SpeedoGDOS' speed by the help of NVDI, too).

>2) Why the *^&^*&^ doesn't it support Calamus fonts?

Calamus fonts don't have any hinting information which is needed to get a good quality output on 'normal' devices, e.g. the screen or a 300 dpi printer. Have you seen a 300 dpi print of a Calamus document? It looks awful! Calamus fonts are very good for high resolution output but not for devices an average user has got at home (OK, some people are rich enough and buy a 600 dpi laser...)

3) If there is a FPU installed, does it detect it and use it, or is that
pointless because of the design?

I don't think it uses the FPU. I will ask this question on MausNet.

Andre

5419. Falcon Developers!

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 12:45:16 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <026212KACSWMWHHWAWFC@sterbbs.nl>
Source record: 184580

sdenman@wolf.cs.washington.edu wrote on 06-23-94:

>Hi! Are there any Official Falcon developers out there (or anyone else
>for that matter) who would be willing to share information (and code)
>about calling the Brainstorm DSP JPEG decoder from within your own
>programs? I will make it worth your effort! =) Please Email info.

There is a JPEG developer kit which you can obtain from Atari Corp. for
$100.

You might contact :

J. Patton 70007,1072@compuserve.com
Norman Kowalewski 75300,3444@compuserve.com
Bill Rehbock 75300,1606@compuserve.com
Mike Fulton 75300,1141@compuserve.com

or

Ataridev@genie.geis.com

Regards,

Wilfred

| Wilfred Kilwinger, wkilwngr@sterbbs.nl, NO LONGER AT ATARI |

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5420. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 13:29:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e10347f@p2.stacken.ct.se>
Source record: 184539

Hi, P.D.Bates! On 27 Jun 94 you wrote:

P> From: P.D.Bates@bradford.ac.uk (P.D.Bates)
P>
P> Did the programme (from... mmm... 1987?)
P> "Little Computer People" by Activision
P> appear on the ST?

Yes, it did. At the time nearly every new game was converted or written for the ST... Ah, does were the days... sigh.

5421. Re: Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 13:32:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e1034d4@p2.stacken.ct.se>
Source record: 184540

Hi, P.D.Bates! On 27 Jun 94 you wrote:

P> From: P.D.Bates@bradford.ac.uk (P.D.Bates)
P>
P> Does anyone know if the programme
P> "The Professional Adventure Writing System"
P> (or PAWS) by Gilsoft in the UK
P> ever made it to the ST?

Not that I know of, but it was available for the 8-bit Ataris.

5422. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 13:32:55 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1912@usdtsg.DaytonOH.NCR.COM>
Source record: 184597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2unqi5$ffg@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Does any one know what has happened to Eric Smith,
>I have not seen him here for a long time,
>does he still work for Atari, also is he still involved
>with Mint..??

Well, Atari probably has him working on Jag-related stuff, but I
doubt he's given up working on MiNT. I mean, it's basically his
"baby" (probably better to ask the folks on the MiNT-mailing list
anyways)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

5423. Re: IDE pin out urgently required!

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 13:35:28 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun28.133528.6677@cen.ex.ac.uk>
Source record: 184588
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2uor3i$jqq@rs18.hrz.th-darmstadt.de> graham@rbg.informatik.th-darmstadt.de (Alexander Graham) writes:

> Pinlayout 2.5" IDE-HD:

> Hope this helps.

Thanks, that's exactly what I wanted.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

5424. MiNT Answers/More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 13:41:11 UTC
From: troyc@bnr.ca
Message-ID: <2up99n$bva@bmerha64.bnr.ca>
Source record: 184589

Here are some answers I have received concerning my questions:

1. rlogin problem: probably the .rhosts file. If I am any user except root, then I can rlogin as that user (i.e. no passwords or anything). I do not seem to have the enviornment problem. However, if I am root, I cannot rlogin as anyone, let alone root. I have not tried rlogin as one regular user to another regular user account.

2. Text editor priority problem: The "Mega" patch took care of that. The "mega" patch is on atari.archive in the mint directory. It is not called the "mega" patch, I just saw someone else refer to it that way.

3. The move problem. I have not solved this, but have had some suggestions from unix gurus that we have an old version of mv. Newer version detect when it is moving across a filesystem and instead of moving the inode pointers, does essentially a copy and removes the original source copy.

4. ftp problem: The "Mega" patch fixed this. I also recompiled the minixfs to use Geteuid and Getegid just like the ftp readme says. All works fine.

Answers to Things I want:

1. Term program - Try ANSITerm - have not done this yet.

2. PPP support: "Look for Mint-Net 0.51 conatining a very, very alpha PPP driver." -- Kay Roemer

MORE QUESTIONS:

1. I can't get anonymous FTP to drop me into the ~ftp directory. Instead I get the root directory. I would guess ftpd is looking for the chroot command, which I don't have...does anyone have chroot?

2. Where do I get the latest version of the lynx program. Why is this not on atari.archive yet?

3. Has anyone compiled httpd for MiNT yet? (if anyplace it would be in the lynx archive, I guess)

4. Testing out NFS, I could only link filesystems into the /nfs directory. Is there anyway to link them into the file hierarchy the way I want them? Also, when I did mount the filesystems, I could not cd or ls on them, it did not allow me, even as root. Denied me permission. How can this be fixed? NFS may be more useful if I had more than one machine, but it would be nice to see it work and know I could set it up in the future...

Thanks,
Troy Carpenter

Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

5425. Signum to WinWord 6.0 ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 13:46:58 UTC
From: WI00268@wipool.wifo.uni-mannheim.de
Message-ID: <2up9ki$c7g@darum.uni-mannheim.de>
Source record: 184592

hi,

I�m looking for a program, which helps me to convert Signum! Documents
to WinWord 6.0
Via ASCII I�ll loose everything like bold face and italic letters.
Is there such a program at all or do I have to do it the hard way

Thanks for any hints

Werner

5426. Atari 1040STf and Color Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:31:32 UTC
From: nesfeder@norcross.mcs.slb.com
Message-ID: <2upc84$914@sndsu1.sinet.slb.com>
Source record: 184504

Hey All-

I still have an Atari 1040STf and Color Monitor for sale. Best offer over $115 plus shipping takes it. If you are interested, e-mail me with your offer (do not post in this newsgroup).

- Dave

5427. AVR to other formats?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:42:01 UTC
From: Lexicor@world.std.com
Message-ID: <Cs43I2.990@world.std.com>
Source record: 184593

Hi

anyone have any suggestions as to how to make an AVR file into another
sound format such as U-Law or possible any other format useable on
a Mac or a Sun running Mosaic?

Thanks

Yat
-email: ysiu@lexicor.com

5428. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:42:47 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun28.144247.15099@boojum.lanl.gov>
Source record: 184595

In article etd@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>
>NOTE: The USA is not the home for all PC's, but they did develop
>one good one and kiled it, THE MINDSET developed by Atari Engineers...

Wasn't that the precursor to the Amiga? As I recall the chipset was designed
by Jay Miner who did the chips for the Atari 8-bits as well. Just FYI, Jay
passed away on the 20th of this month.

-Hutch- @ Fair Dinkum Tech

5429. Signum to WinWord 6.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:46:46 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406282134.AA00065@montp.cirad.fr>
Source record: 184594

CEO file contents:
Hi,

I guess WinWord uses Microsoft's RTF format so what you need is something that outputs in RTF. The only Atari program I believe does that is Marcel 2.2 a shareware word processor on the atari.archive although I've heard that there are differences between ANSI RTF used by Marcel and PC RTF (But I'm not sure)

Now, the problem is this one imports Postscript, ASCII, WordWriter, 1st Word and RTF but Signum isn't in the list. If Signum can export in one of these formats you should be done.

There are two utilities on the a.a that can convert 1st Word and Word Perfect if that can make a intermediate file.

I haven't tried all this yet but I am interested as I've just got ScriptNow which I believe uses the same format as Signum but doesn't export in anything else. Please let me know if there is some software that does this...

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

5430. Re: Why GOAL! is the best football game ever

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:47:14 UTC
From: sjdrew@cen.ex.ac.uk
Message-ID: <Cs43qq.A3n@cen.ex.ac.uk>
Source record: 184596

Thanks to Stephen's first review, saying a debugged version was
available, I immediately sent off for GOAL by mail order. It
arrived this morning!

I haven't had time to play much, and it seemed to be working
fine, but can anyone tell me how I can find out whether this
is the fixed version. I didn't see any bugs, and there seems
to be a cup competition included, which if memory serves me
right wasn't in the original, so maybe I've got the right one.

First impression? I had time for half a game this morning,
and was beaten 8-0 which none of Dino's earlier games got
close to doing, so this looks like a great challenge.
The finishing of the computer team was painfully impressive.

One gripe. That was never a penalty ref :-)

Stephen

5431. Re: Atari's future: ST series versus the J

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:51:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun28.145118.15328@boojum.lanl.gov>
Source record: 184598

In article predictor@delphi.com, Will Dwinnell <predictor@delphi.com> () writes:
>Hutch,
>
> You don't think that the introduction of a new and profitable line
>of products is important to a business with an older, less (or un-)
>profitable line of products?

Of course that's important, Will. A company needs cash flow in order to survive, obviously. My complaint lies with those individuals who are absolutely convinced that a big Jaguar success story for Atari will automatically translate into newer and better Atari desktop computers.

Atari has been losing money in its computer division for some time. The Jaguar has been a limited success and is at least paying the bills. I don't think Atari will be in much of a hurry to 'throw good money after bad' in the computer business again. I see the Jaguar as being good for Atari, but _not_ necessarily good for we Atari computer afficiandos.

But all this is just IMHO, mind you. And you KNOW what 'opinions' are like. :)

-Hutch- @ Fair Dinkum Tech

5432. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:53:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun28.145314.15412@boojum.lanl.gov>
Source record: 184599

In article ffg@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>Does any one know what has happened to Eric Smith,
>I have not seen him here for a long time,
>does he still work for Atari, also is he still involved
>with Mint..??

Eric is now doing Jaguar work like everyone else at Atari. ;-)

-Hutch- @ Fair Dinkum Tech

5433. Re: Analog joysticks for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 14:55:57 UTC
From: 895822ja@udcf.gla.ac.uk
Message-ID: <895822ja.772815357@cent.gla.ac.uk>
Source record: 184503

In <py2w4X2.abarbiero@delphi.com> abarbiero@delphi.com writes:

>You can use jaguar controllers on the STe too!!

And the Falcon too! In fact, it's pretty useful if you want to play
Llamazap on the Falcon. :)

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <gaps14@udcf.gla.ac.uk> |- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

5434. Expanding the Midi out's

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 15:15:08 UTC
From: tjelta@hsr.no
Message-ID: <2upeps$1bi@marton.hsr.no>
Source record: 184502

I've heard about the export expansion thing for the atari, and I've built one. But I've only got the one port
version, using export1. Pin 1 and 2 on the RS-232.

What do I have to do in order to get the rest to work. (Export2 and 3)

Cheeers Helge

5435. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 15:21:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun28.152114.15935@boojum.lanl.gov>
Source record: 184501

In article h01@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <1994Jun27.152233.16999@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>
>>Sorry, Roger. I will NOT post about ICD.
>
>So you are going back on your word to me...??

Roger, what in the HELL are you going on about??? I _never_ promised to make a detailed post about ICD, that's their business, not mine! I did promise to relay your complaints on to them, and encourage them to reply to you, and suggest they post a message to this newsgroup in regards to their status or send me a reply and I would be happy to post it for them. I've done all this but if they choose not to do so, that's THEIR decision. I'm out of it!

>As far as I can see it ICD are no longer the company they once were, and there
>is no need to treat there past customer in the way that they are doing...
>Just to ask for some facts, how does one Tone that, may be they don't have
>MANNERS..

Oh yeah, and you have been a real gentleman, eh? Gimme a break, Roger. I'm sorry you are dissatisfied with the level of support you think you deserve but from my experience, public ranting and raving is hardly the best way to encourage them. Your negative 'tone' I menitioned speaks for itself... and much too loudly, IMHO.

>PLEASE POST WHAT YOU PROMISED TO POST ABOUT ICD, and there Lack of Support
>on GEnie...

I have already done what I promised and for getting involved you flame me. Gee, thanks a lot, mate. Next time you need some help, call somebody else.

Sheesh.

-Hutch- @ Fair Dinkum Tech

5436. Re: Typing program

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 16:07:36 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2uphs8$nrn@mailer.fsu.edu>
Source record: 184507

John Hechtman (johnhechtman@delphi.com) wrote:
> The question was, "Is there a shareware typing program for the ST?." The
> answer is YES, it's called TYPIST. It's available at least on Gopher as that's
> how I got my version of it. Even better, it's hard drive loadable which the
> Mavis Beacon program is NOT! I own both and the MB prg IS good, but requires a
> key disk to run it each time you use it. Needless to say, it's a pain in the
> a*s and I wind up working with TYPIST more. Oh, and did I mention it's also
> FREEWARE?! (G)

I have a listing for it on atari.archive.umich.edu. It is in
Applications/Other/typist.arc. The description is "Randy's port of a
unix typing tutorial program". While I have not seen it, the description
leads me to believe that this is not a particularly graphical application
(which Mavis Beacon is). It might still be great though, and the price is
right :-). Could this be different from the Typist you mention above? If
so, feel free to send me a copy of yours and I will put it on atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5437. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 16:08:55 UTC
From: knarf@nasim.cube.net
Message-ID: <2uphun$k6s@nasim.cube.net>
Source record: 184536

Baljeu (v892307@gijsen.si.hhs.nl) wrote:

> I noticed by the way that rlogind doesn't copy the environment. I had to
> fix that and recompile it. When I login using the original version UNIXMODE
> is gone, so it can't find absolute paths like /usr/bin. The shell can't
> find the user's home directory so it doesn't start as a login shell.
> The program "who" complains it can't find /etc/utmp and so on :-(

Ups? Sounds like the silly GNU library. Are you *always* working on
drive u:? Usually rlogin must not copy the whole environment, because
rlogin starts a login-shell on the other host, which has to setup the
environment itself (via /etc/profile and .profile (Bourne Shell) or
/etc/csh.login and .login (C-Shell)).

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5438. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 16:13:06 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2upi6i$nrn@mailer.fsu.edu>
Source record: 184508

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
> Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:
> I have also had this trouble, but with a 4Mb STE, Tos 1.62, and a 160MB hard
> drive. I found that if you put it on a floppy and run it from there, not your
> HD, then it should work... well, it did on mine.

Strange, mine works from hard disk (drive E: in \STARBALL). I used lharc
3.10 to extract it, and have not had a problem (MegaSTE).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5439. Don't hit your computer part 2

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 16:15:20 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun28.161520.12672@unix.brighton.ac.uk>
Source record: 184506

Remeber I hit my Atari a while back and it messed up my PC Speed board and
my computer kept crashing with bus exception errors?

Well everything has been fine for 3 months, but now it's playing up
again, so:

Can anyone give me the address of a good and reliable Atari repair
person in the UK?

Many thanks. Please reply via email as I won't be looking
through here very often now it's the end of term! :)
--

Stephen Ticehurst

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

5440. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 16:18:34 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun28.161834.12900@unix.brighton.ac.uk>
Source record: 184505

In article <1994Jun27.113727.6016@bradford.ac.uk> P.D.Bates@bradford.ac.uk (P.D.Bates) writes:
>
>Hello there... just an inane request
>here to lighten up everyone's day...
>
>Did the programme (from... mmm... 1987?)
>"Little Computer People" by Activision
>appear on the ST?
>
>This, for those that don't know, presented
>you with a personalized little 'computer person'
>on your screen, who you had to keep fed and
>watered and so on, and in response it would
>play music on a piano and write letters to you.
>
>Simplistic and childish, yes, but I am just
>curious to know if it ever existed for the
>Atari ST and then of course, where could
>I get a copy from???
>
>Thanks a lot...
>
>Peter Bates
>
>

Hey - there's a version for the Psion Series 3!! :)
--

Stephen Ticehurst

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

5441. Re: STE joystick ports/4 player game

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 16:27:24 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2upj1c$nrn@mailer.fsu.edu>
Source record: 184510

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:
>
> Oh yeah, on a similar note...does anyone have the extra 2-player joystick
> adapter for use with the parallel port (you know, for Gauntlet II and things)
> I would be willing to buy one off you. cya later.

The instructions to make on are on atari.archive.umich.edu in the file
Misc/4plradap.txt. I made one for a buddy a few years ago, and it was
trivial. The parts needed can be obtained from any Radio Shack or similar
store.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5442. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 16:40:36 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2upjq4$nrn@mailer.fsu.edu>
Source record: 184511
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Michael Baffoni (mbaffoni@farad.elee.calpoly.edu) wrote:
> In article <2u7jn0$5dk@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
> >Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> >> How do you smash the worms?
> >
> >You use the funny looking low kick.
>
> Yeah, looks like he's break-dancing. :)
>
> BTW, how does it look on an atari st/TT/falcon? I only played/finished
> it on the Mac (in fact we ah... tested the new (then) duos' and docking
> stations with OOTW in 640x480 mode) and I was wondering if they kept the same
> detail, animation, speed, and sound (or better)?

Well, I don't know what it looks like on a Mac, but the animation and such
is very nice on the ST version. Sound is OK, but not spectacular (it could
have been a lot nicer with more samples, but would probably require more
than the semi-standard 1mb of memory). I particularly like the intro to the
game. Gameplay is fast and responsive. I recommend the game to anyone, as
it has both arcade and adventure characteristics.

Oh, I saw it on a PC (it had a different name, but the game was exactly the
same), and thought that the gameplay was much better on the ST (not
surprising, as this type of game works better with a non-analog joystick,
IMHO).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5443. Re: Typing program

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 17:01:32 UTC
From: randyh@sr.hp.com
Message-ID: <Cs49yL.85@srgenprp.sr.hp.com>
Source record: 184509

Apollo Go (go@buphy.bu.edu) wrote:
: Hi,
: I have an old 1040 STf with 1Mb, a friend of mine want to use it to
: learn to type...is there any such freeware/shareware?

: I have not used the Atari for quite a few years, so have no idea about
: any ftp sites and how to download them....at work I have a Mac connected
: to ethernet directly, so I can download files there (and write to a DOS
: disk format) So I would really appreciate someone to tell me how I can do it.

: Thanks,
: Apollo

On atari.archive.umich.edu you can ftp typist.arc from the directory
atari/Applications/Other. It is text/terminal based, no graphics, and
takes the user thru increasingly difficult exercises.

Randy
--
/----------------------------/--------------------------/
// Randy Hosler 707-577-3677 // /> /| /| / |\ |/ /_/ //
// randyh@hpsadqa.sr.hp.com // /| /^| / |/ |/ / . / / //
/----------------------------/--------------------------/

5444. Re: ** RSI kills my ST use **

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 17:22:00 UTC
From: healy@nosc.mil
Message-ID: <1994Jun28.172200.3229@nosc.mil>
Source record: 184517

In article <H.eg.cMM&2HbdibM@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>IBM has an _incredible_ voice recognition system for OS/2; I saw it
>demoed a while ago at a multimedia show. OS/2 has other advantages over

I read where a company was demoing a pc voice recognition system and
as they asked the audience to quiet down someone yelled out "format
c: return" and apparently the voice recognition program worked :-)

Mike Healy

healy@nosc.mil

5445. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 18:23:50 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2upprm$55c@lyra.csx.cam.ac.uk>
Source record: 184512

hutch@ilmen.lanl.gov (Hutch) writes:

>In article ffg@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>>Does any one know what has happened to Eric Smith,
>>I have not seen him here for a long time,
>>does he still work for Atari, also is he still involved
>>with Mint..??

>Eric is now doing Jaguar work like everyone else at Atari. ;-)

But what would Eric be doin on the Jaguar???

>-Hutch- @ Fair Dinkum Tech

Phil
[E-mail pd@mole.bio.cam.ac.uk]

5446. Re: Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 18:27:16 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940628Z182716.910dbrewood@nest.demon.co.uk>
Source record: 184530

In article <2uoup6$6u8@m1.cs.man.ac.uk>
oldcornd@cs.man.ac.uk "David Oldcorn" writes:

> by the end of next week to release a version 1.2 which should have much better
> compatibility and also (for the zillion people who have asked) hi-score saving.

One registration coming up once the high-score saving routines go into effect.
Damned good game, 50 million plus and still going strong. Save game would be
nice as well.....

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

5447. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 18:28:14 UTC
From: djs@jet.uk
Message-ID: <1994Jun28.182814.27636@jet.uk>
Source record: 184513

In <2un1oq$k4n@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

Not wishing to get into another PostScript/Calamus debate, but a more important
question to many people will be "Does it have a PostScript driver at last"?
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5448. Re: Magazines for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 18:33:03 UTC
From: djs@jet.uk
Message-ID: <1994Jun28.183303.27742@jet.uk>
Source record: 184514

In <772475116snz@theshack.demon.co.uk> acurtis@theshack.demon.co.uk (Andy Curtis) writes:

>In article <2tj12s$qe9@Tut.MsState.Edu>
> bjr2@Ra.MsState.Edu "Brian J. Roland" writes:

>> Aloha,
>> I am wondering if there are still any magazines devoted to Atari ST/TT/
>> Falcon computers out there?
There are four UK Atari magazines:
Atari ST Review
ST Applications
ST Format
ST User
(That is my personal preference order, too).

I think that ST Review's email is midihelp@cix.compulink.co.uk
Someone will correct me if I'm wrong.

Some of the others may be on CiX too, I suspect.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5449. Re: MiNT Answers/More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 19:05:32 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <Cs4Fp8.7K8@dutiws.twi.tudelft.nl>
Source record: 184518

(only answering things I know...)

In article <2up99n$bva@bmerha64.bnr.ca>, Troy Carpenter <troyc@bnr.ca> wrote:
> Here are some answers I have received concerning my questions:
>
> 1. rlogin problem: probably the .rhosts file. If I am any user except root,
Yep
> 2. Text editor priority problem: The "Mega" patch took care of that. The
> "mega" patch is on atari.archive in the mint directory. It is not called
> the "mega" patch, I just saw someone else refer to it that way.
There are more recent versions of these patches on ftp.inf.tu-dresden.de
in atari/Mint/Kernel/ (a very slow site).
>
> MORE QUESTIONS:
>
> 1. I can't get anonymous FTP to drop me into the ~ftp directory. Instead I
> get the root directory. I would guess ftpd is looking for the chroot
> command, which I don't have...does anyone have chroot?
chroot() is not a command, it should be a system call. MiNT doesn't have
this and I don't know how difficult it would be to add it.
> 2. Where do I get the latest version of the lynx program. Why is this not
> on atari.archive yet?
You get it from ftp.twi.tudelft.nl:/pub/atari/
It's not yet on a.a. because it has a very unpolished quality; you need
too many hacks to use it. But please try it out, tell me if you get the
terminfo setup to work and mail me any suggestions for packaging it
nicely. (note that you need terminfo which comes with ncurses which you
need because without it you can't have bold and underline).
> 3. Has anyone compiled httpd for MiNT yet? (if anyplace it would be in the
> lynx archive, I guess)
Httpd has nothing to do with www _clients_. I have no use for a daemon
myself but seeing the leaps Mint-Net is making it may be doable to just
compile it. My port of lynx works on local files, so you don't need a
daemon for that. Only when you want to play with cgi-bin scripts.
Try ftp.ncsa.uiuc.edu and look for httpd.

Bart.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ Insert your favourite witty saying here, I can't choose! /

5450. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 19:07:55 UTC
From: meister@tatertot.com
Message-ID: <wN0moc1w165w@tatertot.com>
Source record: 184537

ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:

>
>
> In a previous article, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) says:
>
> >I just downloaded starball, and it looks great, but....
> >
> >It locks up!!
> >
> >I'm running it on a 1040 under TOS 1.something, and it
> >freezes at the screen with the faces on it...
> >
> >What am I doing wrong?
> >
> I have the same thing happen on my Mega STe, 4 megs ram, at every
> different speed setting (cache, no cache), and at 50 and 60 hz, with a
> bare boot system! This is driving me bonkers! I'm running under TOS 2.05.
>
>
> --
>
> Mark Montreuil (613) 990-4833 (voice)
> IH Advisory Council Internet Relations
> Internet: Montreuil.mark@istc.ca

ME too! The main title screen comes up, and then NOTHING. Just sits
there like a dumb shit.

=-=-=-

5451. Re: Signum to WinWord 6.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 19:10:22 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <2upsiu$1jv@brachio.zrz.TU-Berlin.DE>
Source record: 184515

Greetings,

> I guess WinWord uses Microsoft's RTF format so what you need is something that
> outputs in RTF. The only Atari program I believe does that is Marcel 2.2 a

Papyrus can import and export RTF and can read Signum!2 directly (actually
by an external converter that's automatically launched)

> shareware word processor on the atari.archive although I've heard that there
> are differences between ANSI RTF used by Marcel and PC RTF (But I'm not sure)

It's true. The character encoding is described in the RTF, so the reading
program has to do the conversion. I don't know the Windows version, but
MS word 5.something failed miserably at importing DOS-encoded Umlauts on the mac
- another example of poor programming by Microsoft. After all they invented RTF.

Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

5452. VR on Ataris

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 19:27:47 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2uptjj$jlg@darkstar.UCSC.EDU>
Source record: 184516

I am interested in hearing from anybody who has experimented with low-end,
"Garage-VR" stuff on the Atari line og
computers. I am working on a system for using Sega-3D glasses and cheapo
Mattel Powergloves. I saw some code that had originally been written on
an ST (and had since been converted into ugly PC code), written by some
german guy as a "mouse-control" program for the powerglove.
So if anyone has, or knows where I can find, some code for interpreting
powergloves or displaying 3D sega images for the ST/FAlcon/whatever,
please email me. TIA.

5453. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 20:08:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2uq00d$ptb@golem.wcc.govt.nz>
Source record: 184525

] Did the programme (from... mmm... 1987?)
] "Little Computer People" by Activision
] appear on the ST?

It was a fair bit older than 1987! :)

It was ported to the ST by (I think) Activision in about '87. And it was
just as slow as the 8-bit version! :) Wierd 'game'!

I wouldn't have a clue where you'd get it from though!

5454. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 20:10:18 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2uq03a$ptb@golem.wcc.govt.nz>
Source record: 184526

] I have the same thing happen on my Mega STe, 4 megs ram, at every
] different speed setting (cache, no cache), and at 50 and 60 hz, with a
] bare boot system! This is driving me bonkers! I'm running under TOS 2.05.

Try loading it holding down CONTROL and ALTERNATE which bypasses a music
routine which _could_ be causing the problem!

5455. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 21:02:02 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.772837322@vipunen.hut.fi>
Source record: 184541

krlawson@freenet.hut.fi (Kris Lawson) writes:

>Aggression can't be reached through the net _yet_, but possibly Creator/
>Jani Penttinen will be on internet soon.. dunno.. The newest version is
>1.60 for the STE _and_ Falcon. There is a seperate falcon version with
>some extras coming on a HD disk. Soo.. it's probably worth upgrading.
>Utopos II is coming out for the Amiga 1200 commercially, and if Stardust
>succeeds on the STe they might be making Utopos II for the STe aswell.
>Pity they don't trust they can get Utopos II sold well on the Ste, but
>oh well, what can you do?

Wrong... You can reach Aggression trought the net, I just have no time
to read news very often...

At least I (Lance), Owl and 7th son have e-mail addresses at Helsinki
University of Technology. 7th son reads his e-mail only occasionally,
but I and Owl try to do it at least once a week.

addresses are:
kkallio@vipunen.hut.fi (Lance)
shlehtin@vipunen.hut.fi (Owl)

I suppose that Qwerty and Cube have also internet access, but as
we use our BBS for most communication, I haven't bothered to ask.
You can also call Necronomicon BBS +358-0-3882710 (24h, 2400-14.4k)
for fastest contact with us.

Utopos II has almost nothing to do with original Utopos, it's more like a
combined strategy and action game, where action sequences are similar
to original Utopos. The final goal in the game is to conquer the universe,
nothing less. The game will feature some unique techniques, like fractal
compression of the tracks, making _256_ 1024*512 pix. 256 colour tracks to
fit onto a single disk. We are now working with it's graphics with Owl,
and promise to fill every byte the coder gives to us with most awesome gfx...

Currently Utopos II is coded in a way that it can be compiled also on Falcon
by just changing a couple of include-files, so it may very well appear
also on it. The future of STe (and Amiga 500) versions is very uncertain
due to the memory limitations.

>--
>Kristoffer Lawson
>norm. EMail: krlawson@freenet.hut.fi
>-
>Something is frantically reaching out, but it never stretches far enough.

Kiia Kallio
Lance/Aggression
kkallio@vipunen.hut.fi

5456. Re: Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 21:23:26 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jun28.162326.29177@cobra.uni.edu>
Source record: 184544

In article <hM+SwN7.predictor@delphi.com>, Will Dwinnell <predictor@delphi.com> writes:
> Hutch,
>
> You don't think that the introduction of a new and profitable line
> of products is important to a business with an older, less (or un-)
> profitable line of products?
>
> Will Dwinnell

The question is can Atari get these new products out in volume to a buying public? The answer is NO.

Peter

5457. Re: GOAL! - buy this game

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 21:27:49 UTC
From: amiga@hosta.dircon.co.uk
Message-ID: <amiga.772838869@hosta>
Source record: 184523

In <2e0f45f3@p2.stacken.ct.se> patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>Hi, Dino! On 21 Jun 94 you wrote:

> DD> From: amiga@hosta.dircon.co.uk (Dino Dini)
> DD>
> DD> It's standard procedure... some conversions of GOAL! have been
> DD> handled by third parties... PC and SNES. The problem is no publisher
> DD> would give an advance to cover the cost for the Jaguar, because of
> DD> it's low potential sales. My estimate above would not be enough to
> DD> cover 25% of the cost of a conversion.

>But I thought Kick Off 3 (your game?) was already in the works for the Jaguar

Typo. Sorry, I meant to say Falcon. And **please bare in mind** that I left ANCO and took my sequel to Kick Off 2 with me. ANCO have the rights to the name "Kick Off" and have decided to do a sequel themselves. "Kick Off 3" has nothing to do with me at all. My sequel to my previous effort (Kick Off 2) has been released an numerous formats, mostly called "GOAL!" and published by Virgin Interactive Entertainment.

>Now, if you were talking about the Falcon, I can understand your worries. But
>may I then be bold enough to suggest that you look into the concept of
>shareware? I know Llamatron (Jeff Minter) have been very successful with his
>Atari games in the past and this way you could probably make more money than
>any "big name" company could offer you since you would receive 100% of the
>asking price for each game sold, rather than a small fraction of it. Think
>about it, only 1,000 copies at 10 pounds each would earn you a respectable
>income of 10,000 pounds, and more importantly, a place in the center of every
>Atari owner's heart! :-)

It would not be worth my while for 10,000 pounds, because in the time it would take I could be working on something else, like my sequel to Player-Manager.

>And if you are worried about your status as a professional developer, I suggest
>that you take a good look at Id Software. I don't think anybody is questioning
>their professionality just because they make shareware. They are probably one
>of the most respected developers in the industry, thanks to successful games
>like Wolfenstein 3D and Doom on the PC. Or ask Jeff Minter if he feels
>discriminated because he's been doing shareware.

Not worried about status at all... just about getting income. A publisher will guarantee a certain amount that will cover the devlopment period of a game. You don't get that with shareware. But I'd love to hear from any who have direct first hand experience of selling software by this method. As it stands I am far from convinced about it.

--

Dino Dini Dini & Dini Productions amiga@hosta.dircon.co.uk
"Drawing on my fine command of language, I said nothing" anyone know origin of?

5458. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 21:28:31 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.772838911@vipunen.hut.fi>
Source record: 184522

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>Stardust?

Stardust is a STe-conversion of an Amiga game Stardust. It is converted
by Wiztom and 7th son. Stardust is based on a traditional Asteroids-idea,
but all the rocks and ships are raytraced, there's plenty of weapons,
it runs at 25 Hz, and really pushes the blitter to the limit. (As there
is a 16-colour picture on which all the action happens.)

There are also some warp-sequences between the levels, something you have
never seen on STe. Imagine yourself flying through a tunnel with texture-
mapped walls and dozens of ray-traced stones and mines flying towards you
at enermous speed... Stones can be shot, and they explode, but mines are
more dangerous - you can only try to avoid collision...

As Amiga Stradust had 32-colours, we were forced to reduce the amount of
colours to 16, but that's almost the only thing that changed.

There is some screenshots of it in the latest ST-format.

Btw, all our STe-games will naturally be Falcon-compatible.

>If Utopos II is commercial, I'm not paying more money for it!

It's commercial, but really worth paying. Read my previous article...

Kiia Kallio
Lance/Aggression
kkallio@vipunen.hut.fi

5459. Re: Austin TX:Giving away Atari books/software

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 21:33:10 UTC
From: mlehmann@austin.ibm.com
Message-ID: <Cs4MJA.3rCM@austin.ibm.com>
Source record: 184524
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The Austin Atari Users group was the recipiant of all of the books/programs.
Sorry that this article was distributed so widely. I thought that by setting
the "Distribution" to "austin" that only this City would receive it.

In article <Cs320x.1rwr@austin.ibm.com>,
Mark Lehmann <mlehmann@austin.ibm.com> wrote:
>I canabolized my Atari and placed all the useful parts into
>my Intel computer.
>
>I have 4 programming books, Word Writer ST, Laser C 2.21 and Debugger,
>UIS III, NeoDesk (1989 version), and some other programs I want
>to give away.
>
>Respond to this post. First responder who is willing to
>drive to Round Rock gets it.
>--
> -- IBM does not necessarily agree with any opinions stated in this note--
> Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
> IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
> Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

5460. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 21:35:41 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun28.213541.23183@boojum.lanl.gov>
Source record: 184520

In article 55c@lyra.csx.cam.ac.uk, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>Eric [Smith] is now doing Jaguar work like everyone else at Atari. ;-)
>
>But what would Eric be doin on the Jaguar???

I don't know for sure. That's just what I heard from some IAAD folks.
Eric's a multi-talented guy (as is quite evident from MiNT and MTOS)
so I'm sure they could put his skills to good use somehow.

Speaking of the Jaguar... where could I buy one (most likely mail
order) if I was so inclined? Does Toad have them?

-Hutch- @ Fair Dinkum Tech

5461. MARTIN, where r u?

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 21:49:30 UTC
From: winnipeg@sys6626.bison.mb.ca
Message-ID: <8ceNoc2w165w@sys6626.bison.mb.ca>
Source record: 184533

I forgot your id again, drop me a line.

Te Martin who wrote about the teac 1.44 drives that is.

5462. Re: Hard/Software for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 22:44:29 UTC
From: abarbiero@delphi.com
Message-ID: <J4wzR8N.abarbiero@delphi.com>
Source record: 184521

Here is an updated list of things for sale:

NEW:
3.5" SCSI case subsystem
External SCSI ID
SCSI passthrough
built in fan
Nice vertical case with stand
Very compact and suitable for Atari or Mac needs

Bought it to sell a 3.5" drive I owned... sold the drive loose
so now I do not need the case! Used for about one hour. Original
packing and warranty.

NOW for $70

Just saw the same cased advertised on sale for $99

Legends Of Valour- Well, if you can't have DOOM! on your Atari,
this smooth scrolling fantasy role playing game
will carry you through! Multiple missions, full
character interaction and enough versatility to
keep you interested.

Only $15
I can send you the review of this game UUEncoded if you like.

MegaSTe for sale!

This is a complete system with 4 megs of RAM, and a new 50MB Hard drive.
For anyone unfamiliar with the specs of this system please leave me mail
I will send you the story on it.

I just checked the whole system and it all works in like new condition.

Only $500

Or leave your offer...

Atari monochrome monitor with TILT-SWIVEL base! OEM base made to
fit the SM124.

Only $60

Atari color monitor (1224) This is the high quality JVC monitor, it
was my spare, and little used.

Only $75

Andreas@AEO
For sale message rev 2.0

5463. Re: Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 23:30:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ukbaLuh0Gig@semprini.waterloo-rdp.on.ca>
Source record: 184491

In <2unhkc$b1b@mailer.fsu.edu>, Mickey Boyd writes:
> P.D.Bates (P.D.Bates@bradford.ac.uk) wrote:
>
> > Once again I am seeking a piece of the past...
> >
> > Does anyone know if the programme
> > "The Professional Adventure Writing System"
> > (or PAWS) by Gilsoft in the UK
> > ever made it to the ST?
[...]
> I don't know about this one. However, take a peek at the index in the
> Programming section on atari.archive.umich.edu. There was a recently uploaded
> adventure game development system, whose name escapes me.

That'd be TADS, the Text Adventure Development System.

> STOS and STAC are probably the two biggies. STOS has compatability problems
> on various STs (fixable, from what I understand). I didn't hear much about
> STAC, but it was a similar product geared for adventure type games. There
> was yet another one whose name also escapes me, but I believe the recent
> upload Berzerk (in the Games section of atari.archive) was written with it,
> and the titlescreen mentions the name of the development system.

There's a C++ class library called AMS that Warwick Allison did a while
ago on atari.archive... He doesn't like it anymore :-), but it's still
available.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5464. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 23:36:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aF28OGKxjn2@semprini.waterloo-rdp.on.ca>
Source record: 184489
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2unqi5$ffg@golem.wcc.govt.nz>, Roger Sheppard. writes:
> Does any one know what has happened to Eric Smith,
> I have not seen him here for a long time,
> does he still work for Atari, also is he still involved
> with Mint..??

Eric's busy working on Jaguar stuff... he's still overseeing the MiNT
project, but most of the "real" work on MiNT is being done by hackers on
the MiNT mailing list. Eric is still the brains behind the MiNT source
archives that appear on atari.archive periodically...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5465. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 23:48:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QooifsCEr4I@semprini.waterloo-rdp.on.ca>
Source record: 184490

In <2un1oq$k4n@mother.usf.edu>, Timothy Miller writes:
> My only questions about this new SpeedoGDOS are the following:
>
> 1) Does it actually run at a respectable speed now?

Very few things run at a respectable speed on an 8Mhz 68000 (MicroEMACS
does, Ultima V does, POV-Ray sure doesn't)...

> 2) Why the *^&^*&^ doesn't it support Calamus fonts?

Calamus fonts don't support hinting, and they're even more non-standard
than Speedo fonts... After listening to all the complaints about
Speedo, would _you_ want to support another one-vendor-only font
"standard"?

> 3) If there is a FPU installed, does it detect it and use it, or is that
> pointless because of the design?

I sure hope it does (no that I have an FPU in my ST, but TT and Falcon
owners with them would certainly benefit from the extra boost)...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

5466. Re: Why GOAL! is the best football game ever

Newsgroup: comp.sys.atari.st
Date: 1994-06-28 23:50:54 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199406290052.AA00309@moroder.demon.co.uk>
Source record: 184527

In a previous article, sjdrew@cen.ex.ac.uk (S.J.Drew) says:
+I haven't had time to play much, and it seemed to be working
+fine, but can anyone tell me how I can find out whether this
+is the fixed version. I didn't see any bugs, and there seems
+to be a cup competition included, which if memory serves me
+right wasn't in the original, so maybe I've got the right one.

The cup competition was in the original ST version, but two immediate differences spring to mind. The pitch in the fixed version has no stripes, and the printing on the actual diskette is yellow (I think the original was white).

Stephen

5467. Re: anyone got a jpeg viewer??

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 00:05:54 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <772848354snz@leprosy.demon.co.uk>
Source record: 184538

```
> :GEM-view can load/display JPEGs as well.
>
> how much memory is required to run GEM-view?

Well, it'll happily run in 1MB - but to actually use it to view big stuff
like a jpeg you'll need 2MBs minimum, probably 4MBs.

-----------------------------------------------------
|sabbath@leprosy.demon.co.uk| "You are what you drink -|
|sabbath@cix.compulink.co.uk| And I'm a bitter man." |
|+44 480 213223 (voice line)| - The Macc Lads. |
|+44 480 381275 (fax line)|-------------------------
---------------------------
```

5468. Re: Future Wars (was

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 00:14:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2uqec8$ntm@darkstar.UCSC.EDU>
Source record: 184528

In <2uou35$5m8@clss3.bangor.ac.uk> dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>Hello,
>After playing Another World I've got quite into the 'cinematique' style
>of game. There is a game released on the budget label KIXX called 'Future
>Wars' (I think) which also uses the cinematique style. Has anyone played
>this game as I have never heard of it before ? More importantly is it good ??
o
I bought it when it first came out back in 1990 or so... it was pretty fun. \
Me and a friend spend a good month or so playing it after school :) Most of
it is cinmatic adventure type stuff, but then end has both a reflex shooting
part and a run through a maze while timed part. I enjoyed it a lot and wish
they made a sequel or something similar.

~Chris
>Dylan
>--------------------------
>dbanarse@sees.bangor.ac.uk

5469. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 00:31:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2uqfdr$rov@uqcspe.cs.uq.oz.au>
Source record: 184529

hutch@ilmen.lanl.gov (Hutch) writes:

>Eric is now doing Jaguar work like everyone else at Atari. ;-)

Makes you wonder, doesn't it. I mean, why have an OS guru working
on an OS-less machine?

I can only assume that Atari haven't given up on MultiTOS entirely and
are keeping Eric around, even if he isn't perhaps the best person for the
job he is doing. (Not that I'm saying he isn't - just that there is no
reason he should be)

So it's good for MTOS prospects, really.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

5470. Re: Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 00:33:04 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <772849984snz@gw6hva.demon.co.uk>
Source record: 184493
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <davehCs2Hus.L8E@netcom.com> daveh@netcom.com "Dave Halliday" writes:

> Connected with my recent aquesition of an SLM805 my Mega 2 now simply
> does not have enough memory. Can anyone tell me how to up her to 4
> Meg. I assume that I need to solder in 16 1Megx1 Rams but I also here
> that some resitors are needed. What are these and their value, also
> what value and type are the smoothing capacitors? Finally where is a
> good source for cheep ram (100ns is in there at the moment.)

Correct, you want some 100n de-coupling caps too and you may need to add
the missing resistor's - these are usually 68 ohm ones but check what
are already installed now on the existing RAS/CAS lines.

You're lucky, I'm grafting in 32 256*4 rams into a Mega ST-1 and I've
had to do some additional decoding for it (should've bought the Mega-2).

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

5471. Re: looking for PD/SW fax software

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 00:41:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uqfvn$sju@golem.wcc.govt.nz>
Source record: 184531

In article <rcsagk.772713266@rwa.urc.tue.nl>, rcsagk@rwa.urc.tue.nl (Guido Klemans) writes:
>Hi,
>
>I'm looking for PD/SW fax software for an Atari STe.
>Is there any available and if so, where?
>
> Email: G.G.C.Klemans@urc.tue.nl
> Eindhoven University of Technology - The Netherlands

There are 2 like J_Office, all German and Coma 210, German Doc's, there are some otheres that are usfull for BBS use, and there is a GNU one..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5472. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 00:55:18 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uqgpm$sju@golem.wcc.govt.nz>
Source record: 184532

In article <Cs24tJ.8Mx@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>
>
>In a previous article, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) says:
>
>>I just downloaded starball, and it looks great, but....
>>
>>It locks up!!

>I have the same thing happen on my Mega STe, 4 megs ram, at every
>different speed setting (cache, no cache), and at 50 and 60 hz, with a
>bare boot system! This is driving me bonkers! I'm running under TOS 2.05.

Works OK on a 4 meg STE from floppy, and on my ADspeed 16mhz Mega ST2 from the hard drive..??

Are you running it from floppy..??

Do you have a stuffed copy..?

>Mark Montreuil (613) 990-4833 (voice)
>Internet: Montreuil.mark@istc.ca

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5473. Atari 520STFM for sale for $60 (incl. shipping)

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 01:36:13 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2uqj6d$nl5@ucsbuxa.ucsb.edu>
Source record: 184534

I have a 520STFM (with internal single sided drive and mouse)
for sale for $60 (this price includes shipping)
This deal should be worth it for parts alone.

The 520STFM includes a built in TV modulator for use on
a TV or VCR.

I also still have a 520ST with external single sided SF354
disk drive for $50 including shipping. This includes the
mouse.

6500dtpt@ucsbuxa.ucsb.edu
David Tipton

5474. Re: looking for PD/SW fax

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 02:03:38 UTC
From: oesterud@oslonett.no
Message-ID: <2uqkpq$5im@hasle.oslonett.no>
Source record: 184535

In message #31, meister@tatertot.com writes:

> The only FAX software I know of is STraight Fax, and it's certainly not

TeleOffice is good too (and supports class 2 and sierra fax modems)
But it isn't PD or ShareWare either (but it IS very good !!!)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: oesterud@oslonett.no
SysOp ABK-BBS

5475. comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 03:35:30 UTC
From: sleonard@clt.fx.net
Message-ID: <2uqq62$f4g@clt.fx.net>
Source record: 184542

Atari Supercharger for sale

Atari Supercharger IBM emulator for sale, complete with
version 1.40 software. Works great.

$ 125.00 obo

If interested, leave EMAIL, or call Stuart Leonard at (704) 364-2842

sleonard@fx.net

5476. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 06:17:15 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2ur3lb$5ti@usenet.INS.CWRU.Edu>
Source record: 184543

In a previous article, Paul.Civati@mettav.royle.org (Paul Civati) says:

>On 10 Jun 94 at 14:08:52 (Keith Turner) wrote the following:
>
> >> Does anybody know what happened to Jeff Minter and/or his company,
> >> LlamaSoft? I read an old interview from 1987 the other day and just
> >> got a little curious on this hippie-programmer.

Well, as everyone stated he wrote Tempest 2000 for the Jaguar...

He visited the May online conference on the Cleveland Free-Net Atari
SIG...

The transcript has been published in the July issue of CAIN...

CAIN is available on the atari archive at umich, most pay services, the
Cleveland Free-Net Atari SIG, or by e-mail...

To receive it by e-mail send e-mail to:

"xx004@po.cwru.edu" ...

in your message indicate if you want just the July issue or if you want
the july issue and be added to the mailing list inorder to receive future
issues by e-mail...

--

5477. Re: Hard/Software for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 07:42:49 UTC
From: abarbiero@delphi.com
Message-ID: <RW-ThWJ.abarbiero@delphi.com>
Source record: 184545

The MegaSTe is sold!

I also sold the drive case and the monitors.... wow... fast!

Andreas@AEO

5478. Starball - no sound?

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 09:24:14 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <2ureju$m6r@m1.cs.man.ac.uk>
Source record: 184546

Starball resets the status of the Falcon's sound system, and so should run OK even if everything else has been scrambled. That being said, my system has FPATCH2 in the boot folder, and it has been known to occasionally lose bits of the sound (sometimes the FX and sometimes the soundtracker modules).

Remember that no soundtracker modules are actually supplied, you need to read the readme file for information on how to set up your own.

Dave

5479. Re: looking for PD/SW fax software

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 10:06:44 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.y1vxE2z7jws@murphy.sh.sub.de>
Source record: 184401

In <rcsagk.772713266@rwa.urc.tue.nl>, rcsagk@rwa.urc.tue.nl (Guido Klemans) writes:
>Hi,
>
>I'm looking for PD/SW fax software for an Atari STe.
>Is there any available and if so, where?
>
COMA (Shareware)
Junior Office (PD)

>Thanks,
>
> Guido Klemans
>
> Email: G.G.C.Klemans@urc.tue.nl
> Eindhoven University of Technology - The Netherlands
>
Ole

--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

5480. [Q] Atari emulator for Mac

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 10:13:11 UTC
From: Hmeljak Dimitrij <hmeljakm@uts340.univ.trieste.it>
Message-ID: <1994Jun29.101311.6394@newsserver.rrzn.uni-hannover.de>
Source record: 184550

Hallo!

I'd like to have an Atari emulator that would
run Atari programs on a Mac machine.
I read some years ago about an emulator that
runs on MacII or better and
emulates an Atari ST machine.

It was on a german Atari magazine which I don't
have anymore, so if anyone on the net has the
slightest knowledge if such a thing exists...

...thanks and please email me.

Dimitrij Hmeljak
hmeljakm@uts340.univ.trieste.it

5481. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 10:30:01 UTC
From: steve-j@teleport.com
Message-ID: <2urif9$2km@kelly.teleport.com>
Source record: 184547

In article <2urco1$ab3@bognor.barclays.co.uk>,
<Iain.Laskey@barclays.co.uk> wrote:

>|> >Makes you wonder, doesn't it. I mean, why have an OS guru working
>|> >on an OS-less machine?

>|> Even the Jaguar has some kind of operating system, hasn't it?

>I wouldn't have thought so. Most Jag developors have cited the lack of OS getting
>in the way as one of the reasons the Jag is so nice to program. COuld be wrong
>though!

The Jaguar, of course, has enough code in its start-up ROM
so that it knows what to do with the cartridge port/etc.
It just doesn't have any system calls for software to use
in order to run (which is what an OS is).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5482. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 10:32:28 UTC
From: mattk@netcom.com
Message-ID: <mattkCs5MM5.BIF@netcom.com>
Source record: 184548

Hi Roger, et al...

ICD never has been the kind of company one would expect. In all the dealings I've had and those of my friends, ICD has always proved to be a bunch of crackerjack programmers and hardware guys with not one spit of PR.

"I Can't Decide" if we'll support the customers...
"I Can't Decide" if we'll answer mail...

I gave up long ago on getting answers from them...

Matt Koundakjian <mattk@netcom.com>

5483. Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 11:32:07 UTC
From: jcmonier@saclay.cea.fr
Message-ID: <2urm3n$a62@anemone.saclay.cea.fr>
Source record: 184549

I'm currently searching an util that permit to expand the memory of
my MEGA ST by this way :

have virtual memory as a file on hard disk

Does someone know or have an idea for that .....

HELP MEEEEEEEEE ....

___ _____
.'/,-Y" "~-.
l.Y ^. DON'T USE DRUGS BUT... USE CONDOMS :-)
/\ __
i ___/" "\
| /" "\ o !
l] o !__./ MONIER Jean-Christophe
\ _ _ \.___./ "~\ E-Mail : jcmonier@muguet.saclay.cea.fr
X \/ \ ___./ MS-Mail: monier@ulysse.cea.fr
(\ ___. _..--~~~" ~`-.
` Z,-- / \ ATHESA France
__. (/ ______) Agence C.E.A. - Defense
\ l /------~~" / BP 28
Y \ / 91192 GIF SUR YVETTE
| "x______.^ Fax : (1) 69.08.87.55
| \ Tel : (1) 69.08.56.41
j Y

5484. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 11:55:11 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2urnev$flt@charm.magnus.acs.ohio-state.edu>
Source record: 184451

It's nice to hear that you will be supporting the Falcon. It was quite a loss to lose Utopos when I got my Falcon. It was definately a game to show off to DOS box owners. Please keep up your work. You may not get rich directly from it but who knows.

Eagerly waiting for a Falcon version of Utopos...

Dan Ackerman
ackerman.29@osu.edu

5485. Re: need to convert .IMG to GIF, TIP etc..

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 12:08:20 UTC
From: mparrott@connected.com
Message-ID: <2uro7k$acl@hebron.connected.com>
Source record: 184444

Sender: Michael Parrott (mparrott@hebron.connected.com)
Followup-To:
Distribution:
Organization: Connected INC -- Full Service Internet Providers(tm)
Keywords:
Cc:

Three programs I know of will do this: Touch Up by MiGraph,
Image Copy II by ST Club/Codehead Technolgies, and Studio Convert by Compo.

Hope this helps...

5486. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 12:24:34 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Jun29.122434.24891@ericsson.se>
Source record: 184452

Have a look at VMEM11.LZH on ftp.tu-clausthal.de (directory pub/atari/systools/other).

Regards
Rob

5487. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 12:30:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2urphn$5c0@golem.wcc.govt.nz>
Source record: 184455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <mattkCs37s9.931@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:
>gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>
>>In article <2tio7t$iof@mailer.fsu.edu> boyd@math.fsu.edu writes:
>>I just received version 6.5.5 of ICDBOOT, along with the other
>>non-pro utilities, direct from ICD via the post office. It
>>would appear ICD is a bit slow in sending updates to Genie.
>>
>
>I'm at v 6.0.0 of the ICD utilities. What's been changed since then? Is it
>worth my time to upgrade up to 6.5.5?
>
>Also, what are "non-pro" utilities? What would be "pro" utilites?

Thanks to me pestering ICD, (Yes HUTCH I know I am a Pest) they have now posted
there none Pro version of there Utils Version 6.5.5 on GEnie..

If you don't have a ICD host adapter in your system, you will be unable
to install the none Pro version..

So to cover that problem ICD now sell there Utils for people that don't
have a ICD host adapter, you also get CleanUp and the SCSI Util
Program with the Pro version, plus Support for CD Roms, Flopticals etc..

HUTCH, yes TOM did reply to me on GEnie, it must have been your help,
or Gods will....?

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5488. RE:Search a VIRTUAL DISK-RAM MEMORY

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 12:30:52 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Jun29.123052.25118@ericsson.se>
Source record: 184453

In article a62@anemone.saclay.cea.fr, jcmonier@saclay.cea.fr (Jean-Christophe MONIER) writes:
> I'm currently searching an util that permit to expand the memory of
> my MEGA ST by this way :
>
> have virtual memory as a file on hard disk
>
> Does someone know or have an idea for that .....
>
>
> HELP MEEEEEEEEE ....

Have a look at VMEM11.LZH at ftp.tu-clausthal.de (pub/atari/systools/other).

/Rob

5489. Re: Infocom Adventures

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 12:38:51 UTC
From: joedal@dfi.aau.dk
Message-ID: <joedal.772893531@dfi.aau.dk>
Source record: 184456

Iain.Laskey@barclays.co.uk writes:

>In article <1994Jun27.114234.6303@bradford.ac.uk>, P.D.Bates@bradford.ac.uk (P.D.Bates)
writes:
>|> Does anyone know of anywhere
>|> where I can get Infocom adventure
>|> games for the Atari?
>
>Most are available 2nd hand. few were re-released in the Uk as budget titles
>by Virgin a couple of years ago. Failing that, there is a PC compelation of
>AFAIK all the games (text only) that is quite cheap. The data files are the
>same across all platforms so as long as you have at least one Infocom game,
>just copy over the executable and a PC data file and you should be able to
>play. There are also some PD runtime interpretors on some FTP sites. I think
>they're called Z code interpretors.

These interpreters can be found at the interactive fiction (i.e. adventure
game) FTP archive ftp.gmd.de. They run PC (or Mac or ...) Infocom text
games all right.
One interpreter that runs all Infocom text adventures and that is compiled
for Atari ST can be found in

/if-archive/infocom/interpreters/itf/atari.itf-bin.zoo

If you don't have a program for unpacking a ZOO file, look in directory

/if-archive/download-tools/atari/

The archive is mirrored some place within the US. The README files
tell where.

/Lars

+--+
Lars J	dal	Q: What's the difference between a quantum
email: joedal@dfi.aau.dk	mechanic and an auto mechanic?
Physics student at the	A: A quantum mechanic can get his car into
University of Aarhus	the garage without opening the door.
Denmark	-- David Kra
+--+

5490. Re: [Q] Atari emulator for Mac

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 12:44:04 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406291938.AA00129@montp.cirad.fr>
Source record: 184454

CEO file contents:
Hi,

I remember a while ago on the cover of french ST Magazine a photo of the ST emulator for Mac. There was a two page article about it...

What I also remember was that it was the april issue and that it was just a snapshot of some GEM software shown on a Mac monitor : just a joke.

Sorry, but I think that's all there is to it !

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

5491. Re: Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 12:53:21 UTC
From: joedal@dfi.aau.dk
Message-ID: <joedal.772894401@dfi.aau.dk>
Source record: 184457

P.D.Bates@bradford.ac.uk (P.D.Bates) writes:

[Question about "The Professional Adventure Writing System" deleted
as I know nothing about that system]

>Having said that, are there any systems
>around now that allow you to create your
>own games, of any type or genre?

Sure, there is a whole range of adventure game writing systems available
through the net. The most popular ones are TADS and Inform. I give a
short description below (note: I am using TADS on my Atari ST myself and
haven't really tried Inform).

TADS: Object oriented, somewhat C-like (but no pointers), very
versatile. Shareware $40. Registrated users get a very
good printed manual. Creates machine-independent .GAM files
- the same file can be run on any machine that runs TADS,
which is quite a lot. The support of the language itself
is quite good, but the Atari ST version is maintained on a
volounteer basis which means little machine-specific support.

Inform: C-like, more lowlevel than TADS (for instance, the parser
is not an integrated part of the language; a parser is
part of the standard library, though). Freeware and comes
with source code in ANSI C. Creates files in the format
of the old Infocom adventures, which means that the games
can be played on any machine that has an infocom interpreter
on it. Such interpreters are availble on the net.

For more detailed descriptions and descriptions of several other
systems see the "Authoring Systems FAQ".

Where to find the stuff: The interactive fiction (i.e. adventure game)
FTP archive at ftp.gmd.de:

TADS: /if-archive/programming/tads/
Inform: /if-archive/programming/inform/
Infocom interpreters: /if-archive/infocom/interpreters/
FAQs: /if-archive/info/

The archive also has lots of other stuff. It is mirrored somewhere in
the US - the README files tell where.

And finally: Come and join us on rec.arts.int-fiction, a newsgroup
for adventure game authors (and would-be adventure game authors like
myself). Not to be confused with the rec.games.int-fiction, a newsgroup

abouth _playing_ adventure games.

See you there!

/Lars

+--+
Lars J	dal	Q: What's the difference between a quantum
email: joedal@dfi.aau.dk	mechanic and an auto mechanic?
Physics student at the	A: A quantum mechanic can get his car into
University of Aarhus	the garage without opening the door.
Denmark	-- David Kra
+--+

5492. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 13:24:30 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs5uL9.n10@nrtpa038.bnr.ca>
Source record: 184459

In article <1994Jun28.213541.23183@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
|> Speaking of the Jaguar... where could I buy one (most likely mail
|> order) if I was so inclined? Does Toad have them?
|>
|> -Hutch- @ Fair Dinkum Tech
|>

Hutch,
While TOAD does sell Jaguars I would recommend your local Electronic Boutiques, or Babbages. Going through Toad would be supporting an Atari dealer, but I would like to encourage non-traditional Atari outlets to continue carrying ANY Atari products.

I have not seen any "deals" on the Jaguar, and the shipping would probably be more than the state tax you'd end up paying. Besides if there is a problem with the unit then you have to pay shipping to return it, instead of a quick exchange at the local store. Though both Babbages, and both Electronic Boutiques, here in the Raleigh NC area report that no one has return a Jaguar for any reason. They just wish they could get more Jaguars and more games.

Brian

--

Disclaimer: The opinions expressed are mine not those of .

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.

5493. Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 13:28:38 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406292012.AA00129@montp.cirad.fr>
Source record: 184458
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

CEO file contents:
Hi,

Perhaps this is a stupid question, but what colors do you people use on your desktops ???

I just can't believe someone can really work with that bright white and green standard setup on a standard colour monitor.

I use a light grey border, a pastel blue background and black lettering since I've got my STE... Ah yes and a pastel yellow MKM_II cone-shaped mouse.

I think it's quite nice. What do you use ?

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

5494. Re: [Q] Atari emulator for Mac

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 15:30:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun29.153033.11763@boojum.lanl.gov>
Source record: 184460

In article 6394@newsserver.rrzn.uni-hannover.de, Hmeljak Dimitrij
<hmeljakm@uts340.univ.trieste.it> () writes:
>Hallo!
>
>I'd like to have an Atari emulator that would
>run Atari programs on a Mac machine.
>I read some years ago about an emulator that
>runs on MacII or better and
>emulates an Atari ST machine.

Sorry. To the best of my knowledge there is no such animal. I think
there was an April Fools type joke about it a long time ago. Don't
know about any German magazine article, though.

It could certainly be a useful product for many people but I doubt
the economic viability of developing it.

-Hutch- @ Fair Dinkum Tech

5495. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 16:02:35 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cs61wC.Mx@hpbbrd.bbn.hp.com>
Source record: 184409

Anupam Razdan (raz@MCS.COM) wrote:
> This is not a *flame* at Atari users, but at the inept management at Atari.
> They seem to think that *we* let them down, but, in truth, it is they. I fear
> that the Falcon, which is an *awesome* machine on paper, will also suffer from
> their (the Tramiels') shortsightedness.

It already has. The Falcon is pretty much a niche machine in these days,
with no obvious growth path - although it's a very good machine.

> Have they ever left a company in better shape than when they found it???

Certainly they have. Jack Tramiel led Commodore into the home-computing
era, and when he left, they had a very strong position. Commodore screwed
up after Jack Tramiel left. Atari at that time was struggling, as it is
now, so you cannot really say the situation has become worse 8-)

I think the fundamental problem is this: The ST line was a major success
with younger people, students, and the hacking crowd. These people
gave Atari incredible support in terms of software and hardware
extensions. Atari, however, first went for the biggies to push
the ST line. Remember the rumors about Borland and Microsoft producing
software for Atari computers? Remember WordPerfect for the Atari?
They never finished these projects, for reasons unknown to me,
but I figure it had a lot to do with Atari's reputation and the
preliminary status of the early system software.

After a while, Atari found itself in a position where no major
software house ported software to the new platform but myriads
of small new software houses and freelance programmers wrote tons
of utilities, programming tools, and application software. Most of
the software was way ahead of comparable PC software, and everything
seemed to be fine. In this situation, Atari seems to have forgotten
to use the market momentum to convince major software houses
to produce for the ST. Instead, they relied on the semi-professional
marketing skills of newly founded software "companies", and they
didn't even support them properly.

The other thing they forgot was system software. In the timeframe
from 1985 to 1989, TOS essentially stood still. (TOS 1.02 was no
major step in my eyes, just a few bug fixes and blitter support.)
In 1985, TOS was a technological leader; only the MacOS could
rival the graphical user interface. In 1989, when TOS 1.04 was
released, Mac software had leapfrogged software on the ST, and
the PC world was catching up. Today, TOS is even inferior
in lots of ways to WinDoze. Note that the only *major* TOS
development (MiNT) came from outside Atari!

So my major complaint about Atari as a customer is that they
didn't find professional support from major software houses.
My problem as a software developer was lack of support through
the system software.

Well, that's how I see things now. A lot of you will disagree
or add their own "favorite" reason why they think Atari screwed
up.

Nevertheless, I also enjoyed working with ST and TT computers
and still do. The scary thing today is, however, that history
might repeat itself with the Jaguar. The major software houses
don't seem to have a lot of trust into the Jaguar's success
and are reluctant to sign on as a developer. I hope my
impression is wrong.

> Until they demonstrate good management, I will never buy another new Atari.

You're not the only one. Although I am a big Atari fan and like
the Falcon's features a lot, I still haven't bought one. I *might*
be tempted to buy a Jag+CD, though. But then, that's also what I
said about the Falcon when it was released.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5496. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 16:20:40 UTC
From: troyc@bnr.ca
Message-ID: <2us70o$dr9@bmerha64.bnr.ca>
Source record: 184461
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <9406292012.AA00129@montp.cirad.fr>, <Bales_N@CIRAD.fr> wrote:
>
>Perhaps this is a stupid question, but what colors do you people use on your
>desktops ???
>
>I just can't believe someone can really work with that bright white and green
>standard setup on a standard colour monitor.

I used to for quite a while. It's not bad during the day, but at night in a
dark room I had to turn the bright & contrast way down.

>
>I use a light grey border, a pastel blue background and black lettering since
>I've got my STE... Ah yes and a pastel yellow MKM_II cone-shaped mouse.

Yes, That's what I have now too. I also made the window background the red
color with a *real* light checkered pattern so the red is barely visible.

I also use the windows color CPX with Xcontrol to set the colors of all my
window decorations so the active window is quite pleasant.

I still have to turn the bright and contrast way down in a dark room, though.

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

5497. Re: Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 16:46:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e11b5ee@daggskim.ct.se>
Source record: 184436

P.D.Bates wrote using postfix electrons on 27 Jun 94 (to All)...
> Once again I am seeking a piece of the past...

Aren't we all sometimes?

> Does anyone know if the programme
> "The Professional Adventure Writing System"
> (or PAWS) by Gilsoft in the UK
> ever made it to the ST?

Doubt it.

> Having said that, are there any systems
> around now that allow you to create your
> own games, of any type or genre?

An old PD thing was about some years back. AGT. Pretty basic text stuff but seemed reasonably competent. Included sample sources for a couple of different (more or less complete) adventures. From my archives:

```
[-v-<snip>-v-]
-v- AGT-documents
AGTBLURB.ARC 20K #____ overview of AGT system
AGT_DOC.ARC 121K #____ all doc-files for AGT system
AGT_READ.TXT 5K #____ introtext for following AGT:SRC
-v- complete packs AGT (compiler and run-time)
AGTST.ARC 136K #____ Adventure Game Toolkit v1.19 Comp/Run
-v- more or less complete sources AGT
ALIC_SRC.ARC 24K #____ AGT: Alice in Wonderland
CAVE_SRC.ARC 69K #____ AGT: 'original' Adventure (C&W)
CRUS_SRC.ARC 42K #____ AGT: Crusade
ELF_SRC.ARC 44K #____ AGT: elves
FABL_SRC.ARC 7K #____ AGT: Fable
GHOS_SRC.ARC 21K #____ AGT: Ghosttown
PARA_SRC.ARC 27K #____ AGT: Paranoia-adventure
QUES_SRC.ARC 34K #____ AGT: Quest (magic and D&D)
SAMP_SRC.ARC 10K #____ AGT: various
SQUY_SRC.ARC 57K #____ AGT
UNDE_SRC.ARC 20K #____ AGT: Underground
[-^-<snap>-^-]
```

Sources are flat ACSII with keywords for various functions.
(Yes, I really should repack these as ZIP or LZH someday :)

Let me know of you want these (UUE or disk).

(illegible signature) Bo Leuf

5498. Ghostscript Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 16:50:45 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2us8p5$145@infa.central.susx.ac.uk>
Source record: 184462

I've heard that the fonts for use with GS are too hot for printer output.

Does anyone know of any alternative fonts that i could use and where abouts i might get hold of them - if the above is true!

Steven.

kaps3@central.susx.ac.uk

Lost in a daze......that's where i'll be......

5499. Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 16:52:45 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2us8st$149@infa.central.susx.ac.uk>
Source record: 184463

Anyone know how good the PS/EPS import/export is, and what modules are available for such operations.

Steven.

kaps3@central.susx.ac.uk

.....still in a daze...

5500. Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 16:55:31 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2us923$15b@infa.central.susx.ac.uk>
Source record: 184466

Why is it that my desktop always boots up in blue, even if i use XCONTROL.ACC to set it otherwise??

As soon as i use XCONTROL.ACC, the colours think they are green etc. and when i move the slider, the colour immediately shifts from blue to green.

steven.

kaps3@pickled.onions.jar.of

5501. ESS-Code v 6.1 available

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 16:58:48 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cs64DJ.vo@westminster.ac.uk>
Source record: 184464

```
ESS-Code is now up to version 6.1
---------------------------------

Program date: 29 June, 1994

This can be found at:

micros.hensa.ac.uk

under

micros/atari/tos/n/n172

as file

esscd61.lzh, and n172.msg

=====================================8<================================
This program was designed to allow computer users to exchange binary
binary data. This can be done by converting the binary file to an ASCII
file, then converting the ASCII file back to its original binary state
after transmission.

ESS-Code is now Shareware. The last free version is 5.08, and can be found
in package n109.

Users who register ESS-Code will receive a disk with the latest
version of ESS-Code (optimized), and a registered (optimized,
personalized) version of MasterBrowse (which also includes MasterPrint,
AutoDate, ACC-Pad, ShadowTerm II, and a coupon for a free catalog from
Suzy B's Software and a $3 credit toward the purchase of a disk from
the Suzy B's Software collection).

The continued development of ESS-Code depends _solely_ on user
contributions; if no such contributions are received, this
application will not be developed further.

[ESS-Code 6.0: June 16, 1994]

MIME conversion method is rapidly replacing all other
conversion methods; it is not as fast as some, but it
generates very compact output and is extremely
reliable. The MIME conversion method is supported on the
UNIX, Amiga, Macintosh, IBM, and Atari computer
platforms.

NEW FEATURE: ESS-Code now has an expanded command line interface; the
previous command line interface is still present (for use
as an installed application). The new method consists of
```

eight possible commands; the commands are not case
sensitive, but the commands and arguments must appear in
exactly the order shown below:
-uud [source] [destination file]
-btoa [source] [destination file]
-atob [source] [destination file]
-ship [source] [destination file]
-unship [destination file] [source] [source] [...]
-mime [source] [destination file]
-unmime [source] [destination file]

For control over the segment size, use the "SEGSIZE"
command line mode, it will set the segment size
according to the value in that environment variable.

NEW FEATURE: The entire ESS-Code manual is now available at any time
from within ESS-Code (if the ST-Guide accessory is
installed). By making the online help external, the
overall program size is reduced and the quality of the
online help is vastly improved. If you want to move the
"ESSCODE.HYP" file out of the ESS-Code directory, you
must define the "ESSHELP" environment variable; it should
contain the full pathname of "ESSCODE.HYP".

[ESS-Code 6.1: June 29, 1994]

NEW FEATURE: ESS-Code can now handle MIME-Encode/MIME-Decode requests
from the operating system, or when ESS-Code is called as
an installed application. Valid extensions for a
MIME-Encoded file are ".M", ".MIM", & ".MIME" (case
sensitive).

==========

**********Please note**********
This version does not claim to be Falcon compatible, even though it works in
640x480x16 Rez on the Falcon. If you would like a fully Falcon compatible
version, then you may either wait for the next release, or use version 5.08.

Also, I, Denesh Bhabuta, am now handling UK registrations for this program.
Please read the documents for more information.

Danny
CyberSTrider

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5502. MasterBrowse v4.5 available

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 17:00:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cs64Gp.y8@westminster.ac.uk>
Source record: 184465

```
MasterBrowse is now up to version 4.5
-------------------------------------

Program date: 29 June, 1994

available from

micros.hensa.ac.uk

under

micros/atari/tos/n/n114

as file:

mb45_bin.lzh

and n114.msg

A description follows:

============================8<===============================================
MasterBrowse is a GEM text file viewer, packed with features. For a
complete list, see the documentation inside the archive, or see descriptions
to previous versions on the archive.

See the documentation for an extensive list of bug fixes, and new features.
Below is a list of new features and bug fixes from version 4.4

* Version 4.5 June 29, 1994 (w\ Installation Program V.4.5)

NEW FEATURE: MasterBrowse now has even more powerful windowed dialog box
editing capabilities. The following keys can be used inside
a windowed dialog box:

UNDO = Exit (Cancel)
Return = Exit (Done)
TAB = Next Editable Field
Control + TAB = Previous Editable Field
Shift + Left Arrow = Start Of Editable Field
Shift + Right Arrow = End Of Editable Field
Shift + Up Arrow = First Editable Field
Shift + Down Arrow = Last Editable Field
Control + Left Arrow = Start Of Previous Word
Control + Right Arrow = Start Of Next Word
Shift + Backspace = Delete From Start Of Field
Shift + Delete = Delete To End Of Field
Alternate + [UNDERLINED LETTER] = This will exit the dialog
box as if you had clicked on
```

the button containing the
underlined letter.

NEW FEATURE: MasterBrowse now has context sensitive online help, if you
use the ST-Guide accessory. If the accessory is installed
on your system, pressing the Shift + HELP key will cause
MasterBrowse to instruct ST-Guide to open a window with
information relavent to your current position. Since all
of the information is external, this option does not affect
the size of MasterBrowse at all, or how much memory it
uses. The entire MasterBrowse manual is available (accessed
by entering the help system while you are NOT in a dialog
box).

NEW FEATURE: When marking a block, the SHIFT key can be used to "continue"
a previously marked block. This means that the start of the
block will remain the same, and you are only adjusting where
it ends.

NEW FEATURE: MasterBrowse now has an "Edit" menu; "Clip Block" is now
"Copy" and "Open Clipboard" is now "Paste". This change
was implemented so that MasterBrowse would be more compliant
with existing (and future) standards.

NEW FEATURE: MasterBrowse now has a "Delete" option under the "Edit"
menu; it will delete the SCRAP.TXT file inside the
clipboard folder.

NEW FEATURE: The keyboard shortcut manager has been completely rewritten;
you can now add and remove keypresses at will, and change the
keyboard shortcut for ANY action (not just menu entries).
MasterBrowse no longer makes any distinction between the
left shift key and the right shift key. The interface to
the keyboard shortcut manager has also been rewritten; it is
now much more user-friendly!

BUG FIX: Selecting "Skip" in the colour configuration dialog box will
no longer cause MasterBrowse to set that colour to white.

BUG FIX: If the text or background colour is chnged, the window affected
is now completely redrawn.

NEW FEATURE: MasterBrowse now has a push/pop position feature; this can be
thought of as a temporary bookmark. You "push" (set) the
position, then "pop" (unset and move to) the position. This
is much faster than setting a bookmark because it does not
cause a dialog box to appear on the screen.

==========

*******Please note*******

I, Denesh Bhabuta, now support this program in the UK. Regsitrations may be
sent to me. For more information, see the documentation.

The author is also quite active on the GEM-LIST, a mailing list for the discussion of standards for GEM, and thus you may relax in the knowledge, that his programs are bound to follow some standardisation for now, and the future.

8->

Danny.
CyberSTrider

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5503. GS fonts 2nd post

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 17:01:11 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2us9cn$19e@infa.central.susx.ac.uk>
Source record: 184467

Sorry, typing too fast....

.....fonts are NOT too hot for printer output...

Oooops!

5504. Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 17:08:21 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2us9q5$1de@infa.central.susx.ac.uk>
Source record: 184468

What the %*%&!$^& is VR_T_FIX.PRG for????

Steve

S.P.Constantine@solx1.susx.ac.uk

5505. Re: Signum to WinWord 6.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 18:25:45 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.772914345@acp5>
Source record: 184470

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>SCRIPT 3.5 can read and write RTF files BUT... there is a little bug which
>has been reported to Application System Paris. BTW, there is a (French)
>demo of Script 3.5 on ftp.cnam.fr; try it.

TEMPUS WORD (only available in a GERMAN version) reads and writes RTF, too.
Exporting these files for WINWORD works fine.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5506. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 18:27:07 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.772914427@acp5>
Source record: 184469

jcmonier@saclay.cea.fr (Jean-Christophe MONIER) writes:

> I'm currently searching an util that permit to expand the memory of
> my MEGA ST by this way :

> have virtual memory as a file on hard disk

This won't be possible. For virtual memory you need an Atari with 68030,
i.e. TT or Falcon or an ST with an TT/Falcon compatible 68030 add-on, e.g.
PAK/3. With a normal ST virtual memory is absolutely impossible.
:
****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5507. Re: Search a VIRTUAL DISK-RAM MEMORY

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 18:28:44 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.772914524@acp5>
Source record: 184471

etmrosc@crosby.ericsson.se (Rob Schmersel,5215,9768) writes:

>Have a look at VMEM11.LZH at ftp.tu-clausthal.de (pub/atari/systools/other).

But that's not what you understand under "virtual memory". VMEM is a library
for some kind of virtual memory that only works for those programs which are
written to use this library and which were linked with this library.
You can't use it for general purpose virtual memory.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5508. Anyone in US seen TT mono monitors???

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 19:30:14 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <2usi46$7gj@news.CCIT.Arizona.EDU>
Source record: 184472

I'm looking for a (relatively) cheap TT mono monitor.

A week or two ago I was told about a Princeton LM 301. Steve parker (sbparker@harold.ukmail.NET) gave me a US address and phone number for Princeton Graphics, but I called and it's now some secretarial service or something.

So, has anyone in the US heard (recently) of these people?

Or, does any one here know of another monitor that will work with the TT?

thanks.

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

5509. Re: HELP: Another World

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 19:44:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2usivr$99t@golem.wcc.govt.nz>
Source record: 184474
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

] BTW, how does it look on an atari st/TT/falcon? I only played/finished
] it on the Mac (in fact we ah... tested the new (then) duos' and docking
] stations with OOTW in 640x480 mode) and I was wondering if they kept the s
] detail, animation, speed, and sound (or better)?

Same (if not better) sound. Pretty much the same graphics. (Only 320*200*16)
but they didn't bother supporting the STE's pallette so trying to see a lot
of the game is quite tricky as they have used very low brightness in the
graphics!

5510. RAM-Expanding???

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 19:54:51 UTC
From: "my Mail address"
Message-ID: <1994Jun29.195451.424@utata.wy.in-berlin.de>
Source record: 184485

Hi

a friend of me have an Atari STFM1040(?).
He asks:it s possible to expand the Ram and it s possible to install an
SCSI-Harddisk?
Plaese send me an answer!

Sorry for my bad English!!!

##
Fabian Fisahn e-mail:fabian@baffin.wy.in-berlin.de
Schoenhauser Allee 5 (NeXT-Mail)
10119 Berlin Phone: +49 30 4410866
Germany Fax: +49 30 44389099

##

--

##
Fabian Fisahn e-mail:fabian@baffin.wy.in-berlin.de
Schoenhauser Allee 5 (NeXT-Mail)

5511. Public Domain GDOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 19:55:23 UTC
From: raz@MCS.COM
Message-ID: <2usjjb$4c1@Venus.mcs.com>
Source record: 184473
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First of all, what *exactly* is GDOS ? Is it simply a scaleable font manager ala Adobe Type Manager ? Is there a public domain version available?

Thanks in advance,

Anupam Razdan
raz@mcs.com

5512. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 20:15:45 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2uskpi$6mf@mother.usf.edu>
Source record: 184477

: Calamus fonts don't have any hinting information which is needed to get a good quality output on 'normal' devices, e.g. the screen or a 300 dpi printer. Have you seen a 300 dpi print of a Calamus document? It looks awful! Calamus fonts are very good for high resolution output but not for devices an average user has got at home (OK, some people are rich enough and buy a 600 dpi laser...)

Calamus fonts seem to appear OK on the computer screen when using Calamus....
or at least that's what I recall.

You know, when I wrote a font driver for bitmapped fonts, I created a
MFDB for a monochrome area large enough for the WHOLE LINE, imaged it, then
blitted it to the screen. I found this to be MUCH faster than blitting each
character individually to the screen. For SpeedoGDOS to be fast, it would
have to do the same, pulling characters from its cache. Does it?

5513. Why GOAL! won't work under TOS 2.06 (and up?)

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 20:18:00 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199406292118.AA00316@moroder.demon.co.uk>
Source record: 184476

Virgin have used Rob Northen's copy protection, which deliberately corrupts a sector on track 0 on the disk. This means the drive can't be opened into a window on the desktop so you can't copy the files. Very clever indeed.

Unfortunately, while earlier versions of TOS blithely ignore the error (or don't ever find out about it) and head straight for the auto folder, TOS 2.06 grinds away for a while and produces an ordinary desktop. It's highly probable that later TOS versions will do the same.

Thus, GOAL! probably won't work on a Falcon, and it doesn't appear to be Dino Dini's fault.

Needless to say, this goes for other games which use the same copy protection. (Although if it saves Falcon owners from Bart vs The World, then every cloud really does have a silver lining.)

Stephen

5514. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 20:30:03 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2uslkb$6mf@mother.usf.edu>
Source record: 184478

Steve Johnson (steve-j@teleport.com) wrote:

: The Jaguar, of course, has enough code in its start-up ROM
: so that it knows what to do with the cartridge port/etc.
: It just doesn't have any system calls for software to use
: in order to run (which is what an OS is).

This doesn't leave much room for improvement in some areas. You couldn't replace one of the processors or change the I/O structure without EVERYTHING breaking. Without an OS, the Jag's going to find itself backed into a corner. There will come a point when having to use the hardware directly will make it impossible for Atari to make a necessary improvement.

Case in point: The serial chip in the ST. It took Atari forever to replace it because they didn't have any OS support for control signals. Everything had to bang on the hardware. And, as expected, telecom software (like Aladdin) broke on the Falcon. If there had been OS support, the problem wouldn't have arisen.

Since the Jag has no OS support of any kind, Atari's going to be majorly stuck.

5515. Re: Calamus Font containing Greek Alphabet

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 20:33:20 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2uslqg$6mf@mother.usf.edu>
Source record: 184479

PA MATTIS (mattispa@aston.ac.uk) wrote:
: I am looking for a font which contains the Greek alphabet for calamus. Can anyone direct me to a company or public domain software. I have a maths font but it does not contain the letters I am interested in.

How about one with the Hebrew alphabet? Cyrillic?

And even more importantly: International Phonetic Alphabet.

I need one of those.

5516. Re: [Q] wizztronics contact info

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 20:34:52 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2usltc$6mf@mother.usf.edu>
Source record: 184481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
: anyone know how I can get in touch with wizztronics?

: --- eric
: --
: HOME: esj@harvee.billerica.ma.us HAM ka1eec
: WORK: esj@temerity.polaroid.com 617.386.4687
: source of the public's fear of the unknown since 1956

Wizztronics
P.O. Box 122
Port Jefferson Station, NY 11776
(516)473-2507

5517. Connecting a VGA Monitor to a 520 ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 20:38:35 UTC
From: ejwright@iol.ie
Message-ID: <2usm4b$49d@barnacle.iol.ie>
Source record: 184475

Hi all I hope this isn't a FAQ but does anyone have a diagram to show how a PC VGA monitor can be connected to an atari 520.

I have just gained an IBM PS/2 monitor and wish to use it for the atari instead of the TV.

Thanks in advance,

Jim Wright

5518. Re: Public Domain GDOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 21:19:32 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2usoh4$fu3@msuinfo.cl.msu.edu>
Source record: 184480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2usjjb$4c1@Venus.mcs.com>, raz@MCS.COM (Anupam Razdan) writes:
>First of all, what *exactly* is GDOS ? Is it simply a scaleable font
>manager ala Adobe Type Manager ? Is there a public domain version
>available?
>
>
>Thanks in advance,
>
>Anupam Razdan
>raz@mcs.com
>
Anupam-

GDOS stands for Graphics Device Operating System. It's main purpose is to load fonts and device drivers, and make sure that output from programs which use GDOS gets to the right device. This reduces the program's memory requirements by allowing "modules" which any program can use for each device.

However, GDOS tends to slow down your system. So much that the slow up is easily visible. At boot up, GDOS displays a message that it is installed. The latest versions are 1.0 and 1.1 and display "GDOS RELEASE 1.x Installed." If you use Atari GDOS, I recommend one of these two versions; the earlier versions of GDOS generally had some problems.

The best replacement which I've seen, and which I use, is Codehead Software's G+Plus, which will automatically load different configuration files (for GDOS, called ASSIGN.SYS) when you run a program. It also won't slow your system down, and can even speed up some screen opperations.

Atari's latest version is called SpeedoGDOS, which also can change configuration at any time, has excellent support for vector (outline) fonts, and generally is considered by everyone to be and excellent product. If you have the memory (1Mb, I think), this is probably the way to go.

CodeHead's address was, last time I checked, P.O. Box 74090 Los Angeles, CA 90004, phone (213)386-5735. If this is wrong, someone please correct me!

Hope this helps!

Tom Hopper
hopper_t@msupa.pa.msu.edu
Dept. of Physics and Astronomy
Michigan State University
-=my opinions are my own=-

5519. NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 21:34:40 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2uspdg$fu3@msuinfo.cl.msu.edu>
Source record: 184482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone!

I've been using Warp9 v3.75 since it came out, and have been very happy with the quality of the program and the increase in speed (I used QuickST before that!). Lately, though, I've been thinking about getting NVDI, since that's quite a bit faster. Before I go out and drop the money, though, I was hoping someone could answer some questions I've had about it.

1) How much faster (% increase) is NVDI than Warp9?
2) My system is a (U.S.) MegaSTE4 with external hard drive and TOS 2.06. Has anyone experienced any problems with this set up?
3) Compatibility issues. Does it work with the following programs (in order of importance):
DC DataDiet v2.1
Protect 6
Mouse-Ka-Mania II
Pagestream 2.2b
Storm v1.2
WordUp
WordWriter ST
STZip 2.6 (and ARC and LZH)
Graphics programs (PAD, Degas, Arabesque, CAD 3D2)

Anyone have any problems with it? Please let me know.

Thanks in advance!

Tom Hopper
hopper_t@msupa.pa.msu.edu

5520. Re: Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 22:09:46 UTC
From: seifert@tulmath
Message-ID: <2usrfa$mjk@news.cs.tulane.edu>
Source record: 184483

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: Why is it that my desktop always boots up in blue, even if i use
: XCONTROL.ACC to set it otherwise??

: As soon as i use XCONTROL.ACC, the colours think they are green etc. and
: when i move the slider, the colour immediately shifts from blue to
: green.

NeoDesk saves the color of the screen in it's LOWDESK.INF or MEDDESK.INF files. To change the colors, use Xcontrol to change the colors to what you like, then hit control-X to save the configuration. Your new colors will be used upon startup.

-=Jeff=- seifert@math.tulane.edu

5521. Atari ST hardware *** FOR SALE *** UPDATE

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 22:12:39 UTC
From: apratt@taligent.com
Message-ID: <Cs6J14.7n8@taligent.com>
Source record: 184492

I have sold some of the equipment I mentioned last time, but here is what I have left:

One Megafile 60 (60MB hard disk in the Mega-style case). ACSI interface, cables included. Works with any ST or TT, not just Megas.

One 520ST hand-upgraded to 1MB. External floppy drive (DS but not HD). Power supplies, cables, etc.

Two monitors, one color and one monochrome. The mono monitor fades when there isn't enough white in the picture (like a white-on-black text-mode screen with just a shell prompt on it). There is a one-resistor fix to this that many people, including obryan@gumby.cc.wmich.edu (Mark O'Bryan), can tell you about.

A 1200-baud external modem for any computer. You need a null modem cable to use it, and it's pretty cheap & dumb. AT command set, but not completely Hayes-compatible, and the special signals (DTR, DSR, RTS/CTS) probably don't work the way you expect.

All cables, power supplies, etc.

An Epson FX-100 wide-carriage dot-matrix printer. Parallel interface. With cable.

No reasonable offer refused. You pay shipping or come pick it up: I'm in San Mateo, California; I could bring the stuff to work in Cupertino if that's better for you. I'm not looking to make a lot of money on this, just to be sure this stuff goes to good homes.

You can E-mail me at the address below, or call at (408) 777-5253 (work). I may or may not see a reply to this posting.

-- Allan Pratt, apratt@taligent.com

5522. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 22:43:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ustes$bik@mailer.fsu.edu>
Source record: 184484
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Bales_N@CIRAD.fr wrote:

> Perhaps this is a stupid question, but what colors do you people use on your
> desktops ???
>
> I just can't believe someone can really work with that bright white and green
> standard setup on a standard colour monitor.

Virtually all of my work is done on an SM124 mono unit. Once you have worked with one of these high res paper-white mono units, you can never go back :-). I cannot imagine doing DTP, telecommunications, etc. on a color monitor anymore. These are available fairly cheap, and I would put it right after a hard disk in terms of "Things to get to enhance the usefulness of your ST/STE". Just my $0.02.

Oh, pastel green, a bright red, and I tone down the white to a lower value than default. Neodesk is the king, IMHO. I have not worked from the GEM desktop (for any length of time) in years. Neo uses a lot of patterns to give texture and "apparent" colors to the desktop, and IMHO looks a lot nicer in color than the GEM desktop. Another $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5523. RE: RAMDISK NEEDED

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 23:06:30 UTC
From: Andy.Middleton@f101.n2501.z1.fidonet.org
Message-ID: <98e_9406300320@embassy.com>
Source record: 184500

In a message dated 6-23-94, Hallvard Tangeres asked:

> "So, my question is: is there a reset survivable RAMdisk
> WITHOUT data compression available?"

The one I have used for years is called ETERNAL - it comes with its own configuration program. It is reset survivable and comes from an age when data compression was unheard of! It has performed admirably.

It's PD and I would guess widely available as it is quite a few years old :)

Hope this helps

/\ andy_middleton@standard.embassy.com /\/\
</\> NeST 90:106/151 Atarinet 51:501/151</\/\>
8-)* Mercurynet 240:400/6 Fido 2:255/43 *(-8

/// IMHO V1.07 [Registered]

--
|Fidonet: Andy Middleton 1:2501/101
|Internet: Andy.Middleton@f101.n2501.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5524. Re: Signum to WinWord 6.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 23:33:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ut0cd$c3i@golem.wcc.govt.nz>
Source record: 184486

In article <2upsiu$1jv@brachio.zrz.TU-Berlin.DE>, chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
>Greetings,
>
>Papyrus can import and export RTF and can read Signum!2 directly (actually
>by an external converter that's automatically launched)

Can some one tell me why Papyrus looks like a Copy of Script..??

Why can't we just have a English version of Script III,? I would
rate this as the best Word Processer that I have seen and used, well
I have version one and the German demo of 3..??

So Please give me the Real thing and not a Copy...!!!

> Christian
>

>| Christian Nieber | Television: A medium. |
>| email chris@buran.fb10.tu-berlin.de | So called because it is |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5525. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 23:47:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ut161$c3i@golem.wcc.govt.nz>
Source record: 184487

In article <1994Jun28.152114.15935@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article h01@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>In article <1994Jun27.152233.16999@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>>
>>>Sorry, Roger. I will NOT post about ICD.
>encourage them. Your negative 'tone' I menitioned speaks for itself... and
>much too loudly, IMHO.

If companies work in a negative way, how can I post some thing positive about them, it is up to that company to be positive..

May be I sould post your e-mail to me, then others could decide I what I think you ment..?

>Sheesh.
>
>-Hutch- @ Fair Dinkum Tech

From one or two of your posts lately , you seem to be of a aggressive mood, or can I use that word TONE, :-) come on HUTCH don't take your frustrations out on your customers,:-) we did not make you use Atari Computers..!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5526. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-29 23:57:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ut1on$c3i@golem.wcc.govt.nz>
Source record: 184488

In article <1994Jun28.144247.15099@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article etd@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>>
>>NOTE: The USA is not the home for all PC's, but they did develop
>>one good one and kiled it, THE MINDSET developed by Atari Engineers...
>
>Wasn't that the precursor to the Amiga? As I recall the chipset was designed
>by Jay Miner who did the chips for the Atari 8-bits as well. Just FYI, Jay
>passed away on the 20th of this month.
>
>-Hutch- @ Fair Dinkum Tech

Was he that old..??

I did read a good write up in Byte some time back, and Atari had a option on
it, if the ST did not work out, but it was not that cheap, some $2000us plus
from memory, also the only Computer to win the Design Council Award of N.Y.
sort of a PC with great graphics chips....

I did see them being sold of in Byte for some $260us..

I think it was independant to the Amiga...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5527. ***** FOR SALE *****

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 01:25:36 UTC
From: comptonj@vtc.tacom.army.mil
Message-ID: <2ut6ug$q8p@VTC.TACOM.Army.Mil>
Source record: 184494

Atari Falcon 030
4meg / 65 hd
14" Atari flatscreen Monicrome Moniter
Games and software incl.
Less than a year old.
$1200.00 or best offer

I'm posting this for a friend. Please Put Atari Falcon in the subject lines of all replies. Will forward it to him promptly.

Thanks

5528. Siegfried Hartmann

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 01:36:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ut7in$dro@golem.wcc.govt.nz>
Source record: 184496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi can some one help me with Siegfried Hartmann as I wish to contact him via Maus-Net, and I don't remember how to do it....

This is the COMA Author....

Thanks.............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5529. Re: TOS 5.0

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 02:10:01 UTC
From: howard@lloyd.com
Message-ID: <2ut9hp$pv1@harry.lloyd.com>
Source record: 184497

In article <2ul851INN28oc@rs1.rrz.Uni-Koeln.DE>,
Jan T. Kim <a1624091@athena.rrz.uni-koeln.de> wrote:
>Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
>: Chris Gentry <cgentry@delphi.com> writes:
>: >Was or will TOS 5.0 for the Falcon released?

>: Never I guess. Atari hasn't worked on it for ten months. And they don't seem
>: to be interested in the computer business anymore. So I don't see how there
>: could ever be a new TOS.

>Atari Corp. may not be interested in supporting the ST/TT/Falcon computer
>series anymore, but quite a lot of developers have not. Perhaps they are
>a source of further development of TOS in the future. After all, development
>from people working in academic environments and third party companies has
>played a substantial role in the past, and hopefully will continue to do
>so in the future.

True, but how many people have time to finish everything? There are around
140 names on the MiNT mailing list, and about 5 people regularly submitting
comments, bug reports, or new code. You would think, with full source code to
MiNT available, more people would have produced interesting additions by now.
(This is certainly not meant to discount what *has* come about. Kay's MiNTNet
being probably the most visible new development, e.g., is incredibly cool.
And I do the best I can manage, but it's hard to split time between MiNT
hacking, Digital Storefront hacking, Atari.Archive management, other
administrivia, stuff at JPL, and of course my full time job here...)

We really need someone to step forward right and commit: "I am going to
develop a non-blocking SCSI/ACSI/DMA device driver for MiNT." Once we get this,
we can drastically improve MiNT's multitasking performance, revamp the MinixFS,
write a *good* TOSFS, and develop other new FS drivers that will all offer
better performance than what we've got now. We can support SCSI ethernet,
SCSI terminal multiplexors, or anything else as well. But first, someone has
to get the basic driver code down, and it hasn't happened yet.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

5530. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 03:22:43 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xcywJaD.ari2550@delphi.com>
Source record: 184498

Some old news on Jeff Minter:

He wrote the commercial game Andies Attack, a Stargate/Defender clone for the ST back in 1987/88. I have this game and it is pretty. It is also one of the few games that uses rasters effectively to give the impression of more than 16 colors on the ST. It runs on all STs and STe and worth a look if you can find it in a bargain bin somewhere.

BTW, I've seen Tempest 2000 on a friend's Jaguar and thought it pretty nice for this kind of game. Tempest is just not my kind of game...

Ari

5531. Re: need to convert .IMG to GIF, TIP etc..

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 03:34:56 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <58zTJoA.ari2550@delphi.com>
Source record: 184499

Yes, GEMVIEW can convert standard Atari .IMGs to .GIF 87a or .TIFF formats. You must make sure you have at least version 3.01 and that you have installed it correctly.

GEMVIEW does an admirable job of converting images. However, be warned that the program compresses the colormap of the source image prior to conversion. This causes images to transfer properly but causes the individual color palette register values to be different. If you need to keep the actually palette locations the same, don't use this program!

Otherwise, this is one of the most powerful image utilities for any PC platform.

Ari

5532. Help For For Former ST User?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 04:38:04 UTC
From: xuri@aol.com
Message-ID: <2uti7c$dj3@search01.news.aol.com>
Source record: 184406

Can somebody help me out? I've got a 1040 ST(f) (*not* fm) with 1meg installed, a color monitor, and a pretty good Seikosha 24 pin printer gathering dust in the top of my closet.

I run a Mac at home and PCs at work and I really want to do something with the Atari.

I apologize for my ignorance, I can't seem to find archives of this newsgroup so I'll just have to ask some dumb FAQ questions:

1) Is there a US supplier of parts/upgrades/software for this machine that I should know about?

2) I seem to remember a company that made a RISC/transputer that plugged into the cartridge slot (this was prior to the Abaq). Is anyone still doing that?

3) Is it likely to be worth my time and money to turn the 1040 into a PC clone?

4) Whatever happened to David Ahl?

5) Whatever happened to TechSpecialties?

Thanx. Unsolicited information is also solicited. Direct email replies preferred (I don't get this group on my regular newsreader).

5533. Re: Public Domain GDOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 05:12:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2utk8i$av4@mailer.fsu.edu>
Source record: 184403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hopper_t@msupa.pa.msu.edu wrote:
> The best replacement which I've seen, and which I use, is Codehead
> Software's G+Plus, which will automatically load different configuration
> files (for GDOS, called ASSIGN.SYS) when you run a program. It also won't
> slow your system down, and can even speed up some screen opperations.

While I agree that G+Plus is vastly better than the Atari GDOS, NVDI is
IMHO the best. In addition to accelerating GEM text and graphics, NVDI
also provides a built in GDOS. One can use GDOS fonts in place of the
system fonts with NVDI's GDOS as well. So, instead of putting money toward
G+Plus, I suggest you pay a bit more and get the best GDOS and the best
graphics acceleration you can get for the ST (IMHO). Actually, the cost of
G+Plus and Warp9 (strange, both Codehead products, and both almost but not
quite as nice as NVDI) together would approach NVDI's cost. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5534. Re: Anyone in US seen TT mono monitors???

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 05:49:24 UTC
From: abarbiero@delphi.com
Message-ID: <Jm7yhIU.abarbiero@delphi.com>
Source record: 184402

Paul Harris <paul@vega.ame.arizona.edu> writes:

>I'm looking for a (relatively) cheap TT mono monitor.
>
>A week or two ago I was told about a Princeton LM 301. Steve parker
>(sbparker@harold.ukmail.NET) gave me a US address and phone number for
>Princeton Graphics, but I called and it's now some secretarial service
>or something.
>
>So, has anyone in the US heard (recently) of these people?
>
>Or, does any one here know of another monitor that will work with the TT?

The Cornerstone ECL mono monitors will work on the TT030, with a
bit of tweaking and a cable mod, there is someone in the bay area
(SF) who sells them for about $225. I have his # around here somewhere.

Andreas@AEO

5535. Toronto dealers?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 06:45:26 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <Cs76rr.27G@cs.dal.ca>
Source record: 184405

```
Could anybody tell me the names of any Atari stores in Toronto?
I'll be taking a trip there soon and would like to do some shoping for
software.
Thanks in advance!
--aa113@cfn.cs.dal.ca
```

5536. Linux on a Atari ST/TT/Falcon?????

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 06:46:02 UTC
From: v932459@gomperts.si.hhs.nl
Message-ID: <Cs76sq.K44@si.hhs.nl>
Source record: 184404

Hi,

I read some time ago in this group that some guys were trying to get Linux
running on a Atari...
Could one of those guys mail me the results of there 'experiment'???

Thanx,

Ad..

(v932459@si.hhs.nl)

5537. Re: Public Domain GDOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 07:42:14 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2utt0m$1emv@info2.rus.uni-stuttgart.de>
Source record: 184368

In <2usoh4$fu3@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
> However, GDOS tends to slow down your system. So much that the slow up is
> easily visible. At boot up, GDOS displays a message that it is installed.
> The latest versions are 1.0 and 1.1 and display "GDOS RELEASE 1.x
> Installed." If you use Atari GDOS, I recommend one of these two versions;
> the earlier versions of GDOS generally had some problems.
And NVDI (with GDOS) speeds up your system.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

5538. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 07:44:26 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2utt4q$jok@percy.cs.bham.ac.uk>
Source record: 184407

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <2un1oq$k4n@mother.usf.edu>, Timothy Miller writes:
>> 3) If there is a FPU installed, does it detect it and use it, or is that
>> pointless because of the design?
>
>I sure hope it does (no that I have an FPU in my ST, but TT and Falcon
>owners with them would certainly benefit from the extra boost)...

I have a feeling that integer arithmetic is used for all calculations,
so an FPU doesn't help.

Will Speedo 5.0 (and NVDI 3.0) have extra calls for the different font
formats, or will the Speedo fonts calls be used? I'm thinking of stuff
like vqt_fontheader() and suchlike, which are (obviously?) dependent
on the font being a Speedo one.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5539. Re: Ghostscript Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 07:46:08 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jun30.074608.22628@ibr.cs.tu-bs.de>
Source record: 184408

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: I've heard that the fonts for use with GS are too hot for printer
: output.

: Does anyone know of any alternative fonts that i could use and where
: abouts i might get hold of them - if the above is true!

: Steven.

: kaps3@central.susx.ac.uk

: Lost in a daze......that's where i'll be......

GhostScript will use any Type1 font.
You can get lots of fonts for ATM (Adobe Type Manager) look at the
windows / OS/2 font directory on any ftp-server.

You can get at least a full set of TimesNewRoman and Helvetica.
Baskerville and Garamond are available in Regular and Italic.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5540. Problem with TOSFS

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 08:03:33 UTC
From: petep@info.isbiel.ch
Message-ID: <2utu8l$77n@vega.info.isbiel.ch>
Source record: 184410

i renamed a file on a normal tos partition, i don't know why, but there went something wrong. the file should be called edi_vort.doc, but i got edi_vort..do. how can i delete or rename this file? under gem it's not visible (because of the ..) only when i type ls in the tcsh it's showed.
i tried rm edi_vort..do, but it didn't work.

any idea?

5541. Starball - how to donate

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 08:25:03 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <2utvgv$98d@m1.cs.man.ac.uk>
Source record: 184411

I've had a lot of questions about how to donate for Starball, I should have been a bit more clear in the readme. The best way to do this is to write a cheque with an amount in 'pounds sterling' on it, and send that to me. My bank can then worry about all the details of currency exchange (and if I organise myself to pay them in in the right numbers I don't get charged much/anything).

Another clarification: there is currently no other bits of Starball which donating will get you, it's not a DOOM-type where you will be sent extended game play stuff. However I can send back a disk with the source code on for those programmers out there... but I warn you it is rather heavy going!

Thanks
Dave Oldcorn
V11 Software

5542. Re: Atari's future: ST series versus the Jag?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 08:50:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uu11e$h86@golem.wcc.govt.nz>
Source record: 184412

In article <1994Jun28.162326.29177@cobra.uni.edu>, sinclap2954@cobra.uni.edu writes:
>In article <hM+SwN7.predictor@delphi.com>, Will Dwinnell <predictor@delphi.com> writes:
>> Hutch,
>>
>The question is can Atari get these new products out in volume to a buying
>public? The answer is NO.
>
>Peter

Well from what I have been reading in rec.games.video.atari
Atari is down the tubes and the Jag is a 100% Flop, go read your self..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5543. Re: Problem with TOSFS

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 08:58:31 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jun30105831@issan.informatik.uni-dortmund.de>
Source record: 184413

In article <2utu8l$77n@vega.info.isbiel.ch>, petep@info.isbiel.ch (Patrick Peter) writes:

|> i renamed a file on a normal tos partition, i don't know why, but there went something
|> wrong. the file should be called edi_vort.doc, but i got edi_vort..do. how can i delete
|> or rename this file? under gem it's not visible (because of the ..) only when i type
|> ls in the tcsh it's showed.
|> i tried rm edi_vort..do, but it didn't work.

Try this in tcsh:

rm edi_vort.*

This should pass the asterisk down to GEMDOS where it will match ".do".
Make sure that you don't have other files beginning with "edi_vort".
--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

5544. Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 09:07:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uu201$h86@golem.wcc.govt.nz>
Source record: 184414

Well I cut this out from [rec.games.video.atari]

Dan Dorfman on the Dorfman report on CNBC said at 1:25 pm today that the
Jag is a flop.

The Dorfman report had a segment on Atari corp. called Hot air:mangement hype.
Dorfman states that the Jag is a flop and has not lived upto Atari' sales
forecasting. He predicts that Atari will have zero earnings in 1994 and that
the stock also could reach zero too. He also state that Atari may not be in
business much longer

The figures shown in the report.

Atari had sales of $28 million in 1993. Dorfman stated that an earlier
statement by Sam Tramiel said Atari would have 200 million in sales in 1994 and
that 500,000 Jags would be sold in 1994. He said that Atari would not come
close to these figures. He saids that Atari management hyped the Jag and over
stated the success of the Jag earlier. He received a call from Sam Tramiel
stating that Atari will reach those figures in 1995. Dorfman is not buying
that bull.

Well HUTCH time to get out your Gum Boots, may be you should buy
a Acorn Risc PC, less Risc than a Jag or Atari...:-), or may
be you should write a book on how to live with a dying Atari..:-)..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

5545. HELP! Mega ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 09:37:14 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jun30.093714.13381@news.unige.ch>
Source record: 184415

My old (so old...) Mega ST keyboard has finally given up the
ghost - does anybody know where I can buy one? (It really is a Mega ST,
not an STE!!)
tia, Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5546. Access to Genie or Compuserve

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 10:43:12 UTC
From: lecoat@oeillet.ief-paris-sud.fr
Message-ID: <2uu7k0$lho@upsn2.u-psud.fr>
Source record: 184417

Hello everybody !!

Someone has uploaded programs for me on Genie and Compuserve (both).
I know gates to have text email exchanges with him, these are
host@genie.geis.com and host@compuserve.com. But this doesn't allow
me to upload binary programs on these networks. Does anyone know how
to get linked to these (or one of these) networks, in order to exchange
large binary files. Thanks for help. Bye for now ...

Francois LE COAT email:lecoat@marion.ief-paris-sud.fr

5547. Re: AVR to other formats?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 11:02:30 UTC
From: steve-j@teleport.com
Message-ID: <2uu8o6$423@kelly.teleport.com>
Source record: 184418

In article <2ure8hE1lo@uni-erlangen.de>,
Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:

>Take our '525' from atari.archive.umich.edu. you can convert into
>AVR, WAV, AU, SND and DVSM in u-law and deltpack.

Since you say you're involved with 525.PRG, I thought I'd
mention that several applications that support .WAV files
don't like .WAV files created by 525 (e.g. S.A.M. -- of which
525 also won't load S.A.M.-created .WAVs due to them
being saved as 0-channel samples -- and even SOX chokes
on them). I've also heard a few PC programs don't like
525-created .WAV files from others.

Also, have you considered adding sample rate conversion to
525??? It would be MUCH easier doing all of that in a
nice GEM environment rather than have to deal with messy
CLIs (not to mention HORRIBLE conversion!) with SOX.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5548. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 11:11:13 UTC
From: steve-j@teleport.com
Message-ID: <2uu98h$47j@kelly.teleport.com>
Source record: 184419

In article <2ut1on$c3i@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:

>>Wasn't that the precursor to the Amiga? As I recall the chipset was designed
>>by Jay Miner who did the chips for the Atari 8-bits as well. Just FYI, Jay
>>passed away on the 20th of this month.

>Was he that old..??

I'm not sure how old he was, but he died of heart failure
brought on by several years of kidney problems, not really
of OLD AGE.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5549. Re: Connecting a VGA Monitor to a 520 ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 11:20:15 UTC
From: steve-j@teleport.com
Message-ID: <2uu9pf$4dh@kelly.teleport.com>
Source record: 184420

In article <2usm4b$49d@barnacle.iol.ie>, E. J. Wright <ejwright@iol.ie> wrote:

>Hi all I hope this isn't a FAQ but does anyone have a diagram to show how
>a PC VGA monitor can be connected to an atari 520.
>
>I have just gained an IBM PS/2 monitor and wish to use it for the atari
>instead of the TV.

Standard VGA/SVGA monitors cannot be used on the ST. You
have to buy a special 'multiscan' monitor that will
support the STs video output. STs, for color modes,
require a monitor that syncs down to 15kHz horizontally --
most VGA/SVGA monitors have a minimum of 30kHz horizontal
scan rate. There are very few such monitors that sync
low enough for the ST, but a few that do include:

NEC MultiSync II/2A (some problems have been reported, though)
NEC MultiSync 3D (your BEST choice!)
Princeton Ultra 1400
Acer 7015 (I think that's the right model # anyway!)

However, most of those are no longer made, so you have to
locate used/refurbished ones in many cases.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5550. Re: Sirds (again)

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 11:28:01 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Jun30.112801.1@uqvax>
Source record: 184495

>
> Disk L.77 Auto Stereogram Creator : available from
>
> L.A.P.D, P.O. Box 2, Heanor Derbyshire, DE75 7YP, England
>
> Tel.+Fax. +44 (0) 773 605010 & 761944 (Voice and fax on both)
>

Can somebody get their hands on this and upload it to atari.archive
please.

Thanks

Dennis R

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennis@transcom.brisnet.org.au | (Electronic Music Label, Production)

5551. Atari emulation on Mac

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 11:53:40 UTC
From: mulders@rivm.nl
Message-ID: <mulders-300694125340@quadragastro.rivm.nl>
Source record: 184416

Hello,

Does anybody know if there is a (shareware/freeware!) emulation program
available to be able to run Atari ST(e) programs on a Macintosh 680x0
system, and if there is where to find it?

--
Mick N. Mulders, MSc
Virology/RIVM
Bilthoven/Netherlands
(mulders@rivm.nl)

5552. DA VECTOR transformation formulae

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 12:54:24 UTC
From: s9205525@otto.bf.rmit.oz.au
Message-ID: <s9205525.772980864@otto>
Source record: 184421

[No readable article body recovered]

5553. DeskJet 520 compatibility?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 13:10:35 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jun30.101035.25306@dal1>
Source record: 184422

Does anyone happen to know if older HP DeskJet 500 drivers (say for WordPerfect, Calamus and LaTeX) would work Ok on the new HP 520 ink jet printer?

TIA, John.

5554. Help for crashes with sequencer?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 14:53:52 UTC
From: jeffcox@kralizec.zeta.org.au
Message-ID: <2uuma0$1h3@kralizec.zeta.org.au>
Source record: 184423

I am running an Atari 520 St with 2mB RAM, using C-LAB
Notator Creator Sequencing software and Unitor Sync.
I am experiencing crashing problems which only occur
just after initil loading. The computer crashes when I
go to save or load after changing disks after loading
the program.
However once the program is up and running after a
few attempts, it will run for days without problems,
until I switch it off and have to load the program again?
I have tried all new midi leads, unplugging and cleaning
connections to the sync. unit and new versions of the
software.
Does anyone have any ideas?

Please email replies to jeffcox@Kralizec.zeta.org.au

Bob Scott

5555. Re: Starball - no sound?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 15:40:30 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cs7vJJ.4EA@freenet.carleton.ca>
Source record: 184424

I have seen references to Starbal being packed with LZH. The copy that I got was packed with ZIP. What files are in the real version? Maybe I'm missing a file in the package that I got.

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

5556. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:04:38 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Jun30.160438.22393@ucl.ac.uk>
Source record: 184428

millert@grad.csee.usf.edu (Timothy Miller) writes:

>Steve Johnson (steve-j@teleport.com) wrote:

>: The Jaguar, of course, has enough code in its start-up ROM
>: so that it knows what to do with the cartridge port/etc.
>: It just doesn't have any system calls for software to use
>: in order to run (which is what an OS is).

>This doesn't leave much room for improvement in some areas. You couldn't
>replace one of the processors or change the I/O structure without EVERYTHING
>breaking. Without an OS, the Jag's going to find itself backed into a corner.
>There will come a point when having to use the hardware directly will make it
>impossible for Atari to make a necessary improvement.

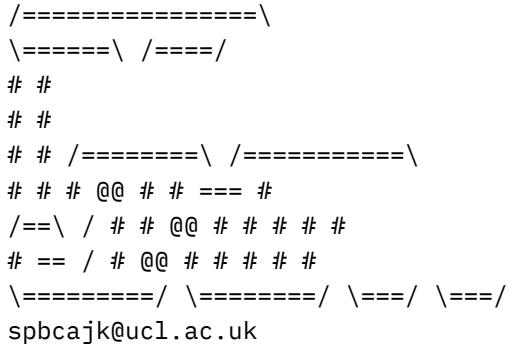
>Since the Jag has no OS support of any kind, Atari's going to be majorly
>stuck.

There is, as ever, another side to this coin; if you want to see how to sicken off the hackers, board-freaks and wire-heads who write the great games (see Jeff Minter, Eugene Williams, David Bell etc) have a look at the 3DO developers docs; most of the good stuff is NDAed so I won't repeat it, but amongst other things, they demand that no 3DO developer tries to reverse-engineer or otherwise hack the OS; the development specs require you to write fully OS-compliant code rather than hitting the metal.

Now, as a sometime ARM hacker as well as an Atari one, I can safely say that it's probably all done with SWIs. But is the programmer allowed to hack these in order to better fit his code to the hardware (eg prioritise loops so they use the hardware efficiently.) It would appear not (I await an answer from 3DO on this one so don't quote me in a month's time) but, unless they've provided a top quality optimising compiler for the development system (which, incidentally, is 68k based rather than ARM based - strange :-) anyone who wants to produce effects not specifically allowed for is going to have to break the rules.

Now, unlike the ST/TT/Falcon lineup, where a certain amount of product development over the years is only to be expected, the Jag is a video game console; is anybody out there still unaware of this. ITS A TOY, LIKE A NES, SNES, MASTER SYSTEM, MEGADRIVE etc. The hardware is released in a finished state; it don't need no OS fixes 'cos it ain't got no OS (worth speaking of); and the specs are going to stay cast in concrete until it's replaced by the next whizz-bang model (we've had Panther and Jaguar - what next (Puma's out :) possibly Cheetah - runs very fast and doesn't fall over :) After all, if you buy a new phone, does it require an interface stack to work, or does it implement all its phone-like capabilities directly in hardware?

Cheers



spbcajk@ucl.ac.uk

5557. Jaguar OS (was Eric Smith)

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:13:41 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.161341.14288@jet.uk>
Source record: 184429

In <2uslkb$6mf@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>Steve Johnson (steve-j@teleport.com) wrote:

>: The Jaguar, of course, has enough code in its start-up ROM
>This doesn't leave much room for improvement in some areas. You couldn't
>replace one of the processors or change the I/O structure without EVERYTHING
>breaking....
But even if it had an OS of some kind, I suspect that games developers would
not use it; they didn't for STs in general. Games programmers will always
be looking for (and often finding) faster ways of doing things, so they
bypass the OS.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5558. Re: Atari emulation on Mac

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:17:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun30.161717.8035@boojum.lanl.gov>
Source record: 184425

In article 300694125340@quadragastro.rivm.nl, mulders@rivm.nl (Mick N. Mulders) writes:
>
>Does anybody know if there is a (shareware/freeware!) emulation program
>available to be able to run Atari ST(e) programs on a Macintosh 680x0
>system, and if there is where to find it?

Sorry, as we have discussed many times in the past, there is no such
software, shareware/freeware/commercial or otherwise. Too bad, too, as
I would love to be able to run Atari software on a fast PowerMac. Mac
DOS, Windoze, and Atari programs all running on one platform and at
acceptable speeds & compatability would definitely be way cool. ;-)

I understand that Mac MiNT allows one to run _some_ TOS and TTP programs
on a Mac, but that's about it. I've never tried it so I can't confirm it.

-Hutch- @ Fair Dinkum Tech

5559. Re: Access to Genie or Compuserve

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:19:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun30.161931.8110@boojum.lanl.gov>
Source record: 184426

In article lho@upsn2.u-psud.fr, lecoat@oeillet.ief-paris-sud.fr (Francois LE COAT) writes:
>
>Someone has uploaded programs for me on Genie and Compuserve (both).
>I know gates to have text email exchanges with him, these are
>host@genie.geis.com and host@compuserve.com. But this doesn't allow
>me to upload binary programs on these networks. Does anyone know how
>to get linked to these (or one of these) networks, in order to exchange
>large binary files. Thanks for help. Bye for now ...

Sorry, AFAIK, there is no way to upload or download files to/from GEnie
unless you have a GEnie account. The gateways are for email only. I believe
the same is true for Compuserve but I don't know for sure.

-Hutch- @ Fair Dinkum Tech

5560. 1Mb 520STFM for sale

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:27:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun30.162714.8322@boojum.lanl.gov>
Source record: 184427

My old 520ST has not seen any use for over a year so it's time to recycle
it into the hands of someone else who might enjoy it. This is the FM model
with TOS 1.0, built-in DSDD drive, TV modulator, mouse, and upgraded to 1Mb.
Low 'miles' (generally only used for compatability testing), works great.
Don't need it anymore since I have a Falcon and other machines.

Best offer.

-Hutch- @ Fair Dinkum Tech

5561. Re: Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:31:56 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.163156.14433@jet.uk>
Source record: 184430

In <2us8st$149@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>Anyone know how good the PS/EPS import/export is, and what modules are
>available for such operations.
There is absolutely NO support for PS or EPS import or export in
Calamus SL. By paying extra for the Bridge Module ($150 in the US, don't
know the UK price), you can get PS output. It still does not seem to get
full PostScript support (eg still no support for Type 1 fonts).
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5562. Grocery Lister...Updated Information

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:44:51 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cs7yE9.uJ@westminster.ac.uk>
Source record: 184431

Please note that you are now able to regsiter for this program in the UK. Details below, which will then be followed by a short description of the program.

There is an updated version of The Grocery Lister available, however, the version number remains the same. The only difference in the package is that there is an extra text file, informing users how and where to register.

Sysops, please upload, and replace your versions with this one, available at:

micros.hensa.ac.uk

micros/atari/tos/n/n178/grocry42.zip

Registration Information for The Grocery Lister v4.2

Date: 30 June, 1994

Contents:
UK Registrations
US Registrations

---- Effective Immediately ----------

Denesh Bhabuta (Danny) is now handling shareware registrations of The Grocery Lister in the United Kingdom. You can now register with UK Pounds as described below and recieve registration codes directly from Danny.

To register:

Send 12 Pounds Registration fee to Denesh Bhabuta
Dept. Hoekstraa
CyberSTrider
Add 4 Pounds for disk version 203 Parr Lane
Add 4 Pounds for printed manual Unsworth
Bury
Lancashire
BL9 8JW

Please add 2 pounds handling fee if registering from overseas.

Make cheques and Postal orders in Pounds Sterling, payable to Denesh Bhabuta.

For more info:

Tel: (061) 796 8311 / 5864

e-mail: danny@micros.hensa.ac.uk
D.Bhabuta@cent1.lancs.ac.uk
soon: from July: dbhabuta@cix.compulink.co.uk

In the North America you can register with the author as follows:

Send $15.00 US Registration fee to Randy Hoekstraa
3414 Norwood Circle
Add $ 5.00 US for disk version Richardson, Texas 75082

Please add $3.00 US handling fee if registering from overseas.

For more info: e-mail: R.HOEKSTRA1@geine.geis.com

The Grocery Lister is a household utility program that allows you to compile a list of grocery items complete with current price and total estimated cost. The Grocery Lister can be used to determine approximately how much you will spend at the store if you know the items that you need. It can also be used as a budget tool to allow you to select the items you most need or want if you only have a fixed amount to spend. With a small amount of database maintenance work each time you buy groceries you will be able to maintain a fairly accurate file of the items which you regularly purchase. This file can be very useful to remind you of items which you may need as you compile your grocery list. Finally, for those who have 'errand boys' do the shopping, The Grocery Lister will generate a very neat and easy to read printout of the current grocery list.

In addition to the basic grocery list function described above, The Grocery Lister has the following advanced features:

- Easy-to-use, mouse driven, multiple-windowed GEM interface.

- A single grocery database file can have grocery item information including item name, category, location, coupon or sale flag, a taxable flag, and a price for up to 4 stores. This is in addition to a 20 character item name and 20 character category.

- As items are added to the list, the current active store is tagged to that item. When the list is printed, items are grouped by store with a subtotal for each store. By loading in additional grocery files, a list for up to 10 different stores can be generated.

- An option can be set to automatically tag the item with the store with the lowest price, making price shopping very easy.

- User assignable default file names for automatic loading of the grocery file, grocery list, and ASCII file when the program is first started.

- Taxable status for each item to indicate if sales tax should be added to the total when the item is added to the grocery list. Plus, an option to automatically make all items taxable.

- A coupon reminder field for each item to indicate when you have a reminder.

- Independently sorted grocery list and grocery file by either item name, category, or location. Items sorted by location make it easy to find everything at the store because you don't have to search up and down the list to make sure you didn't miss anything on that aisle. Everything on that aisle is right there in one group on the list.

- Commands to merge both grocery lists and files to make database maintenance easier.

- Define a category or location list of up to 100 entries to easily add to an item when editing.

- A special list of staples (or any items that regularly appear in your shopping list) that can be merged into the current list with a single command.

- Flexible printer options allowing for complete control of the fields to be printed, two column printing, print to disk, and user defined printer codes.

- ASCII file viewing for looking at notes, recipes, etc. while compiling your grocery list.

==========

Download and enjoy..... 8->

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5563. Recent stuff at HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 16:51:20 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cs7yp3.19n@westminster.ac.uk>
Source record: 184432

Hello again.

Here's a small list of recent stuff on micros.hensa.ac.uk.

Enjoy.

Danny
Atari Moderator.

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code>. EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
n178 30/06/94 S--- GROCERY LISTER 4.2 Compile a list of grocery items, cost
n113 30/06/94 S--- MOUSE-KA-MANIA II 2.1 Revamp your ponters, busy bees, etc

n172 29/06/94 S--- ESS-CODE 6.1 Fast and Furious GEM'd UUD/UUE Utility
n114 29/06/94 S--- MASTERBROWSE 4.5 Fully GEM, and fast text/file viewer

n177 23/06/94 S--- XAES BACKGROUND 0.99A Beta release of Let 'em Fly update
n178 23/06/94 S--- GROCERY LISTER 4.2 Compile a list of grocery items, cost
n138 23/06/94 S--- EGALE 1.52e Compare your files with this powerful utility

n172 22/06/94 S--- ESS-CODE 6.0 Fast and Furious GEM'd UUD/UUE Utility
n173 22/06/94 S--- CONNECT 2.46 Brilliant terminal program
n174 22/06/94 ---- BUBBLEBOOK 1.0 Small acc to find the mouse pointer on STBOOK
n175 22/06/94 ---- MAGIC SHADOW ARCHIVER 2.3 Pack whole disks as one file
n176 22/06/94 ---- GUIDE TO HERMANS HEAD 2.0 Loads of info about the program

n169 20/06/94 ---- ST EXPRESS BBS DEMO 1.79c A Demo of a BBS program
n170 20/06/94 S--- BOOTXS 2.00 DEMO Configure your system for different boots
n171 20/06/94 S--- BSTAT 2.471 Statistics package

n167 17/06/94 ---- BITCAMERA Process and manipulate raster images
n140 17/06/94 S--- TWO-IN-ONE 1.07m Shell to use with loads of archivers
n168 17/06/94 ---- ATARI ST FTP LIST Dated 17 June, 1994

n151 15/06/94 ---- ATARI EXPLORER ONLINE MAGAZINE Volume 3 Issue 9
n163 15/06/94 ---- IMAGINARY WORLD PROGRAMMING LANGUAGE to create adventures
n164 15/06/94 ---- K-SCULPT 1.4 Librarian for Kawai's K1 series
n165 15/06/94 ---- CDROMIO 16/05/1994 Give an interface to CDROM functions
n166 15/06/94 ---- MENUMAKER 2.01 Start up your programs using menus

n158 14/06/94 ---- HIGH DENSITY DISK DRIVE MODIFICATION Instructions
n159 14/06/94 ---- TETRIS A tetris clone.....small...and a Desk Accessory
n160 14/06/94 ---- SHELL A very small CLI to use while programming
n161 14/06/94 ---- RINOU DOCUMENT DISPLAYER & EDITOR 2.1
n162 14/06/94 ---- AICONS 1.5 High Quality icons for programmers

New software for the Atari MiNT section

New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a028 30/06/94 S--- MFSFM 1.09 BETA Macru's File Selector for MiNT
a029 30/06/94 ---- RAMFS.XFS 1.4 A resizable ramdisk file system for MiNT
a030 30/06/94 ---- OFAKE Drive system that makes drive O act like drive U

a026 29/06/94 ---- MINIX FILE SYSTEM 6.0 PL10 Binaries and sources
a027 29/06/94 ---- MINIX FILE SYSTEM DEFRAGMENTER RELEASE 0.3b ALPHA

a024 28/06/94 ---- CDROM.XFS Device driver for using a CD-Rom player under MiNT
a025 28/06/94 ---- MINIX FILE SYSTEM 6.09 Beta release binaries and sources

a020 06/06/94 ---- MiNT 0.96 beta sources and documents
a021 06/06/94 ---- MiNT 1.04 Beta sources and documents
a022 06/06/94 ---- MiNT 1.08 Beat sources in C and documents
a023 06/06/94 ---- MiNT 1.10 Beta sources in C and documents

a017 17/05/94 ---- MiNT DISTRIBUTION KIT Set up MiNT in a hassle free way
a018 17/05/94 ---- MiNT DISTRIBUTION KIT UPGRADES Upgrade thos MiNT utils
a019 17/05/94 ---- MiNT DISTRIB KIT SHAREABLE SUBSETS for MiNT >= version 0.96

New software for the Atari Falcon section

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a013 24/06/94 S--- SUPERSAM 1.01 A sound sampler editor

a006 10/06/94 ---- FALCON CD-ROM DRIVER To be used with MiNT
a007 10/06/94 ---- ANOTHER CRUDE PLAYER 1.20 Play MOD files while working
a008 10/06/94 ---- HUMANS Funny Graphics/Sound Demo.....on 4 disks
a009 10/06/94 ---- SPECTRUM EMULATOR Go back in time further than the ST
a010 10/06/94 ---- D2M 1.00 Image manipulation software..morphing, etc
a011 10/06/94 ---- FALCON-MULTISYNC ADAPTOR Plans to make your own
a012 10/06/94 ---- TOS 4.xx COLOR ICON EDITOR Edit the Desktop icons

a001 31/05/94 S--- BACKWARD 2.52 Turn your Falcon into an ST...go backwards
a002 31/05/94 S--- FALCONSX 1.0 Change those hardware settings with this DA

a003 31/05/94 S--- VOX-MAIL 0.99 Voice mail for your Falcon system
a004 31/05/94 S--- WINREC 1.3 A Direct to Disk Recording and Playback Program
a005 31/05/94 ---- BLOWUP Demo Resolution enhancer for your Falcon
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5564. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 17:25:53 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2uuv71$80t@mailer.fsu.edu>
Source record: 184433

Ari Feldman (ari2550@delphi.com) wrote:
>
> Some old news on Jeff Minter:
>
> He wrote the commercial game Andies Attack, a Stargate/Defender clone for the
> ST back in 1987/88. I have this game and it is pretty. It is also one of the
> few games that uses rasters effectively to give the impression of more than
> 16 colors on the ST. It runs on all STs and STe and worth a look if you
> can find it in a bargain bin somewhere.

I believe it is the case that one receives Andes Attack when Llamatron is
registered. Llamasoft is still in operation, and sell most of the other
Minter products for 5 pounds each (including some of the formerly commercial
ones, as I understand it)! Here are the products I know about:

Sheep in Space - first ST game by Minter, not sure if it is available
Defender II - awesome commercial defender clone, quite hard, doesn't like my
MegaSTE, but seems to work on ST/MegaST/STE.
Super Gridrunner - space shoot'em up, not sure what it looks like.
Photon Storm - Space shoot'em up, overhead view, quite hard.
Llamatron - Robotron clone, the best!, available from atari.archive.umich.edu
Andes Attack - Defender clone, mentioned above.
Revenge of the Mutant Camels - sideways scrolling shoot'em up, excellent with
one or two players (simultaneous), available from a.a.u.e

Colorspace - non-game, interactive graphic demo (or Light Synthesizer, as
he calls it), available from a.a.u.e
Trip-A-Tron - non-game, complete light synth system, can coordinate other
machines via MIDI ports, incredible graphics, very cool.

If anyone knows of any other Minter products for the ST, please post or email
(I want to complete my collection)! I am most curious about any other games
he wrote while working for ARC. All the ones available from a.a.u.e are
shareware, and all require a color monitor.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5565. Re: Connecting a VGA Monitor to a 520 ?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 17:30:53 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2uuvgd$hdv@darkstar.UCSC.EDU>
Source record: 184434

```
But the PS/2 Monitor is a multiscan too, isn't it?
(I mean, it flickers like one at least....#-)
No, just kidding. PS/2s are just cheap interlaced peices-of-junk
that are useless for STs, I believe.
```

5566. Compton's CD-encyclopedia on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 17:37:03 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2uuvrv$hfi@darkstar.UCSC.EDU>
Source record: 184435

Now that I have my CD drive up and running, I am looking for two things
that I have heard mention of:

1) An interface program that lets you access the articles, sounds, graphics
etc. of the Compton-CD. Does anyone have the email address of
"that guy" who was working on this project?

2) A program that will control the CD to play music through the computw
(preferably a desk accessory or multi-tasking compatable one). Supposedly,
Dave Troy of Toad fame has one on his BBS. If anyone has the number of
this BBS, please email it to me.

TIA! CYA!

5567. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 17:58:48 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.175848.14870@jet.uk>
Source record: 184437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2uspdg$fu3@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>Hi everyone!

>I've been using Warp9 v3.75 since it came out, and have been very happy
>with the quality of the program and the increase in speed (I used QuickST
>before that!). Lately, though, I've been thinking about getting NVDI,
>...
>3) Compatibility issues. Does it work with the following programs...
From my experience, it is more compatible than Quick ST and Warp 9. Out
of the list you gave, I know from personal experience that it is OK with
PageStream 2.2b, STzip, Arc, Lharc. The only program I have that does not
get on with NVDI is the driver for the Tabby graphics tablet.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5568. Re: STARBALL

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 19:29:16 UTC
From: jeremyh@deslab3
Message-ID: <2uv6ec$h7p@ftp.amcc.com>
Source record: 184438
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

Steve Johnson (steve-j@teleport.com) wrote:

: Is anyone else failing to get any sound from STARBALL? It's
: still fun to play, but I get no sound at all. The docs say
: it has incredible sound, so I'd KINDA like to hear it! <grin>

Works great on my Jag III, sound and all.

(what's this guy talking about?)
--
Jeremy Hansen jeremyh@amcc.com
Technology Group
Applied Micro Circuits Corp.

5569. Re: Compton's CD-encyclopedia on Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 19:58:28 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs87I2.5Dt@nrtpa038.bnr.ca>
Source record: 184443

In article <2uuvrv$hfi@darkstar.UCSC.EDU>, sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:
|>
|> Now that I have my CD drive up and running, I am looking for two things
|> that I have heard mention of:
|>
|> 1) An interface program that lets you access the articles, sounds, graphics
|> etc. of the Compton-CD. Does anyone have the email address of
|> "that guy" who was working on this project?

Hi there! I am that guy :)

I recently (10 days ago) released the demo version for Compton's M.O.S.T.
discs onto GEnie. The demo version lets you display articles, and perform
searches on the CD-Rom. Support for pictures, the dictionary, and special
tables is in the registered version.

Sounds are proving to be more trouble than they are worth. (Compton's
has two sound formats, one of which is causing me headaches right now.)

Support for Compton's Interactive Encyclopedia for Windows is being
worked on in my (not so) copious spare time.

I uploaded the demo version to a.a.u.e, but it seems to not be there
anymore. (hmmm)

|>
|> 2) A program that will control the CD to play music through the computw
|> (preferably a desk accessory or multi-tasking compatable one). Supposedly,
|> Dave Troy of Toad fame has one on his BBS. If anyone has the number of
|> this BBS, please email it to me.
|>
|> TIA! CYA!
|>

I also have a program that will play audio CD's on a SCSI-II CD-Rom.
It is Multi-TOS friendly, and I want some time to add desk-ACC support.

Sort of one stop shopping :)

Brian

P.S. I can also suplly you with my own MiNT cdrom driver, if you need to
use either the Pioneer 601 or 604 six disc changer.
--

Disclaimer: The opinions expressed are mine not those of .

```
 ____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

5570. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 20:52:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2uvb9n$qt4@mailer.fsu.edu>
Source record: 184440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hopper_t@msupa.pa.msu.edu wrote:
> I've been using Warp9 v3.75 since it came out, and have been very happy
> with the quality of the program and the increase in speed (I used QuickST
> before that!). Lately, though, I've been thinking about getting NVDI,
> since that's quite a bit faster. Before I go out and drop the money,
> though, I was hoping someone could answer some questions I've had about it.
>
> 1) How much faster (% increase) is NVDI than Warp9?

Here is the output of GEM Bench 3.10 for both NVDI and Warp9. I squished it
a bit to fit them side by side (tab size = 8):

GEM Bench v3.10 Ofir Gal 5.8.93 GEM Bench v3.10 Ofir Gal 5.8.93
Mega STE TOS 2.06, MiNT not present Mega STE TOS 2.06, MiNT not present
Blitter Enabled, NVDI 2.11 present Blitter Enabled, NVDI not present
Video Mode = 640 * 400 * 2 Colours Video Mode = 640 * 400 * 2 Colours
FPU not present FPU not present
Run and Malloc from STRAM Run and Malloc from STRAM
Reference = MSTE + Blitter Reference = MSTE + Blitter

NVDI at 16mHz Warp9 at 16mHz

GEM Dialog Box: 2.085 219% GEM Dialog Box: 2.040 224%
VDI Text: 0.780 642% VDI Text: 0.815 614%
VDI Text Effects: 2.010 609% VDI Text Effects: 1.765 694%
VDI Small Text: 1.070 512% VDI Small Text: 1.055 519%
VDI Graphics: 3.745 380% VDI Graphics: 14.540 97%
GEM Window: 1.060 124% GEM Window: 1.050 125%
Integer Division: 4.485 98% Integer Division: 4.535 97%
Float Math: 3.050 98% Float Math: 3.110 96%
RAM Access: 1.600 98% RAM Access: 1.620 97%
ROM Access: 1.600 98% ROM Access: 1.615 97%
Blitting: 1.555 111% Blitting: 1.940 89%
VDI Scroll: 1.985 201% VDI Scroll: 1.990 201%
Justified Text: 3.210 151% Justified Text: 5.125 95%
VDI Enquire: 1.150 144% VDI Enquire: 1.970 84%

Average: 248% Average: 223%
Graphics: 309% Graphics: 274%
CPU: 98% CPU: 96%

The key line to note is the VDI Graphics. NVDI is obviously the winner
there, and quite close to Warp9 in the other categories. If you do anything
that used GEM graphics (DTP would be a good example), NVDI is the clear choice.

> 2) My system is a (U.S.) MegaSTE4 with external hard drive and TOS 2.06.
> Has anyone experienced any problems with this set up?

That is what the figures above were generated on. I have no problems with
NVDI. It is great!

> 3) Compatibility issues. Does it work with the following programs (in
> order of importance):
> DC DataDiet v2.1
> Protect 6
> Mouse-Ka-Mania II
> Pagestream 2.2b
> Storm v1.2
> WordUp
> WordWriter ST
> STZip 2.6 (and ARC and LZH)
> Graphics programs (PAD, Degas, Arabesque, CAD 3D2)

I can vouch for PageStream, MKMII, Storm, Zip, and DEGAS Elite. In fact, I
think you might be hard pressed to find anything that does not work with
NVDI (I'm sure there are exceptions, but very very few).

> Anyone have any problems with it? Please let me know.

First, note that NVDI is not only a screen accelerator, but also a replacement
for GDOS. Thus, NVDI is roughly equivalent to Warp9 and G+Plus combined, which
brings the price difference down a bit. Also, NVDI is extremely robust.
I cannot attribute any errors or crashes to NVDI. In fact, after having used
NVDI for a couple of months (previously I used Warp9), my "weird crashes"
essentially went to zero and I felt confident enough to enable write caching
in the ICD hard drive software. Never before did I feel comfortable doing
so, as I would manage to crash or lock up my machine every two or three times
I used it. I went through the entire chain of accelerators (TurboST, QuickST,
Warp9, and NVDI), and NVDI is definitely the most compatible there is. My
advice would be to buy it immediately (actually, you might wait until the
recently announced v3.0 hits the shelves, but you get the idea).

G+Plus does have some features that NVDI's GDOS does not. However, the NVDI
GDOS is very fast. It is quite nice to have GDOS "around all the time"
(I used to only enable it when I needed it, to save boot time). One feature
of the NVDI is that one can use GDOS fonts in place of system fonts. This
works much better than my old method of using Neodesk's fontload.prg to replace
the system fonts.

Warp9 provides some neat extras, the main one being the screen saver modules.
I do miss these, but I make do with BeforeDawn (a shareware product) which
is almost as good. In some ways it is better, but the selection of savers
for it is limited. Both Warp9 and NVDI provide mouse acceleration, but
NVDI does not allow any fancy configuring of it (my version 2.11 does not,
at least), unlike Warp9. NVDI has few configurable options (about 5 or 6
buttons in the configuration acc), so I don't find myself playing with it
(as I did with Warp9, a lot :-). It is just there, and it just works.

I don't want to seem as though I am slamming the Codeheads. Warp9 and
G+Plus served me well for years, and I don't regret buying them. However,
I do feel that NVDI is superior to Warp9, and I have not found any reason to
go back to G+Plus either. I would really like to see the Codeheads release
the Warp9 screensaver as a separate application (Falcon compatible, as NVDI
seems to be very common on Falcon systems). I would buy it in a second!

The above is IMHO, direct flames elsewhere.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5571. 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 20:57:16 UTC
From: ben@sound.demon.co.uk
Message-ID: <300694215716.gem7g@sound.demon.co.uk>
Source record: 184351

Does anyone know if there's a program for the ST that lets you create
those 3D stereograms? A mate of mine says he /thinks/ there is, but
he's not sure. An ftp site and directory would be useful,
Thanks,

--
|)
|)en
* GEM-News * Experience varies directly with equipment ruined.

5572. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 21:33:30 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2uvdna$k31@darkstar.UCSC.EDU>
Source record: 184441
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I'm blue and grey person. BLue slightly more than 50% fill for the desktop, black window borders, all window gadgets except title solid light grey with dark blue characters. Title bar hatched grey with dark blue letters with white border mode. Scroll bar backgrounds solid dark blue, thumbs are light grey light hatched. I like it. :)

~Chris

5573. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 21:49:07 UTC
From: vij@vnet.ibm.com
Message-ID: <2uvekj$q1v@tornews.torolab.ibm.com>
Source record: 184389

In <xcywJaD.ari2550@delphi.com>, Ari Feldman <ari2550@delphi.com> writes:
>
>Some old news on Jeff Minter:
>
>He wrote the commercial game Andies Attack, a Stargate/Defender clone for the
>ST back in 1987/88. I have this game and it is pretty. It is also one of the
>few games that uses rasters effectively to give the impression of more than
>16 colors on the ST. It runs on all STs and STe and worth a look if you
>can find it in a bargain bin somewhere.
>

I just got Llamasoft - what a blast :-)

Anyway, I noticed on the shareware readme that he would send those
who registered, a copy of Andies Attack. Does anyone know if this
is still the policy... (and is the shareware address still correct?)

VIJ...

5574. Re: RAM-Expanding???

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 21:50:20 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <773013020snz@midmarsh.demon.co.uk>
Source record: 184357

In article <1994Jun29.195451.424@utata.wy.in-berlin.de> my writes:

> a friend of me have an Atari STFM1040(?).
> He asks:it s possible to expand the Ram

You should be able to buy a kit to expand the memory. My STFM1040 now
has 4meg of RAM and it certainly is worth the money / effort.
It was easy to fit as my kit came with full instructions. It had to be
plugged on to 2 of the chips on the motherboard and takes its power
from the internal floppy disk drive. Also the old 1meg of memory on
the motherboard had to be powered down.
I find it interesting that my STFM now runs coooler with the 4meg SIMMS
I fitted than it did with the built in 1meg...

> and it s possible to install an SCSI-Harddisk?

Again - you should be able to buy an interface. I believe that the
one I use is made in Germany (GESoft) You also need a case and a
power supply.

> Sorry for my bad English!!!

It's fine - just hope you can understand mine :)

--
+---+
| Very best wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

5575. Mac CPU <-> Atari monitor ???

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 22:22:47 UTC
From: toddc@loki.stanford.edu
Message-ID: <2uvgjn$csh@nntp2.Stanford.EDU>
Source record: 184445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.hardware,comp.sys.mac.misc

He describes the Atari connector as:

It is an SC1224 monitor, and the pins are as follows:
The plug is circular, with a notch in it. Holding the notch so it is
straight up(12 oclock), there are 3 rows of 4 pins, and a 13th pin centered
and directly below the three rows of four.(6 oclock)

The Mac side has a DB-25 25-pin connector.

Until next time...
Todd
toddc@loki.stanford.edu

Famous last words: What happens if you touch these two wires tog--
---

5576. Re: Q: Best ST WWII flight sim

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 23:04:05 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <hg0TJqd.ari2550@delphi.com>
Source record: 184442

I would recommend Their Finest Hour only if you have an accelerated ST or a TT or Falcon. The game really comes into its own on a machine like the Falcon and is quite compatible with that environment.

Ari

5577. Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 23:16:52 UTC
From: Brian.Baird@f82.n259.z2.fidonet.org
Message-ID: <73e_9407012249@embassy.co.uk>
Source record: 184315

On 27 Jun 94 11:37:27 P.D.Bates wrote...

PP> Hello there... just an inane request here to lighten up everyone's
PP> day...
PP>
PP> Did the programme (from... mmm... 1987?) "Little Computer People" by
PP> Activision appear on the ST?
PP>
PP> This, for those that don't know, presented you with a personalized
PP> little 'computer person' on your screen, who you had to keep fed and
PP> watered and so on, and in response it would play music on a piano and
PP> write letters to you.
PP>
PP> Simplistic and childish, yes, but I am just curious to know if it
PP> ever existed for the Atari ST and then of course, where could I get a
PP> copy from???

Don't know where you could get it from, but it *was* released on the ST,
although nowhere near as fun as it was on the C64 disk version...

Brian.
--
|Fidonet: Brian Baird 2:259/82
|Internet: Brian.Baird@f82.n259.z2.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5578. Re: Access to Genie or Compuserve

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 23:33:18 UTC
From: Lexicor@world.std.com
Message-ID: <Cs8HFJ.KLu@world.std.com>
Source record: 184446

In article <1994Jun30.161931.8110@boojum.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>In article lho@upsn2.u-psud.fr, lecoat@oeillet.ief-paris-sud.fr (Francois LE COAT)
writes:
>>
>>Someone has uploaded programs for me on Genie and Compuserve (both).
>>I know gates to have text email exchanges with him, these are
>>host@genie.geis.com and host@compuserve.com. But this doesn't allow
>>me to upload binary programs on these networks. Does anyone know how
>>to get linked to these (or one of these) networks, in order to exchange
>>large binary files. Thanks for help. Bye for now ...
>
>Sorry, AFAIK, there is no way to upload or download files to/from GEnie
>unless you have a GEnie account. The gateways are for email only. I believe
>the same is true for Compuserve but I don't know for sure.

The only way I can think of transfering large binary files is by
uuencodation..., because of the way their forums work (not like the at times
chaotic ftp sites) also for $$ reasons, you need to have an account there
to upload anything really (or download).

You can however telnet into compuserve.com as well (not ftp), and if you
have an account with CIS down or upload that way as well..CIS also has 14.4k
support, large files on Genie are usually always a pain, I hope this changes
soon.

Cheers

Yat

>
>-Hutch- @ Fair Dinkum Tech
>
>

5579. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 23:44:43 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2uvldb$fau@news.cs.tu-berlin.de>
Source record: 184447

clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>Remember the rumors about Borland and Microsoft producing
>software for Atari computers? Remember WordPerfect for the Atari?
>They never finished these projects, for reasons unknown to me,
>but I figure it had a lot to do with Atari's reputation and the
>preliminary status of the early system software.
-
There was a Word Perfect for the /|\s, but it flopped as it could
not compete with Tempus Word & friends.
As I remember they had to sell it for less than DM 139 (about 80
$), but the sales kept desasterous so WP went back to the PC
market.

just my 2 p

```
o-------------------------------------------------------------------------------o
| \|/ thommy@cs.tu-berlin.de || || || |
| o o ----------------------- || || || |
| | -have sometimes a smile on your face... )) || (( |
| `-' & always a smiley on your screen )) || (( |
o-------------------------------------------------------------------------------o
```

--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

5580. Re: NeoCom

Newsgroup: comp.sys.atari.st
Date: 1994-06-30 23:52:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uvlsm$p2s@golem.wcc.govt.nz>
Source record: 184353

In article <R6zyJiD.cgentry@delphi.com>, Chris Gentry <cgentry@delphi.com> writes:
>Has anyone been able to get this term program(NeoCom) to work on a Falcon
>correctly? Everything seems to work except the widow is screwed up.
>
> Thanks, Chris

What is NeoCom, never heared of it.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5